

AUTONOMOUS
CURRICULUM & SYLLABUS

I-VIII
SEMESTERS



PRATHYUSHA ENGINEERING COLLEGE

An Autonomous Institution
NAAC "A" Grade | NBA accredited
Poonamallee-Tiruvallur Road, Tiruvallur - 602 025.
www.prathyusha.edu.in

REGULATIONS
2017

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Academic Batch 2020-2024





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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

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REGULATIONS 2017 **Curriculum & Syllabus**

PRATHYUSA ENGINEERING COLLEGE

VISION

To emerge as a premier technical and Engineering institution in the country by imparting quality education and thus facilitate our students to blossom into dynamic professionals, so that they play a vital role for the progress of the nation and for a peaceful co-existence of our fellow human beings.

MISSION

Prathyusha Engineering College will strive to emerge as a premier Institution in the country by

- To provide state-of-the-art infrastructure facilities
- Imparting quality education and training through qualified, experienced and committed members of the faculty
- Empowering the youth by providing Professional Leadership
- Developing Centres of Excellence in frontier areas of Engineering, Technology and Management
- Networking with Industry, Corporate and Research Organizations

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

VISION:

To build a strong teaching & research environment in the field of computer science and engineering for developing a team of young dynamic computer science engineers, researchers, future entrepreneurs who are adaptive to respond to the challenges of 21st century. Our commitment lies in producing disciplined human individuals, capable of contributing solutions to solve problems faced by our society.

MISSION:

- To provide a quality undergraduate and graduate education in both the theoretical and applied foundations of computer science and engineering.
- To train the students to effectively apply this education to solve real-world problems, thus amplifying their potential for lifelong high-quality careers and gives them a competitive advantage in the ever-changing and challenging global work environment of the 21st century.
- To initiate collaborative real-world industrial projects with industries and academic institutions to inculcate facilities in the arena of Research & Development.
- To prepare them with an understanding of their professional and ethical responsibilities.

PROGRAM EDUCATIONAL OBJECTIVES (PEOs):

PEO-1: To train the graduates to be excellent in computing profession by updating technical skill-sets and applying new ideas as the technology evolves.

PEO-2: To enable the graduates to excel in professional career and /or higher education by acquiring knowledge in mathematical, computing and engineering principles.

PEO-3: To enable the graduates, to be competent to grasp, analyze, design, and create new products and solutions for the real time problems that are technically advanced economically feasible and socially acceptable.

PEO- 4: To enable the graduates to pursue a productive career as a member of multi-disciplinary and cross-functional teams, with an appreciation for the value of ethic and cultural diversity and an ability to relate engineering issues to broader social context.

PROGRAM OUTCOMES POs:

A Graduate of Computer Science and Engineering Programme will demonstrate and will be able to:

PO1: Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals and an engineering specialization to the solution of complex engineering problems.

PO2: Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

PO3: Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

PO4: Conduct investigations of complex problems: Use

PROGRAM EDUCATIONAL OBJECTIVES (PEOs):

research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

PO5: Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

PO6: The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

PO7: Environment and sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8: Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

PO9: Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10: Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11: Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

PO12: Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PROGRAM SPECIFIC OBJECTIVES (PSOs)

PSO1: Analyze, Design and Develop computer programs / Applications in the areas related to Web-Technologies, Networking, Algorithms, Cloud Computing, Data analytics, Computer Vision, Cyber-Security and Intelligent Systems for efficient design of computer-based and Mobile-based systems of varying complexity.

PSO2: Use modern software tools (like NS2, MATLAB, OpenCV, etc..) for designing, simulating, analyzing and generating experimental results for real-time problems and case studies.

PSO3: Apply Software Engineering practices and strategies for developing Projects related to emerging technologies.

PRATHYUSHA ENGINEERING COLLEGE
AN AUTONOMOUS INSTITUTION
B.E. COMPUTER SCIENCE AND ENGINEERING
REGULATIONS – 2017
CHOICE BASED CREDIT SYSTEM
CURRICULUM AND SYLLABI FOR SEMESTERS I TO VIII

SEMESTER I

SI. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	HS8151	Communicative English	HS	4	4	0	0	4
2.	MA8151	Engineering Mathematics - I	BS	4	4	0	0	4
3.	PH8151	Engineering Physics	BS	3	3	0	0	3
4.	CY8151	Engineering Chemistry	BS	3	3	0	0	3
5.	GE8151	Problem Solving and Python Programming	ES	3	3	0	0	3
6.	GE8152	Engineering Graphics	ES	6	2	0	4	4
PRACTICALS								
7.	GE8161	Problem Solving and Python Programming Laboratory	ES	4	0	0	4	2
8.	BS8161	Physics and Chemistry Laboratory	BS	4	0	0	4	2
TOTAL				31	19	0	12	25

SEMESTER II

SI.No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	HS8251	Technical English	HS	4	4	0	0	4
2.	MA8251	Engineering Mathematics - II	BS	4	4	0	0	4
3.	PH8252	Physics for Information Science	BS	3	3	0	0	3
4.	BE8255	Basic Electrical, Electronics and Measurement Engineering	ES	3	3	0	0	3
5.	GE8291	Environmental Science and Engineering	HS	3	3	0	0	3
6.	CS8251	Programming in C	PC	3	3	0	0	3
PRACTICALS								
7.	GE8261	Engineering Practices Laboratory	ES	4	0	0	4	2
8.	CS8261	C Programming Laboratory	PC	4	0	0	4	2
TOTAL				28	20	0	8	24

SEMESTER III

Sl.No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	MA8351	Discrete Mathematics	BS	4	4	0	0	4
2.	CS8351	Digital Principles and System Design	ES	4	4	0	0	4
3.	CS8391	Data Structures	PC	3	3	0	0	3
4.	CS8392	Object Oriented Programming	PC	3	3	0	0	3
5.	EC8395	Communication Engineering	ES	3	3	0	0	3
PRACTICALS								
6.	CS8381	Data Structures Laboratory	PC	4	0	0	4	2
7.	CS8383	Object Oriented Programming Laboratory	PC	4	0	0	4	2
8.	CS8382	Digital Systems Laboratory	ES	4	0	0	4	2
9.	HS8381	Interpersonal Skills/Listening & Speaking	EEC	2	0	0	2	1
TOTAL				31	17	0	14	24

SEMESTER IV

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	MA8402	Probability and Queueing Theory	BS	4	4	0	0	4
2.	CS8491	Computer Architecture	PC	3	3	0	0	3
3.	CS8492	Database Management Systems	PC	3	3	0	0	3
4.	CS8451	Design and Analysis of Algorithms	PC	3	3	0	0	3
5.	CS8493	Operating Systems	PC	3	3	0	0	3
6.	CS8494	Software Engineering	PC	3	3	0	0	3
PRACTICALS								
7.	CS8481	Database Management Systems Laboratory	PC	4	0	0	4	2
8.	CS8461	Operating Systems Laboratory	PC	4	0	0	4	2
9.	HS8461	Advanced Reading and Writing	EEC	2	0	0	2	1
TOTAL				29	19	0	10	24

SEMESTER V

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	MA8551	Algebra and Number Theory	BS	4	4	0	0	4
2.	CS8591	Computer Networks	PC	3	3	0	0	3
3.	EC8691	Microprocessors and Microcontrollers	PC	3	3	0	0	3
4.	CS8501	Theory of Computation	PC	3	3	0	0	3
5.	CS8592	Object Oriented Analysis and Design	PC	3	3	0	0	3
6.		Open Elective I	OE	3	3	0	0	3
7.		Naan Mudhalvan	EEC	4	0	0	4	2
PRACTICALS								
8.	EC8681	Microprocessors and Microcontrollers Laboratory	PC	4	0	0	4	2
9.	CS8582	Object Oriented Analysis and Design Laboratory	PC	4	0	0	4	2
10.	CS8581	Networks Laboratory	PC	4	0	0	4	2
TOTAL				35	19	0	16	27

SEMESTER VI

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	CS8651	Internet Programming	PC	3	3	0	0	3
2.	CS8691	Artificial Intelligence	PC	3	3	0	0	3
3.	CS8601	Mobile Computing	PC	3	3	0	0	3
4.	CS8602	Compiler Design	PC	5	3	0	2	4
5.	CS8603	Distributed Systems	PC	3	3	0	0	3
6.		Professional Elective I	PE	3	3	0	0	3
7.		Naan Mudhalvan	EEC	4	0	0	4	2
PRACTICALS								
8.	CS8661	Internet Programming Laboratory	PC	4	0	0	4	2
9.	CS8662	Mobile Application Development Laboratory	PC	4	0	0	4	2
10.	CS8611	Mini Project	EEC	2	0	0	2	1
11.	HS8581	Professional Communication	EEC	2	0	0	2	1
TOTAL				36	18	0	18	27

SEMESTER VII

SI. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	MG8591	Principles of Management	HS	3	3	0	0	3
2.	CS8792	Cryptography and Network Security	PC	3	3	0	0	3
3.	CS8791	Cloud Computing	PC	3	3	0	0	3
4.		Open Elective II	OE	3	3	0	0	3
5.		Professional Elective II	PE	3	3	0	0	3
6.		Naan Mudhalvan	EEC	4	0	0	4	2
PRACTICALS								
7.	CS8711	Cloud Computing Laboratory	PC	4	0	0	4	2
8.	IT8761	Security Laboratory	PC	4	0	0	4	2
TOTAL				27	15	0	12	21

SEMESTER VIII

SI. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.		Professional Elective IV	PE	3	3	0	0	3
2.		Professional Elective V	PE	3	3	0	0	3
PRACTICALS								
3.	CS8811	Project Work	EEC	20	0	0	20	10
TOTAL				26	6	0	20	16

TOTAL NO. OF CREDITS: 188

HUMANITIES AND SOCIAL SCIENCES (HS)

SI. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	HS8151	Communicative English	HS	4	4	0	0	4
2.	HS8251	Technical English	HS	4	4	0	0	4
3.	GE8291	Environmental Science and Engineering	HS	3	3	0	0	3
4.	MG8591	Principles of Management	HS	3	3	0	0	3

BASIC SCIENCES (BS)

SI. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	MA8151	Engineering Mathematics I	BS	4	4	0	0	4
2.	PH8151	Engineering Physics	BS	3	3	0	0	3
3.	CY8151	Engineering Chemistry	BS	3	3	0	0	3
4.	BS8161	Physics and Chemistry Laboratory	BS	4	0	0	4	2
5.	MA8251	Engineering Mathematics II	BS	4	4	0	0	4
6.	PH8252	Physics for Information Science	BS	3	3	0	0	3
7.	MA8351	Discrete Mathematics	BS	4	4	0	0	4
8.	MA8402	Probability and Queueing Theory	BS	4	4	0	0	4
9.	MA8551	Algebra and Number Theory	BS	4	4	0	0	4

ENGINEERING SCIENCES (ES)

SI. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	GE8151	Problem Solving and Python Programming	ES	3	3	0	0	3
2.	GE8152	Engineering Graphics	ES	6	2	0	4	4
3.	GE8161	Problem Solving and Python Programming Laboratory	ES	4	0	0	4	2
4.	BE8255	Basic Electrical, Electronics and Measurement Engineering	ES	3	3	0	0	3
5.	GE8261	Engineering Practices Laboratory	ES	4	0	0	4	2
6.	CS8351	Digital Principles and System Design	ES	4	4	0	0	4
7.	EC8395	Communication Engineering	ES	3	3	0	0	3
8.	CS8382	Digital Systems Laboratory	ES	4	0	0	4	2

PROFESSIONAL CORE (PC)

SI. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	CS8251	Programming in C	PC	3	3	0	0	3
2.	CS8261	C Programming Laboratory	PC	4	0	0	4	2
3.	CS8391	Data Structures	PC	3	3	0	0	3
4.	CS8392	Object Oriented Programming	PC	3	3	0	0	3
5.	CS8381	Data Structures Laboratory	PC	4	0	0	4	2
6.	CS8383	Object Oriented Programming Laboratory	PC	4	0	0	4	2
7.	CS8491	Computer Architecture	PC	3	3	0	0	3
8.	CS8492	Database Management Systems	PC	3	3	0	0	3
9.	CS8451	Design and Analysis of Algorithms	PC	3	3	0	0	3
10.	CS8493	Operating Systems	PC	3	3	0	0	3
11.	CS8494	Software Engineering	PC	3	3	0	0	3
12.	CS8481	Database Management Systems Laboratory	PC	4	0	0	4	2
13.	CS8461	Operating Systems Laboratory	PC	4	0	0	4	2
14.	CS8591	Computer Networks	PC	3	3	0	0	3
15.	EC8691	Microprocessors and Microcontrollers	PC	3	3	0	0	3
16.	CS8501	Theory of Computation	PC	3	3	0	0	3
17.	CS8592	Object Oriented Analysis and Design	PC	3	3	0	0	3
18.	EC8681	Microprocessors and Microcontrollers Laboratory	PC	4	0	0	4	2
19.	CS8582	Object Oriented Analysis and Design Laboratory	PC	4	0	0	4	2
20.	CS8581	Networks Laboratory	PC	4	0	0	4	2
21.	CS8651	Internet Programming	PC	3	3	0	0	3
22.	CS8691	Artificial Intelligence	PC	3	3	0	0	3
23.	CS8601	Mobile Computing	PC	3	3	0	0	3
24.	CS8602	Compiler Design	PC	5	3	0	2	4
25.	CS8603	Distributed Systems	PC	3	3	0	0	3
26.	CS8661	Internet Programming Laboratory	PC	4	0	0	4	2
27.	CS8662	Mobile Application Development Laboratory	PC	4	0	0	4	2
28.	CS8792	Cryptography and Network Security	PC	3	3	0	0	3
29.	CS8791	Cloud Computing	PC	3	3	0	0	3
30.	CS8711	Cloud Computing Laboratory	PC	4	0	0	4	2
31.	IT8761	Security Laboratory	PC	4	0	0	4	2

PROFESSIONAL ELECTIVES (PE)**SEMESTER VI
ELECTIVE - I**

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	CS8075	Data Warehousing and Data Mining	PE	3	3	0	0	3
2.	IT8076	Software Testing	PE	3	3	0	0	3
3.	IT8072	Embedded Systems	PE	3	3	0	0	3
4.	CS8072	Agile Methodologies	PE	3	3	0	0	3
5.	CS8077	Graph Theory and Applications-	PE	3	3	0	0	3
6.	IT8071	Digital Signal Processing	PE	3	3	0	0	3
7.	GE8075	Intellectual Property Rights	PE	3	3	0	0	3

**SEMESTER VII
ELECTIVE - II**

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	CS8091	Big Data Analytics	PE	3	3	0	0	3
2.	CS8082	Machine Learning Techniques	PE	3	3	0	0	3
3.	CS8092	Computer Graphics and Multimedia	PE	3	3	0	0	3
4.	IT8075	Software Project Management	PE	3	3	0	0	3
5.	CS8081	Internet of Things	PE	3	3	0	0	3
6.	IT8074	Service Oriented Architecture	PE	3	3	0	0	3
7.	GE8077	Total Quality Management	PE	3	3	0	0	3

**SEMESTER VII
ELECTIVE - III**

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	CS8083	Multi-core Architectures and Programming	PE	3	3	0	0	3
2.	CS8079	Human Computer Interaction	PE	3	3	0	0	3
3.	CS8073	C# and .Net Programming	PE	3	3	0	0	3
4.	CS8088	Wireless Adhoc and Sensor Networks	PE	3	3	0	0	3
5.	CS8071	Advanced Topics on Databases	PE	3	3	0	0	3
6.	GE8072	Foundation Skills in Integrated Product Development	PE	3	3	0	0	3
7.	GE8074	Human Rights	PE	3	3	0	0	3
8.	GE8071	Disaster Management	PE	3	3	0	0	3

**SEMESTER VIII
ELECTIVE - IV**

SI. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	EC8093	Digital Image Processing	PE	3	3	0	0	3
2.	CS8085	Social Network Analysis	PE	3	3	0	0	3
3.	IT8073	Information Security	PE	3	3	0	0	3
4.	CS8087	Software Defined Networks	PE	3	3	0	0	3
5.	CS8074	Cyber Forensics	PE	3	3	0	0	3
6.	CS8086	Soft Computing	PE	3	3	0	0	3
7.	GE8076	Professional Ethics in Engineering	PE	3	3	0	0	3

**SEMESTER VIII
ELECTIVE - V**

SI. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	CS8080	Information Retrieval Techniques	PE	3	3	0	0	3
2.	CS8078	Green Computing	PE	3	3	0	0	3
3.	CS8076	GPU Architecture and Programming	PE	3	3	0	0	3
4.	CS8084	Natural Language Processing	PE	3	3	0	0	3
5.	CS8001	Parallel Algorithms	PE	3	3	0	0	3
6.	IT8077	Speech Processing	PE	3	3	0	0	3
7.	GE8073	Fundamentals of Nanoscience	PE	3	3	0	0	3

EMPLOYABILITY ENHANCEMENT COURSES (EEC)

SI. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	HS8381	Interpersonal Skills/Listening & Speaking	EEC	2	0	0	2	1
2.	HS8461	Advanced Reading and Writing	EEC	2	0	0	2	1
3.	CS8611	Mini Project	EEC	2	0	0	2	1
4.	HS8581	Professional Communication	EEC	2	0	0	2	1
5.	CS8811	Project Work	EEC	20	0	0	20	10

PROFESSIONAL ELECTIVES(PE)
EMPLOYABILITY ENHANCEMENT COURSES (EEC)
SEMESTER V
NAAN MUDHALVAN COURSE

Sl. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	SB8008	Machine Learning	EEC	4	0	0	4	2
2.	SB8013	ARVR	EEC	4	0	0	4	2
3.	SB8014	Full Stack Development	EEC	4	0	0	4	2
4.	SB8016	Big Data	EEC	4	0	0	4	2
5.	SB8017	Cloud Essential	EEC	4	0	0	4	2

SEMESTER VI
NAAN MUDHALVAN COURSE

Sl. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	SB8033	Network Engineering	EEC	4	0	0	4	2
2.	SB8040	Professional Readiness for Innovation Employment and Entrepreneurship	EEC	4	0	0	4	2

SEMESTER VII
NAAN MUDHALVAN COURSE

Sl. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	SB8037	Full Stack Development	EEC	4	0	0	4	2

SUMMARY

S.NO.	SUBJECT AREA	CREDITS AS PER SEMESTER								CREDITS TOTAL	Percentage
		I	II	III	IV	V	VI	VII	VIII		
1.	HS	4	7					3		14	7.44%
2.	BS	12	7	4	4	4				31	16.48%
3.	ES	9	5	9						23	12.23%
4.	PC		5	10	19	18	20	10		82	43.61%
5.	PE						3	3	6	12	6.38%
6.	OE					3		3		6	3.19 %
7.	EEC			1	1	2	4	2	10	20	10.63 %
	Total	25	24	24	24	27	27	21	16	188	
8.	Non Credit / Mandatory										

HS8151

COMMUNICATIVE ENGLISH

L	T	P	C
4	0	0	4

OBJECTIVES:

- To develop the basic reading and writing skills of first year engineering and technology students.
- To help learners develop their listening skills, which will, enable them listen to lectures and comprehend them by asking questions; seeking clarifications.
- To help learners develop their speaking skills and speak fluently in real contexts.
- To help learners develop vocabulary of a general kind by developing their reading skills

UNIT I SHARING INFORMATION RELATED TO ONESELF/FAMILY& FRIENDS 12

Reading- short comprehension passages, practice in skimming-scanning and predicting- **Writing-** completing sentences- - developing hints. **Listening-** short texts- short formal and informal conversations. **Speaking-** introducing oneself - exchanging personal information- **Language development-** Wh- Questions- asking and answering-yes or no questions- parts of speech. **Vocabulary development--** prefixes- suffixes- articles.- count/ uncount nouns.

UNIT II GENERAL READING AND FREE WRITING 12

Reading - comprehension-pre-reading-post reading- comprehension questions (multiple choice questions and /or short questions/ open-ended questions)-inductive reading- short narratives and descriptions from newspapers including dialogues and conversations (also used as short Listening texts)- register- **Writing** – paragraph writing- topic sentence- main ideas- free writing, short narrative descriptions using some suggested vocabulary and structures –**Listening-** telephonic conversations. **Speaking** – sharing information of a personal kind—greeting – taking leave- **Language development** – prepositions, conjunctions **Vocabulary development-** guessing meanings of words in context.

UNIT III GRAMMAR AND LANGUAGE DEVELOPMENT 12

Reading- short texts and longer passages (close reading) **Writing-** understanding text structure- use of reference words and discourse markers-coherence-jumbled sentences **Listening** – listening to longer texts and filling up the table- product description- narratives from different sources. **Speaking-** asking about routine actions and expressing opinions. **Language development-** degrees of comparison- pronouns- direct vs indirect questions- **Vocabulary development** – single word substitutes- adverbs.

UNIT IV READING AND LANGUAGE DEVELOPMENT 12

Reading- comprehension-reading longer texts- reading different types of texts- magazines **Writing-** letter writing, informal or personal letters-e-mails-conventions of personal email- **Listening-** listening to dialogues or conversations and completing exercises based on them. **Speaking-** speaking about oneself- speaking about one's friend- **Language development-** Tenses- simple present-simple past- present continuous and past continuous- **Vocabulary development-** synonyms-antonyms- phrasal verbs

UNIT V EXTENDED WRITING**12**

Reading- longer texts- close reading –**Writing-** brainstorming -writing short essays – developing an outline- identifying main and subordinate ideas- dialogue writing-**Listening** – listening to talks- conversations- **Speaking** – participating in conversations- short group conversations-**Language development-**modal verbs- present/ past perfect tense - **Vocabulary development-**collocations- fixed and semi-fixed expressions.

TOTAL: 60 PERIODS**OUTCOMES:****AT THE END OF THE COURSE, LEARNERS WILL BE ABLE TO:**

- Read articles of a general kind in magazines and newspapers.
- Participate effectively in informal conversations; introduce themselves and their friends and express opinions in English.
- Comprehend conversations and short talks delivered in English
- Write short essays of a general kind and personal letters and emails in English.

TEXT BOOKS:

1. Board of Editors. **Using English** A Coursebook for Undergraduate Engineers and Technologists. Orient BlackSwan Limited, Hyderabad: 2015
2. Richards, C. Jack. **Interchange Students' Book-2** New Delhi: CUP, 2015.

REFERENCES:

1. Bailey, Stephen. Academic Writing: A practical guide for students. New York: Rutledge,2011.
2. Means,L. Thomas and Elaine Langlois. English & Communication For Colleges. CengageLearning ,USA: 2007
3. Redston, Chris & Gillies Cunningham Face2Face (Pre-intermediate Student's Book & Workbook) Cambridge University Press, New Delhi: 2005
4. Comfort, Jeremy, et al. Speaking Effectively: Developing Speaking Skills for Business English. Cambridge University Press, Cambridge: Reprint 2011
5. Dutt P. Kiranmai and Rajeevan Geeta. Basic Communication Skills, Foundation Books: 2013.

MA8151**ENGINEERING MATHEMATICS – I**

L	T	P	C
4	0	0	4

OBJECTIVES :

The goal of this course is to achieve conceptual understanding and to retain the best traditions of traditional calculus. The syllabus is designed to provide the basic tools of calculus mainly for the purpose of modelling the engineering problems mathematically and obtaining solutions. This is a foundation course which mainly deals with topics such as single variable and multivariable calculus and plays an important role in the understanding of science, engineering, economics and computer science, among other disciplines.

UNIT I DIFFERENTIAL CALCULUS**12**

Representation of functions - Limit of a function - Continuity - Derivatives - Differentiation rules - Maxima and Minima of functions of one variable.

UNIT II FUNCTIONS OF SEVERAL VARIABLES**12**

Partial differentiation – Homogeneous functions and Euler's theorem – Total derivative – Change of variables – Jacobians – Partial differentiation of implicit functions – Taylor's series for functions of two variables – Maxima and minima of functions of two variables – Lagrange's method of undetermined multipliers.

UNIT III INTEGRAL CALCULUS**12**

Definite and Indefinite integrals - Substitution rule - Techniques of Integration - Integration by parts, Trigonometric integrals, Trigonometric substitutions, Integration of rational functions by partial fraction, Integration of irrational functions - Improper integrals.

UNIT IV MULTIPLE INTEGRALS**12**

Double integrals – Change of order of integration – Double integrals in polar coordinates – Area enclosed by plane curves – Triple integrals – Volume of solids – Change of variables in double and triple integrals.

UNIT V DIFFERENTIAL EQUATIONS**12**

Higher order linear differential equations with constant coefficients - Method of variation of parameters – Homogenous equation of Euler's and Legendre's type – System of simultaneous linear differential equations with constant coefficients - Method of undetermined coefficients.

TOTAL: 60 PERIODS**OUTCOMES:**

After completing this course, students should demonstrate competency in the following skills:

- Use both the limit definition and rules of differentiation to differentiate functions.
- Apply differentiation to solve maxima and minima problems.
- Evaluate integrals both by using Riemann sums and by using the Fundamental Theorem of Calculus.
- Apply integration to compute multiple integrals, area, volume, integrals in polar coordinates, in addition to change of order and change of variables.
- Evaluate integrals using techniques of integration, such as substitution, partial fractions and integration by parts.
- Determine convergence/divergence of improper integrals and evaluate convergent improper integrals.
- Apply various techniques in solving differential equations.

TEXT BOOKS :

1. Grewal B.S., "Higher Engineering Mathematics", Khanna Publishers, New Delhi, 43rd Edition, 2014.
2. James Stewart, "Calculus: Early Transcendentals", Cengage Learning, 7th Edition, New Delhi, 2015. [For Units I & III - Sections 1.1, 2.2, 2.3, 2.5, 2.7(Tangents problems only), 2.8, 3.1 to 3.6, 3.11, 4.1, 4.3, 5.1(Area problems only), 5.2, 5.3, 5.4 (excluding net change theorem), 5.5, 7.1 - 7.4 and 7.8].

REFERENCES:

1. Anton, H, Bivens, I and Davis, S, "Calculus", Wiley, 10th Edition, 2016.
2. Jain R.K. and Iyengar S.R.K., "Advanced Engineering Mathematics", Narosa Publications, New Delhi, 3rd Edition, 2007.
3. Narayanan, S. and Manicavachagom Pillai, T. K., "Calculus" Volume I and II, S. Viswanathan Publishers Pvt. Ltd., Chennai, 2007.
4. Srimantha Pal and Bhunia, S.C, "Engineering Mathematics" Oxford University Press, 2015.
5. Weir, M.D and Joel Hass, "Thomas Calculus", 12th Edition, Pearson India, 2016.

PH8151

ENGINEERING PHYSICS

L	T	P	C
3	0	0	3

OBJECTIVES:

- To enhance the fundamental knowledge in Physics and its applications relevant to various streams of Engineering and Technology.

UNIT I PROPERTIES OF MATTER 9

Elasticity – Stress-strain diagram and its uses - factors affecting elastic modulus and tensile strength – torsional stress and deformations – twisting couple - torsion pendulum: theory and experiment - bending of beams - bending moment – cantilever: theory and experiment – uniform and non-uniform bending: theory and experiment - I-shaped girders - stress due to bending in beams.

UNIT II WAVES AND FIBER OPTICS 9

Oscillatory motion – forced and damped oscillations: differential equation and its solution – plane progressive waves – wave equation. Lasers : population of energy levels, Einstein's A and B coefficients derivation – resonant cavity, optical amplification (qualitative) – Semiconductor lasers: homojunction and heterojunction – Fiber optics: principle, numerical aperture and acceptance angle - types of optical fibres (material, refractive index, mode) – losses associated with optical fibers - fibre optic sensors: pressure and displacement.

UNIT III THERMAL PHYSICS 9

Transfer of heat energy – thermal expansion of solids and liquids – expansion joints - bimetallic strips - thermal conduction, convection and radiation – heat conduction in solids – thermal conductivity - Forbe's and Lee's disc method: theory and experiment - conduction through compound media (series and parallel) – thermal insulation – applications: heat exchangers, refrigerators, ovens and solar water heaters.

UNIT IV QUANTUM PHYSICS 9

Black body radiation – Planck's theory (derivation) – Compton effect: theory and experimental verification – wave particle duality – electron diffraction – concept of wave function and its physical significance – Schrödinger's wave equation – time independent and time dependent equations – particle in a one-dimensional rigid box – tunnelling (qualitative) - scanning tunnelling microscope.

UNIT V CRYSTAL PHYSICS 9

Single crystalline, polycrystalline and amorphous materials – single crystals: unit cell, crystal systems, Bravais lattices, directions and planes in a crystal, Miller indices – inter-planar distances - coordination number and packing factor for SC, BCC, FCC, HCP and diamond structures - crystal imperfections: point defects, line defects – Burger vectors, stacking faults – role of imperfections in plastic deformation - growth of single crystals: solution and melt growth techniques.

TOTAL :45 PERIODS**OUTCOMES:****Upon completion of this course,**

- The students will gain knowledge on the basics of properties of matter and its applications,
- The students will acquire knowledge on the concepts of waves and optical devices and their applications in fibre optics,
- The students will have adequate knowledge on the concepts of thermal properties of materials and their applications in expansion joints and heat exchangers,
- The students will get knowledge on advanced physics concepts of quantum theory and its applications in tunneling microscopes, and
- The students will understand the basics of crystals, their structures and different crystal growth techniques.

TEXT BOOKS:

1. Bhattacharya, D.K. & Poonam, T. "Engineering Physics". Oxford University Press, 2015.
2. Gaur, R.K. & Gupta, S.L. "Engineering Physics". Dhanpat Rai Publishers, 2012.
3. Pandey, B.K. & Chaturvedi, S. "Engineering Physics". Cengage Learning India, 2012.

REFERENCES:

1. Halliday, D., Resnick, R. & Walker, J. "Principles of Physics". Wiley, 2015.
2. Serway, R.A. & Jewett, J.W. "Physics for Scientists and Engineers". Cengage Learning, 2010.
3. Tipler, P.A. & Mosca, G. "Physics for Scientists and Engineers with Modern Physics". W.H. Freeman, 2007.

CY8151**ENGINEERING CHEMISTRY****L T P C
3 0 0 3****OBJECTIVES:**

- To make the students conversant with boiler feed water requirements, related problems and water treatment techniques.
- To develop an understanding of the basic concepts of phase rule and its applications to single and two component systems and appreciate the purpose and significance of alloys.
- Preparation, properties and applications of engineering materials.
- Types of fuels, calorific value calculations, manufacture of solid, liquid and gaseous fuels.
- Principles and generation of energy in batteries, nuclear reactors, solar cells, wind mills and fuel cells.

UNIT I WATER AND ITS TREATMENT**9**

Hardness of water – types – expression of hardness – units – estimation of hardness of water by EDTA – numerical problems – boiler troubles (scale and sludge) – treatment of boiler feed water – Internal treatment (phosphate, colloidal, sodium aluminate and calgon conditioning) external treatment – Ion exchange process, zeolite process – desalination of brackish water - Reverse Osmosis.

UNIT II SURFACE CHEMISTRY AND CATALYSIS**9**

Adsorption: Types of adsorption – adsorption of gases on solids – adsorption of solute from solutions – adsorption isotherms – Freundlich's adsorption isotherm – Langmuir's adsorption isotherm – contact theory – kinetics of surface reactions, unimolecular reactions, Langmuir - applications of adsorption on pollution abatement. Catalysis: Catalyst – types of catalysis – criteria – autocatalysis – catalytic poisoning and catalytic promoters - acid base catalysis – applications (catalytic convertor) – enzyme catalysis– Michaelis – Menten equation.

UNIT III ALLOYS AND PHASE RULE**9**

Alloys: Introduction- Definition- properties of alloys- significance of alloying, functions and effect of alloying elements- Nichrome and stainless steel (18/8) – heat treatment of steel. Phase rule: Introduction, definition of terms with examples, one component system -water system - reduced phase rule - thermal analysis and cooling curves - two component systems - lead-silver system - Pattinson process.

UNIT IV FUELS AND COMBUSTION**9**

Fuels: Introduction - classification of fuels - coal - analysis of coal (proximate and ultimate) - carbonization - manufacture of metallurgical coke (Otto Hoffmann method) - petroleum - manufacture of synthetic petrol (Bergius process) - knocking - octane number - diesel oil - cetane number - natural gas - compressed natural gas (CNG) - liquefied petroleum gases (LPG) - power alcohol and biodiesel. Combustion of fuels: Introduction - calorific value - higher and lower calorific values- theoretical calculation of calorific value - ignition temperature - spontaneous ignition temperature - explosive range - flue gas analysis (ORSAT Method).

UNIT V ENERGY SOURCES AND STORAGE DEVICES**9**

Nuclear fission - controlled nuclear fission - nuclear fusion - differences between nuclear fission and fusion - nuclear chain reactions - nuclear energy - light water nuclear power plant - breeder reactor - solar energy conversion - solar cells - wind energy. Batteries, fuel cells and supercapacitors: Types of batteries – primary battery (dry cell) secondary battery (lead acid battery, lithium-ion-battery) fuel cells – H₂-O₂ fuel cell.

TOTAL: 45 PERIODS**OUTCOMES:**

- The knowledge gained on engineering materials, fuels, energy sources and water treatment techniques will facilitate better understanding of engineering processes and applications for further learning.

TEXT BOOKS:

1. S. S. Dara and S. S. Umare, "A Textbook of Engineering Chemistry", S. Chand & Company LTD, New Delhi, 2015
2. P. C. Jain and Monika Jain, "Engineering Chemistry" Dhanpat Rai Publishing Company (P) LTD, New Delhi, 2015
3. S. Vairam, P. Kalyani and Suba Ramesh, "Engineering Chemistry", Wiley India PVT, LTD, New Delhi, 2013.

REFERENCES:

1. Friedrich Emich, "Engineering Chemistry", Scientific International PVT, LTD, New Delhi, 2014.
2. Prasanta Rath, "Engineering Chemistry", Cengage Learning India PVT, LTD, Delhi, 2015.
3. Shikha Agarwal, "Engineering Chemistry-Fundamentals and Applications", Cambridge University Press, Delhi, 2015.

GE8151**PROBLEM SOLVING AND PYTHON PROGRAMMING****L T P C****3 0 0 3****OBJECTIVES:**

- To know the basics of algorithmic problem solving
- To read and write simple Python programs.
- To develop Python programs with conditionals and loops.
- To define Python functions and call them.
- To use Python data structures -- lists, tuples, dictionaries.
- To do input/output with files in Python.

UNIT I ALGORITHMIC PROBLEM SOLVING**9**

Algorithms, building blocks of algorithms (statements, state, control flow, functions), notation (pseudo code, flow chart, programming language), algorithmic problem solving, simple strategies for developing algorithms (iteration, recursion). Illustrative problems: find minimum in a list, insert a card in a list of sorted cards, guess an integer number in a range, Towers of Hanoi.

UNIT II DATA, EXPRESSIONS, STATEMENTS**9**

Python interpreter and interactive mode; values and types: int, float, boolean, string, and list; variables, expressions, statements, tuple assignment, precedence of operators, comments; modules and functions, function definition and use, flow of execution, parameters and arguments; Illustrative programs: exchange the values of two variables, circulate the values of n variables, distance between two points.

UNIT III CONTROL FLOW, FUNCTIONS**9**

Conditionals: Boolean values and operators, conditional (if), alternative (if-else), chained conditional (if-elif-else); Iteration: state, while, for, break, continue, pass; Fruitful functions: return values, parameters, local and global scope, function composition, recursion; Strings: string slices,

dimensioning.

UNIT I PLANE CURVES AND FREEHAND SKETCHING 7+12

Basic Geometrical constructions, Curves used in engineering practices: Conics – Construction of ellipse, parabola and hyperbola by eccentricity method – Construction of cycloid – construction of involutes of square and circle – Drawing of tangents and normal to the above curves.

Visualization concepts and Free Hand sketching: Visualization principles –Representation of Three Dimensional objects – Layout of views- Freehand sketching of multiple views from pictorial views of objects

UNIT II PROJECTION OF POINTS, LINES AND PLANE SURFACE 6+12

Orthographic projection- principles-Principal planes-First angle projection-projection of points. Projection of straight lines (only First angle projections) inclined to both the principal planes - Determination of true lengths and true inclinations by rotating line method and traces Projection of planes (polygonal and circular surfaces) inclined to both the principal planes by rotating object method.

UNIT III PROJECTION OF SOLIDS 5+12

Projection of simple solids like prisms, pyramids, cylinder, cone and truncated solids when the axis is inclined to one of the principal planes by rotating object method.

UNIT IV PROJECTION OF SECTIONED SOLIDS AND DEVELOPMENT OF SURFACES 5+12

Sectioning of above solids in simple vertical position when the cutting plane is inclined to the one of the principal planes and perpendicular to the other – obtaining true shape of section. Development of lateral surfaces of simple and sectioned solids – Prisms, pyramids cylinders and cones.

UNIT V ISOMETRIC AND PERSPECTIVE PROJECTIONS 6 +12

Principles of isometric projection – isometric scale –Isometric projections of simple solids and truncated solids - Prisms, pyramids, cylinders, cones- combination of two solid objects in simple vertical positions - Perspective projection of simple solids-Prisms, pyramids and cylinders by visual ray method .

TOTAL: 90 PERIODS

OUTCOMES:

On successful completion of this course, the student will be able to:

- Familiarize with the fundamentals and standards of Engineering graphics
- Perform freehand sketching of basic geometrical constructions and multiple views of objects.
- Project orthographic projections of lines and plane surfaces.
- Draw projections and solids and development of surfaces.
- Visualize and to project isometric and perspective sections of simple solids.

TEXT BOOKS:

1. Natrajan K.V., “A text book of Engineering Graphics”, Dhanalakshmi Publishers, Chennai, 2009.
2. Venugopal K. and Prabhu Raja V., “Engineering Graphics”, New Age International (P) Limited, 2008.

REFERENCES:

1. Bhatt N.D. and Panchal V.M., “Engineering Drawing”, Charotar Publishing House, 50th Edition, 2010.
2. Basant Agarwal and Agarwal C.M., “Engineering Drawing”, Tata McGraw Hill Publishing Company Limited, New Delhi, 2008.
3. Gopalakrishna K.R., “Engineering Drawing” (Vol. I&II combined), Subhas Stores, Bangalore, 2007.

4. Luzzader, Warren.J. and Duff,John M., “Fundamentals of Engineering Drawing with an introduction to Interactive Computer Graphics for Design and Production, Eastern Economy Edition, Prentice Hall of India Pvt. Ltd, New Delhi, 2005.
5. N. S. Parthasarathy and Vela Murali, “Engineering Graphics”, Oxford University, Press, New Delhi, 2015.
6. Shah M.B., and Rana B.C., “Engineering Drawing”, Pearson, 2nd Edition, 2009.

Publication of Bureau of Indian Standards:

1. IS 10711 – 2001: Technical products Documentation – Size and lay out of drawing sheets.
2. IS 9609 (Parts 0 & 1) – 2001: Technical products Documentation – Lettering.
3. IS 10714 (Part 20) – 2001 & SP 46 – 2003: Lines for technical drawings.
4. IS 11669 – 1986 & SP 46 – 2003: Dimensioning of Technical Drawings.
5. IS 15021 (Parts 1 to 4) – 2001: Technical drawings – Projection Methods.

Special points applicable to University Examinations on Engineering Graphics:

1. There will be five questions, each of either or type covering all units of the syllabus.
2. All questions will carry equal marks of 20 each making a total of 100.
3. The answer paper shall consist of drawing sheets of A3 size only. The students will be permitted to use appropriate scale to fit solution within A3 size.
4. The examination will be conducted in appropriate sessions on the same day

GE8161 PROBLEM SOLVING AND PYTHON PROGRAMMING LABORATORY L T P C
0 0 4 2

OBJECTIVES:

- To write, test, and debug simple Python programs.
- To implement Python programs with conditionals and loops.
- Use functions for structuring Python programs.
- Represent compound data using Python lists, tuples, dictionaries.
- Read and write data from/to files in Python.

LIST OF PROGRAMS:

1. Compute the GCD of two numbers.
2. Find the square root of a number (Newton’s method)
3. Exponentiation (power of a number)
4. Find the maximum of a list of numbers
5. Linear search and Binary search
6. Selection sort, Insertion sort
7. Merge sort
8. First n prime numbers
9. Multiply matrices
10. Programs that take command line arguments (word count)
11. Find the most frequent words in a text read from a file
12. Simulate elliptical orbits in Pygame
13. Simulate bouncing ball using Pygame

PLATFORM NEEDED

Python 3 interpreter for Windows/Linux

TOTAL: 60 PERIODS

OUTCOMES:

Upon completion of the course, students will be able to:

- Write, test, and debug simple Python programs.
- Implement Python programs with conditionals and loops.
- Develop Python programs step-wise by defining functions and calling them.

- Use Python lists, tuples, dictionaries for representing compound data.
- Read and write data from/to files in Python.

BS8161

PHYSICS AND CHEMISTRY LABORATORY
(Common to all branches of B.E. / B.Tech Programmes)

L	T	P	C
0	0	4	2

OBJECTIVES:

- To introduce different experiments to test basic understanding of physics concepts applied in optics, thermal physics, properties of matter and liquids.

LIST OF EXPERIMENTS: PHYSICS LABORATORY (Any 5 Experiments)

1. Determination of rigidity modulus – Torsion pendulum
2. Determination of Young's modulus by non-uniform bending method
3. (a) Determination of wavelength, and particle size using Laser
(b) Determination of acceptance angle in an optical fiber.
4. Determination of thermal conductivity of a bad conductor – Lee's Disc method.
5. Determination of velocity of sound and compressibility of liquid – Ultrasonic interferometer
6. Determination of wavelength of mercury spectrum – spectrometer grating
7. Determination of band gap of a semiconductor
8. Determination of thickness of a thin wire – Air wedge method

TOTAL: 30 PERIODS**OUTCOMES:****Upon completion of the course, the students will be able to**

- Apply principles of elasticity, optics and thermal properties for engineering applications.

CHEMISTRY LABORATORY: (Any seven experiments to be conducted)**OBJECTIVES:**

- To make the student to acquire practical skills in the determination of water quality parameters through volumetric and instrumental analysis.
- To acquaint the students with the determination of molecular weight of a polymer by viscometry.

1. Estimation of HCl using Na_2CO_3 as primary standard and Determination of alkalinity in water sample.
2. Determination of total, temporary & permanent hardness of water by EDTA method.
3. Determination of DO content of water sample by Winkler's method.
4. Determination of chloride content of water sample by argentometric method.
5. Estimation of copper content of the given solution by Iodometry.
6. Determination of strength of given hydrochloric acid using pH meter.
7. Determination of strength of acids in a mixture of acids using conductivity meter.
8. Estimation of iron content of the given solution using potentiometer.
9. Estimation of iron content of the water sample using spectrophotometer (1, 10-Phenanthroline / thiocyanate method).
10. Estimation of sodium and potassium present in water using flame photometer.
11. Determination of molecular weight of polyvinyl alcohol using Ostwald viscometer.
12. Pseudo first order kinetics-ester hydrolysis.
13. Corrosion experiment-weight loss method.
14. Determination of CMC.
15. Phase change in a solid.

16. Conductometric titration of strong acid vs strong base.

OUTCOMES:

- The students will be outfitted with hands-on knowledge in the quantitative chemical analysis of water quality related parameters.

TOTAL: 30 PERIODS**TEXTBOOK:**

- Vogel's Textbook of Quantitative Chemical Analysis (8TH edition, 2014).

HS8251**TECHNICAL ENGLISH**

L	T	P	C
4	0	0	4

OBJECTIVES:

The Course prepares second semester engineering and Technology students to:

- Develop strategies and skills to enhance their ability to read and comprehend engineering and technology texts.
- Foster their ability to write convincing job applications and effective reports.
- Develop their speaking skills to make technical presentations, participate in group discussions.
- Strengthen their listening skill which will help them comprehend lectures and talks in their areas of specialization.

UNIT I INTRODUCTION TECHNICAL ENGLISH 12

Listening- Listening to talks mostly of a scientific/technical nature and completing information-gap exercises- **Speaking** –Asking for and giving directions- **Reading** – reading short technical texts from journals- newspapers- **Writing-** purpose statements – extended definitions – issue- writing instructions – checklists-recommendations-**Vocabulary Development-** technical vocabulary **Language Development** –subject verb agreement - compound words.

UNIT II READING AND STUDY SKILLS 12

Listening- Listening to longer technical talks and completing exercises based on them-**Speaking** – describing a process-**Reading** – reading longer technical texts- identifying the various transitions in a text- paragraphing- **Writing-** interpreting charts, graphs- **Vocabulary Development-** vocabulary used in formal letters/emails and reports **Language Development-** impersonal passive voice, numerical adjectives.

UNIT III TECHNICAL WRITING AND GRAMMAR 12

Listening- Listening to classroom lectures/ talks on engineering/technology -**Speaking** – introduction to technical presentations- **Reading** – longer texts both general and technical, practice in speed reading; **Writing-**Describing a process, use of sequence words- **Vocabulary Development-** sequence words- Misspelled words. **Language Development-** embedded sentences

UNIT IV REPORT WRITING 12

Listening- Listening to documentaries and making notes. **Speaking** – mechanics of presentations- **Reading** – reading for detailed comprehension- **Writing-** email etiquette- job application – cover letter –Résumé preparation(via email and hard copy)- analytical essays and issue based essays--**Vocabulary Development-** finding suitable synonyms-paraphrasing-. **Language Development-** clauses- if conditionals.

UNIT V GROUP DISCUSSION AND JOB APPLICATIONS**12**

Listening- TED/Ink talks; **Speaking** –participating in a group discussion **-Reading–** reading and understanding technical articles **Writing–** Writing reports- minutes of a meeting- accident and survey-**Vocabulary Development- verbal analogies Language Development-** reported speech.

TOTAL :60 PERIODS**OUTCOMES:****At the end of the course learners will be able to:**

- Read technical texts and write area- specific texts effortlessly.
- Listen and comprehend lectures and talks in their area of specialisation successfully.
- Speak appropriately and effectively in varied formal and informal contexts.
- Write reports and winning job applications.

TEXT BOOKS:

1. Board of editors. **Fluency in English A Course book for Engineering and Technology.** Orient Blackswan, Hyderabad: 2016
2. Sudharshana.N.P and Saveetha. C. **English for Technical Communication.** Cambridge University Press: New Delhi, 2016.

REFERENCES:

1. Raman, Meenakshi and Sharma, Sangeetha- **Technical Communication Principles and Practice.**Oxford University Press: New Delhi,2014.
2. Kumar, Suresh. E. **Engineering English.** Orient Blackswan: Hyderabad,2015
3. Booth-L. Diana, **Project Work,** Oxford University Press, Oxford: 2014.
4. Grussendorf, Marion, **English for Presentations,** Oxford University Press, Oxford: 2007
5. Means, L. Thomas and Elaine Langlois, **English & Communication For Colleges.** Cengage Learning, USA: 2007

Students can be asked to read Tagore, Chetan Bhagat and for supplementary reading.

MA8251**ENGINEERING MATHEMATICS – II**

L	T	P	C
4	0	0	4

OBJECTIVES:

This course is designed to cover topics such as Matrix Algebra, Vector Calculus, Complex Analysis and Laplace Transform. Matrix Algebra is one of the powerful tools to handle practical problems arising in the field of engineering. Vector calculus can be widely used for modelling the various laws of physics. The various methods of complex analysis and Laplace transforms can be used for efficiently solving the problems that occur in various branches of engineering disciplines.

UNIT I MATRICES**12**

Eigenvalues and Eigenvectors of a real matrix – Characteristic equation – Properties of Eigenvalues and Eigenvectors – Cayley-Hamilton theorem – Diagonalization of matrices – Reduction of a quadratic form to canonical form by orthogonal transformation – Nature of quadratic forms.

UNIT II VECTOR CALCULUS**12**

Gradient and directional derivative – Divergence and curl - Vector identities – Irrotational and Solenoidal vector fields – Line integral over a plane curve – Surface integral - Area of a curved surface - Volume integral - Green's, Gauss divergence and Stoke's theorems – Verification and application in evaluating line, surface and volume integrals.

UNIT III ANALYTIC FUNCTIONS 12

Analytic functions – Necessary and sufficient conditions for analyticity in Cartesian and polar coordinates - Properties – Harmonic conjugates – Construction of analytic function - Conformal mapping – Mapping by functions $w = z + c, cz, \frac{1}{z}, z^2$ - Bilinear transformation.

UNIT IV COMPLEX INTEGRATION 12

Line integral - Cauchy's integral theorem – Cauchy's integral formula – Taylor's and Laurent's series – Singularities – Residues – Residue theorem – Application of residue theorem for evaluation of real integrals – Use of circular contour and semicircular contour.

UNIT V LAPLACE TRANSFORMS 12

Existence conditions – Transforms of elementary functions – Transform of unit step function and unit impulse function – Basic properties – Shifting theorems -Transforms of derivatives and integrals – Initial and final value theorems – Inverse transforms – Convolution theorem – Transform of periodic functions – Application to solution of linear second order ordinary differential equations with constant coefficients.

TOTAL: 60 PERIODS**OUTCOMES :**

After successfully completing the course, the student will have a good understanding of the following topics and their applications:

- Eigen values and eigenvectors, diagonalization of a matrix, Symmetric matrices, Positive definite matrices and similar matrices.
- Gradient, divergence and curl of a vector point function and related identities.
- Evaluation of line, surface and volume integrals using Gauss, Stokes and Green's theorems and their verification.
- Analytic functions, conformal mapping and complex integration.
- Laplace transform and inverse transform of simple functions, properties, various related theorems and application to differential equations with constant coefficients.

TEXT BOOKS:

1. Grewal B.S., "Higher Engineering Mathematics", Khanna Publishers, New Delhi, 43rd Edition, 2014.
2. Kreyszig Erwin, "Advanced Engineering Mathematics ", John Wiley and Sons, 10th Edition, New Delhi, 2016.

REFERENCES :

1. Bali N., Goyal M. and Watkins C., "Advanced Engineering Mathematics", Firewall Media (An imprint of Lakshmi Publications Pvt., Ltd.), New Delhi, 7th Edition, 2009.
2. Jain R.K. and Iyengar S.R.K., " Advanced Engineering Mathematics ", Narosa Publications, New Delhi , 3rd Edition, 2007.
3. O'Neil, P.V. "Advanced Engineering Mathematics", Cengage Learning India Pvt., Ltd, New Delhi, 2007.
4. Sastry, S.S, "Engineering Mathematics", Vol. I & II, PHI Learning Pvt. Ltd, 4th Edition, New Delhi, 2014.
5. Wylie, R.C. and Barrett, L.C., "Advanced Engineering Mathematics "Tata McGraw Hill Education Pvt. Ltd, 6th Edition, New Delhi, 2012.

PH8252

PHYSICS FOR INFORMATION SCIENCE
(Common to CSE & IT)

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the essential principles of Physics of semiconductor device and Electron transport properties. Become proficient in magnetic and optical properties of materials and Nano-electronic devices.

UNIT I ELECTRICAL PROPERTIES OF MATERIALS 9

Classical free electron theory - Expression for electrical conductivity – Thermal conductivity, expression - Wiedemann-Franz law – Success and failures - electrons in metals – Particle in a three dimensional box – degenerate states – Fermi- Dirac statistics – Density of energy states – Electron in periodic potential – Energy bands in solids – tight binding approximation - Electron effective mass – concept of hole.

UNIT II SEMICONDUCTOR PHYSICS 9

Intrinsic Semiconductors – Energy band diagram – direct and indirect band gap semiconductors – Carrier concentration in intrinsic semiconductors – extrinsic semiconductors - Carrier concentration in N-type & P-type semiconductors – Variation of carrier concentration with temperature – variation of Fermi level with temperature and impurity concentration – Carrier transport in Semiconductor: random motion, drift, mobility and diffusion – Hall effect and devices – Ohmic contacts – Schottky diode.

UNIT III MAGNETIC PROPERTIES OF MATERIALS 9

Magnetic dipole moment – atomic magnetic moments- magnetic permeability and susceptibility - Magnetic material classification: diamagnetism – paramagnetism – ferromagnetism – antiferromagnetism – ferrimagnetism – Ferromagnetism: origin and exchange interaction-saturation magnetization and Curie temperature – Domain Theory- M versus H behaviour – Hard and soft magnetic materials – examples and uses— Magnetic principle in computer data storage – Magnetic hard disc (GMR sensor).

UNIT IV OPTICAL PROPERTIES OF MATERIALS 9

Classification of optical materials – carrier generation and recombination processes - Absorption emission and scattering of light in metals, insulators and semiconductors (concepts only) - photo current in a P-N diode – solar cell - LED – Organic LED – Laser diodes – Optical data storage techniques.

UNIT V NANO DEVICES 9

Electron density in bulk material – Size dependence of Fermi energy – Quantum confinement – Quantum structures – Density of states in quantum well, quantum wire and quantum dot structure - Band gap of nanomaterials – Tunneling: single electron phenomena and single electron transistor – Quantum dot laser. Conductivity of metallic nanowires – Ballistic transport – Quantum resistance and conductance – Carbon nanotubes: Properties and applications .

TOTAL :45 PERIODS**OUTCOMES:**

At the end of the course, the students will able to

- Gain knowledge on classical and quantum electron theories, and energy band structures,
- Acquire knowledge on basics of semiconductor physics and its applications in various devices,
- Get knowledge on magnetic properties of materials and their applications in data storage,
- Have the necessary understanding on the functioning of optical materials for optoelectronics,
- Understand the basics of quantum structures and their applications in carbon electronics..

TEXT BOOKS:

1. Jasprit Singh, “Semiconductor Devices: Basic Principles”, Wiley 2012.
2. Kasap, S.O. “Principles of Electronic Materials and Devices”, McGraw-Hill Education, 2007.
3. Kittel, C. “Introduction to Solid State Physics”. Wiley, 2005.

TEXT BOOKS:

1. D.P. Kotharti and I.J Nagarath, Basic Electrical and Electronics Engineering, Mc Graw Hill, 2016,Third Edition.
2. M.S. Sukhija and T.K. Nagsarkar, Basic Electrical and Electronic Engineering, Oxford, 2016.

REFERENCES:

1. S.B. Lal Seksen and Kaustuv Dasgupta, Fundaments of Electrical Engineering, Cambridge, 2016
2. B.L Theraja, Fundamentals of Electrical Engineering and Electronics. Chand & Co, 2008.
3. S.K.Sahdev, Basic of Electrical Engineering, Pearson, 2015
4. John Bird, —Electrical and Electronic Principles and Technologyll, Fourth Edition, Elsevier, 2010.
5. Mittle,Mittal, Basic Electrical Engineeringll, 2nd Edition, Tata McGraw-Hill Edition, 2016.
6. C.L.Wadhwa, “Generation, Distribution and Utilisation of Electrical Energy”, New Age international pvt.ltd.,2003.

GE8291**ENVIRONMENTAL SCIENCE AND ENGINEERING****L T P C
3 0 0 3****OBJECTIVES:**

- To study the nature and facts about environment.
- To finding and implementing scientific, technological, economic and political solutions to environmental problems.
- To study the interrelationship between living organism and environment.
- To appreciate the importance of environment by assessing its impact on the human world; envision the surrounding environment, its functions and its value.
- To study the dynamic processes and understand the features of the earth"s interior and surface.
- To study the integrated themes and biodiversity, natural resources, pollution control and waste management.

UNIT I ENVIRONMENT, ECOSYSTEMS AND BIODIVERSITY**14**

Definition, scope and importance of environment – need for public awareness - concept of an ecosystem – structure and function of an ecosystem – producers, consumers and decomposers – energy flow in the ecosystem – ecological succession – food chains, food webs and ecological pyramids – Introduction, types, characteristic features, structure and function of the (a) forest ecosystem (b) grassland ecosystem (c) desert ecosystem (d) aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries) – Introduction to biodiversity definition: genetic, species and ecosystem diversity – biogeographical classification of India – value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values – Biodiversity at global, national and local levels – India as a mega-diversity nation – hot-spots of biodiversity – threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts – endangered and endemic species of India – conservation of biodiversity: In-situ and ex-situ conservation of biodiversity. Field study of common plants, insects, birds; Field study of simple ecosystems – pond, river, hill slopes, etc.

UNIT II ENVIRONMENTAL POLLUTION**8**

Definition – causes, effects and control measures of: (a) Air pollution (b) Water pollution (c) Soil pollution (d) Marine pollution (e) Noise pollution (f) Thermal pollution (g) Nuclear hazards – solid waste management: causes, effects and control measures of municipal solid wastes – role of an individual in prevention of pollution – pollution case studies – disaster management: floods, earthquake, cyclone and landslides. Field study of local polluted site – Urban / Rural / Industrial / Agricultural.

UNIT III NATURAL RESOURCES**10**

Forest resources: Use and over-exploitation, deforestation, case studies- timber extraction, mining, dams and their effects on forests and tribal people – Water resources: Use and over- utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems – Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies – Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies – Energy resources: Growing energy needs, renewable and non renewable energy sources, use of alternate energy sources. case studies – Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification – role of an individual in conservation of natural resources – Equitable use of resources for sustainable lifestyles. Field study of local area to document environmental assets – river / forest / grassland / hill / mountain.

UNIT IV SOCIAL ISSUES AND THE ENVIRONMENT**7**

From unsustainable to sustainable development – urban problems related to energy – water conservation, rain water harvesting, watershed management – resettlement and rehabilitation of people; its problems and concerns, case studies – role of non-governmental organization- environmental ethics: Issues and possible solutions – climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust, case studies. – wasteland reclamation – consumerism and waste products – environment production act – Air (Prevention and Control of Pollution) act – Water (Prevention and control of Pollution) act – Wildlife protection act – Forest conservation act – enforcement machinery involved in environmental legislation- central and state pollution control boards- Public awareness.

UNIT V HUMAN POPULATION AND THE ENVIRONMENT**6**

Population growth, variation among nations – population explosion – family welfare programme – environment and human health – human rights – value education – HIV / AIDS – women and child welfare – role of information technology in environment and human health – Case studies.

TOTAL: 45 PERIODS**OUTCOMES:**

- Environmental Pollution or problems cannot be solved by mere laws. Public participation is an important aspect which serves the environmental Protection. One will obtain knowledge on the following after completing the course.
- Public awareness of environmental is at infant stage.
- Ignorance and incomplete knowledge has lead to misconceptions
- Development and improvement in std. of living has lead to serious environmental disasters

TEXTBOOKS:

1. Benny Joseph, 'Environmental Science and Engineering', Tata McGraw-Hill, New Delhi, 2006.
2. Gilbert M.Masters, 'Introduction to Environmental Engineering and Science', 2nd edition, Pearson Education, 2004.

REFERENCES :

1. Dharmendra S. Sengar, 'Environmental law', Prentice hall of India PVT LTD, New Delhi, 2007.
2. Erach Bharucha, "Textbook of Environmental Studies", Universities Press(I) PVT, LTD, Hyderabad, 2015.
3. Rajagopalan, R, 'Environmental Studies-From Crisis to Cure', Oxford University Press, 2005.
4. G. Tyler Miller and Scott E. Spoolman, "Environmental Science", Cengage Learning India PVT, LTD, Delhi, 2014.

CS8251

PROGRAMMING IN C

L T P C
3 0 0 3**OBJECTIVES:**

- To develop C Programs using basic programming constructs
- To develop C programs using arrays and strings
- To develop applications in C using functions , pointers and structures
- To do input/output and file handling in C

UNIT I BASICS OF C PROGRAMMING**9**

Introduction to programming paradigms - Structure of C program - C programming: Data Types – Storage classes - Constants – Enumeration Constants - Keywords – Operators: Precedence and Associativity - Expressions - Input/Output statements, Assignment statements – Decision making statements - Switch statement - Looping statements – Pre-processor directives - Compilation process

UNIT II ARRAYS AND STRINGS**9**

Introduction to Arrays: Declaration, Initialization – One dimensional array – Example Program: Computing Mean, Median and Mode - Two dimensional arrays – Example Program: Matrix Operations (Addition, Scaling, Determinant and Transpose) - String operations: length, compare, concatenate, copy – Selection sort, linear and binary search

UNIT III FUNCTIONS AND POINTERS**9**

Introduction to functions: Function prototype, function definition, function call, Built-in functions (string functions, math functions) – Recursion – Example Program: Computation of Sine series, Scientific calculator using built-in functions, Binary Search using recursive functions – Pointers – Pointer operators – Pointer arithmetic – Arrays and pointers – Array of pointers – Example Program: Sorting of names – Parameter passing: Pass by value, Pass by reference – Example Program: Swapping of two numbers and changing the value of a variable using pass by reference

UNIT IV STRUCTURES**9**

Structure - Nested structures – Pointer and Structures – Array of structures – Example Program using structures and pointers – Self referential structures – Dynamic memory allocation - Singly linked list - typedef

UNIT V FILE PROCESSING**9**

Files – Types of file processing: Sequential access, Random access – Sequential access file - Example Program: Finding average of numbers stored in sequential access file - Random access file - Example Program: Transaction processing using random access files – Command line arguments

OUTCOMES:

Upon completion of the course, the students will be able to

- Develop simple applications in C using basic constructs
- Design and implement applications using arrays and strings
- Develop and implement applications in C using functions and pointers.
- Develop applications in C using structures.
- Design applications using sequential and random access file processing.

TEXT BOOKS:

1. Reema Thareja, “Programming in C”, Oxford University Press, Second Edition, 2016.
2. Kernighan, B.W and Ritchie,D.M, “The C Programming language”, Second Edition, Pearson Education, 2006

REFERENCES:

1. Paul Deitel and Harvey Deitel, “C How to Program”, Seventh edition, Pearson Publication
2. Juneja, B. L and Anita Seth, “Programming in C”, CENGAGE Learning India pvt. Ltd., 2011

3. Pradip Dey, Manas Ghosh, "Fundamentals of Computing and Programming in C", First Edition, Oxford University Press, 2009.
4. Anita Goel and Ajay Mittal, "Computer Fundamentals and Programming in C", Dorling Kindersley (India) Pvt. Ltd., Pearson Education in South Asia, 2011.
5. Byron S. Gottfried, "Schaum's Outline of Theory and Problems of Programming with C", McGraw-Hill Education, 1996.

GE8261

ENGINEERING PRACTICES LABORATORY

L T P C
0 0 4 2

OBJECTIVES:

- To provide exposure to the students with hands on experience on various basic engineering practices in Civil, Mechanical, Electrical and Electronics Engineering.

GROUP A (CIVIL & MECHANICAL)

I CIVIL ENGINEERING PRACTICE

13

BUILDINGS:

- (a) Study of plumbing and carpentry components of residential and industrial buildings. Safety aspects.

PLUMBING WORKS:

- (a) Study of pipeline joints, its location and functions: valves, taps, couplings, unions, reducers, elbows in household fittings.
- (b) Study of pipe connections requirements for pumps and turbines.
- (c) Preparation of plumbing line sketches for water supply and sewage works.
- (d) Hands-on-exercise:
Basic pipe connections – Mixed pipe material connection – Pipe connections with different joining components.
- (e) Demonstration of plumbing requirements of high-rise buildings.

CARPENTRY USING POWER TOOLS ONLY:

- (a) Study of the joints in roofs, doors, windows and furniture.
- (b) Hands-on-exercise:
Wood work, joints by sawing, planing and cutting.

II MECHANICAL ENGINEERING PRACTICE

18

WELDING:

- (a) Preparation of butt joints, lap joints and T- joints by Shielded metal arc welding.
- (b) Gas welding practice

BASIC MACHINING:

- (a) Simple Turning and Taper turning
- (b) Drilling Practice

SHEET METAL WORK:

- (a) Forming & Bending:
- (b) Model making – Trays and funnels.
- (c) Different type of joints.

MACHINE ASSEMBLY PRACTICE:

- (a) Study of centrifugal pump

(b) Study of air conditioner

DEMONSTRATION ON:

- (a) Smithy operations, upsetting, swaging, setting down and bending. Example – Exercise – Production of hexagonal headed bolt.
- (b) Foundry operations like mould preparation for gear and step cone pulley.
- (c) Fitting – Exercises – Preparation of square fitting and V – fitting models.

GROUP B (ELECTRICAL & ELECTRONICS)

III ELECTRICAL ENGINEERING PRACTICE 13

1. Residential house wiring using switches, fuse, indicator, lamp and energy meter.
2. Fluorescent lamp wiring.
3. Stair case wiring
4. Measurement of electrical quantities – voltage, current, power & power factor in RLC circuit.
5. Measurement of energy using single phase energy meter.
6. Measurement of resistance to earth of an electrical equipment.

IV ELECTRONICS ENGINEERING PRACTICE 16

1. Study of Electronic components and equipments – Resistor, colour coding measurement of AC signal parameter (peak-peak, rms period, frequency) using CR.
2. Study of logic gates AND, OR, EX-OR and NOT.
3. Generation of Clock Signal.
4. Soldering practice – Components Devices and Circuits – Using general purpose PCB.
5. Measurement of ripple factor of HWR and FWR.

TOTAL: 60 PERIODS

OUTCOMES:

On successful completion of this course, the student will be able to

- Fabricate carpentry components and pipe connections including plumbing works.
- Use welding equipments to join the structures.
- Carry out the basic machining operations
- Make the models using sheet metal works
- Illustrate on centrifugal pump, Air conditioner, operations of smithy, foundry and fittings
- Carry out basic home electrical works and appliances
- Measure the electrical quantities
- Elaborate on the components, gates, soldering practices.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

CIVIL

- | | |
|---|----------|
| 1. Assorted components for plumbing consisting of metallic pipes, plastic pipes, flexible pipes, couplings, unions, elbows, plugs and other fittings. | 15 Sets. |
| 2. Carpentry vice (fitted to work bench) | 15 Nos. |
| 3. Standard woodworking tools | 15 Sets. |
| 4. Models of industrial trusses, door joints, furniture joints | 5 each |
| 5. Power Tools: (a) Rotary Hammer | 2 Nos |
| (b) Demolition Hammer | 2 Nos |
| (c) Circular Saw | 2 Nos |
| (d) Planer | 2 Nos |
| (e) Hand Drilling Machine | 2 Nos |
| (f) Jigsaw | 2 Nos |

MECHANICAL

- | | |
|--|--------|
| 1. Arc welding transformer with cables and holders | 5 Nos. |
|--|--------|

2. Welding booth with exhaust facility	5 Nos.
3. Welding accessories like welding shield, chipping hammer, wire brush, etc.	5 Sets.
4. Oxygen and acetylene gas cylinders, blow pipe and other welding outfit.	2 Nos.
5. Centre lathe	2 Nos.
6. Hearth furnace, anvil and smithy tools	2 Sets.
7. Moulding table, foundry tools	2 Sets.
8. Power Tool: Angle Grinder	2 Nos
9. Study-purpose items: centrifugal pump, air-conditioner	One each.

ELECTRICAL

1. Assorted electrical components for house wiring	15 Sets
2. Electrical measuring instruments	10 Sets
3. Study purpose items: Iron box, fan and regulator, emergency lamp	1 each
4. Megger (250V/500V)	1 No.
5. Power Tools: (a) Range Finder	2 Nos
(b) Digital Live-wire detector	2 Nos

ELECTRONICS

1. Soldering guns	10 Nos.
2. Assorted electronic components for making circuits	50 Nos.
3. Small PCBs	10 Nos.
4. Multimeters	10 Nos.
5. Study purpose items: Telephone, FM radio, low-voltage power supply	

CS8261

C PROGRAMMING LABORATORY

**L T P C
0 0 4 2**

OBJECTIVES:

- To develop programs in C using basic constructs.
- To develop applications in C using strings, pointers, functions, structures.
- To develop applications in C using file processing.

LIST OF EXPERIMENTS:

1. Programs using I/O statements and expressions.
2. Programs using decision-making constructs.
3. Write a program to find whether the given year is leap year or Not? (Hint: not every centurion year is a leap. For example 1700, 1800 and 1900 is not a leap year)
4. Design a calculator to perform the operations, namely, addition, subtraction, multiplication, division and square of a number.
5. Check whether a given number is Armstrong number or not?
6. Given a set of numbers like <10, 36, 54, 89, 12, 27>, find sum of weights based on the following conditions.
 - 5 if it is a perfect cube.
 - 4 if it is a multiple of 4 and divisible by 6.
 - 3 if it is a prime number.

Sort the numbers based on the weight in the increasing order as shown below

<10,its weight>,<36,its weight><89,its weight>

7. Populate an array with height of persons and find how many persons are above the average height.
8. Populate a two dimensional array with height and weight of persons and compute the Body Mass Index of the individuals.
9. Given a string "a\$bcd./fg" find its reverse without changing the position of special characters.
(Example input:a@gh%;j and output:j@hg%;a)

10. Convert the given decimal number into binary, octal and hexadecimal numbers using user defined functions.
11. From a given paragraph perform the following using built-in functions:
 - a. Find the total number of words.
 - b. Capitalize the first word of each sentence.
 - c. Replace a given word with another word.
12. Solve towers of Hanoi using recursion.
13. Sort the list of numbers using pass by reference.
14. Generate salary slip of employees using structures and pointers.
15. Compute internal marks of students for five different subjects using structures and functions.
16. Insert, update, delete and append telephone details of an individual or a company into a telephone directory using random access file.
17. Count the number of account holders whose balance is less than the minimum balance using sequential access file.

Mini project

18. Create a “Railway reservation system” with the following modules
 - Booking
 - Availability checking
 - Cancellation
 - Prepare chart

TOTAL: 60 PERIODS

OUTCOMES:

Upon completion of the course, the students will be able to:

- Develop C programs for simple applications making use of basic constructs, arrays and strings.
- Develop C programs involving functions, recursion, pointers, and structures.
- Design applications using sequential and random access file processing.

MA8351

DISCRETE MATHEMATICS

L	T	P	C
4	0	0	4

OBJECTIVES:

- To extend student’s logical and mathematical maturity and ability to deal with abstraction.
- To introduce most of the basic terminologies used in computer science courses and application of ideas to solve practical problems.
- To understand the basic concepts of combinatorics and graph theory.
- To familiarize the applications of algebraic structures.
- To understand the concepts and significance of lattices and boolean algebra which are widely used in computer science and engineering.

UNIT I LOGIC AND PROOFS

12

Propositional logic – Propositional equivalences - Predicates and quantifiers – Nested quantifiers – Rules of inference - Introduction to proofs – Proof methods and strategy.

UNIT II COMBINATORICS

12

Mathematical induction – Strong induction and well ordering – The basics of counting – The pigeonhole principle – Permutations and combinations – Recurrence relations – Solving linear recurrence relations – Generating functions – Inclusion and exclusion principle and its applications

UNIT III GRAPHS

12

Graphs and graph models – Graph terminology and special types of graphs – Matrix representation of graphs and graph isomorphism – Connectivity – Euler and Hamilton paths.

UNIT IV ALGEBRAIC STRUCTURES**12**

Algebraic systems – Semi groups and monoids - Groups – Subgroups – Homomorphism's – Normal subgroup and cosets – Lagrange's theorem – Definitions and examples of Rings and Fields.

UNIT V LATTICES AND BOOLEAN ALGEBRA**12**

Partial ordering – Posets – Lattices as posets – Properties of lattices - Lattices as algebraic systems – Sub lattices – Direct product and homomorphism – Some special lattices – Boolean algebra.

TOTAL: 60 PERIODS**OUTCOMES:****At the end of the course, students would:**

- Have knowledge of the concepts needed to test the logic of a program.
- Have an understanding in identifying structures on many levels.
- Be aware of a class of functions which transform a finite set into another finite set which relates to input and output functions in computer science.
- Be aware of the counting principles.
- Be exposed to concepts and properties of algebraic structures such as groups, rings and fields.

TEXTBOOKS:

1. Rosen, K.H., "Discrete Mathematics and its Applications", 7th Edition, Tata McGraw Hill Pub. Co. Ltd., New Delhi, Special Indian Edition, 2011.
2. Tremblay, J.P. and Manohar.R, " Discrete Mathematical Structures with Applications to Computer Science", Tata McGraw Hill Pub. Co. Ltd, New Delhi, 30th Reprint, 2011.

REFERENCES:

1. Grimaldi, R.P. "Discrete and Combinatorial Mathematics: An Applied Introduction", 4th Edition, Pearson Education Asia, Delhi, 2007.
2. Lipschutz, S. and Mark Lipson., "Discrete Mathematics", Schaum's Outlines, Tata McGraw Hill Pub. Co. Ltd., New Delhi, 3rd Edition, 2010.
3. Koshy, T. "Discrete Mathematics with Applications", Elsevier Publications, 2006.

CS8351	DIGITAL PRINCIPLES AND SYSTEM DESIGN	L	T	P	C
		4	0	0	4

OBJECTIVES:

- To design digital circuits using simplified Boolean functions
- To analyze and design combinational circuits
- To analyze and design synchronous and asynchronous sequential circuits
- To understand Programmable Logic Devices
- To write HDL code for combinational and sequential circuits

UNIT I BOOLEAN ALGEBRA AND LOGIC GATES**12**

Number Systems - Arithmetic Operations - Binary Codes- Boolean Algebra and Logic Gates - Theorems and Properties of Boolean Algebra - Boolean Functions - Canonical and Standard Forms - Simplification of Boolean Functions using Karnaugh Map - Logic Gates – NAND and NOR Implementations.

UNIT II COMBINATIONAL LOGIC**12**

Combinational Circuits – Analysis and Design Procedures - Binary Adder-Subtractor - Decimal Adder - Binary Multiplier - Magnitude Comparator - Decoders – Encoders – Multiplexers - Introduction to HDL – HDL Models of Combinational circuits.

UNIT III NON LINEAR DATA STRUCTURES – TREES 9

Tree ADT – tree traversals - Binary Tree ADT – expression trees – applications of trees – binary search tree ADT – Threaded Binary Trees- AVL Trees – B-Tree - B+ Tree - Heap – Applications of heap.

UNIT IV NON LINEAR DATA STRUCTURES - GRAPHS 9

Definition – Representation of Graph – Types of graph - Breadth-first traversal - Depth-first traversal – Topological Sort – Bi-connectivity – Cut vertex – Euler circuits – Applications of graphs.

UNIT V SEARCHING, SORTING AND HASHING TECHNIQUES 9

Searching- Linear Search - Binary Search. Sorting - Bubble sort - Selection sort - Insertion sort - Shell sort – Radix sort. Hashing- Hash Functions – Separate Chaining – Open Addressing – Rehashing – Extendible Hashing.

TOTAL: 45 PERIODS**OUTCOMES:**

At the end of the course, the student should be able to:

- Implement abstract data types for linear data structures.
- Apply the different linear and non-linear data structures to problem solutions.
- Critically analyze the various sorting algorithms.

TEXT BOOKS:

1. Mark Allen Weiss, “Data Structures and Algorithm Analysis in C”, 2nd Edition, Pearson Education, 1997.
2. Reema Thareja, “Data Structures Using C”, Second Edition , Oxford University Press, 2011

REFERENCES:

1. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein, “Introduction to Algorithms”, Second Edition, Mcgraw Hill, 2002.
2. Aho, Hopcroft and Ullman, “Data Structures and Algorithms”, Pearson Education, 1983.
3. Stephen G. Kochan, “Programming in C”, 3rd edition, Pearson Education.
4. Ellis Horowitz, Sartaj Sahni, Susan Anderson-Freed, “Fundamentals of Data Structures in C”, Second Edition, University Press, 2008

CS8392**OBJECT ORIENTED PROGRAMMING****L T P C
3 0 0 3****OBJECTIVES:**

- To understand Object Oriented Programming concepts and basic characteristics of Java
- To know the principles of packages, inheritance and interfaces
- To define exceptions and use I/O streams
- To develop a java application with threads and generics classes
- To design and build simple Graphical User Interfaces

UNIT I INTRODUCTION TO OOP AND JAVA FUNDAMENTALS 10

Object Oriented Programming - Abstraction – objects and classes - Encapsulation- Inheritance - Polymorphism- OOP in Java – Characteristics of Java – The Java Environment - Java Source File -Structure – Compilation. Fundamental Programming Structures in Java – Defining classes in Java – constructors, methods -access specifiers - static members -Comments, Data Types, Variables, Operators, Control Flow, Arrays , Packages - JavaDoc comments.

UNIT II INHERITANCE AND INTERFACES 9

Inheritance – Super classes- sub classes –Protected members – constructors in sub classes- the Object class – abstract classes and methods- final methods and classes – Interfaces – defining an interface, implementing interface, differences between classes and interfaces and extending

interfaces - Object cloning -inner classes, Array Lists - Strings

UNIT III EXCEPTION HANDLING AND I/O 9

Exceptions - exception hierarchy - throwing and catching exceptions – built-in exceptions, creating own exceptions, Stack Trace Elements. Input / Output Basics – Streams – Byte streams and Character streams – Reading and Writing Console – Reading and Writing Files

UNIT IV MULTITHREADING AND GENERIC PROGRAMMING 8

Differences between multi-threading and multitasking, thread life cycle, creating threads, synchronizing threads, Inter-thread communication, daemon threads, thread groups. Generic Programming – Generic classes – generic methods – Bounded Types – Restrictions and Limitations.

UNIT V EVENT DRIVEN PROGRAMMING 9

Graphics programming - Frame – Components - working with 2D shapes - Using color, fonts, and images - Basics of event handling - event handlers - adapter classes - actions - mouse events - AWT event hierarchy - Introduction to Swing – layout management - Swing Components – Text Fields , Text Areas – Buttons- Check Boxes – Radio Buttons – Lists- choices- Scrollbars – Windows –Menus – Dialog Boxes.

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, students will be able to:

- Develop Java programs using OOP principles
- Develop Java programs with the concepts inheritance and interfaces
- Build Java applications using exceptions and I/O streams
- Develop Java applications with threads and generics classes
- Develop interactive Java programs using swings

TEXT BOOKS:

1. Herbert Schildt, “Java The complete reference”, 8th Edition, McGraw Hill Education, 2011.
2. Cay S. Horstmann, Gary cornell, “Core Java Volume –I Fundamentals”, 9th Edition, Prentice Hall, 2013.

REFERENCES:

1. Paul Deitel, Harvey Deitel, “Java SE 8 for programmers”, 3rd Edition, Pearson, 2015.
2. Steven Holzner, “Java 2 Black book”, Dreamtech press, 2011.
3. Timothy Budd, “Understanding Object-oriented programming with Java”, Updated Edition, Pearson Education, 2000.

EC8395

COMMUNICATION ENGINEERING

**L T P C
3 0 0 3**

OBJECTIVES:

- To introduce the relevance of this course to the existing technology through demonstrations, case studies, simulations, contributions of scientist, national/international policies with a futuristic vision along with socio-economic impact and issues
- To study the various analog and digital modulation techniques
- To study the principles behind information theory and coding
- To study the various digital communication techniques

UNIT I ANALOG MODULATION 9

Amplitude Modulation – AM, DSBSC, SSBSC, VSB – PSD, modulators and demodulators – Angle modulation – PM and FM – PSD, modulators and demodulators – Superheterodyne receivers

UNIT II PULSE MODULATION 9

Low pass sampling theorem – Quantization – PAM – Line coding – PCM, DPCM, DM, and ADPCM And ADM, Channel Vocoder - Time Division Multiplexing, Frequency Division Multiplexing

UNIT III DIGITAL MODULATION AND TRANSMISSION 9

Phase shift keying – BPSK, DPSK, QPSK – Principles of M-ary signaling M-ary PSK & QAM – Comparison, ISI – Pulse shaping – Duo binary encoding – Cosine filters – Eye pattern, equalizers

UNIT IV INFORMATION THEORY AND CODING 9

Measure of information – Entropy – Source coding theorem – Shannon–Fano coding, Huffman Coding, LZ Coding – Channel capacity – Shannon-Hartley law – Shannon's limit – Error control codes – Cyclic codes, Syndrome calculation – Convolution Coding, Sequential and Viterbi decoding

UNIT V SPREAD SPECTRUM AND MULTIPLE ACCESS 9

PN sequences – properties – m-sequence – DSSS – Processing gain, Jamming – FHSS – Synchronisation and tracking – Multiple Access – FDMA, TDMA, CDMA,

TOTAL: 45 PERIODS**OUTCOMES:**

At the end of the course, the student should be able to:

- Ability to comprehend and appreciate the significance and role of this course in the present contemporary world
- Apply analog and digital communication techniques.
- Use data and pulse communication techniques.
- Analyze Source and Error control coding.

TEXT BOOKS:

1. H Taub, D L Schilling, G Saha, "Principles of Communication Systems" 3/e, TMH 2007
2. S. Haykin "Digital Communications" John Wiley 2005

REFERENCES:

1. B.P.Lathi, "Modern Digital and Analog Communication Systems", 3rd edition, Oxford University Press, 2007
2. H P Hsu, Schaum Outline Series – "Analog and Digital Communications" TMH 2006
3. B.Sklar, Digital Communications Fundamentals and Applications" 2/e Pearson Education 2007.

CS8381**DATA STRUCTURES LABORATORY****L T P C
0 0 4 2****OBJECTIVES**

- To implement linear and non-linear data structures
 - To understand the different operations of search trees
 - To implement graph traversal algorithms
 - To get familiarized to sorting and searching algorithms
1. Array implementation of Stack and Queue ADTs
 2. Array implementation of List ADT
 3. Linked list implementation of List, Stack and Queue ADTs
 4. Applications of List, Stack and Queue ADTs
 5. Implementation of Binary Trees and operations of Binary Trees
 6. Implementation of Binary Search Trees
 7. Implementation of AVL Trees
 8. Implementation of Heaps using Priority Queues.

9. Graph representation and Traversal algorithms
10. Applications of Graphs
11. Implementation of searching and sorting algorithms
12. Hashing – any two collision techniques

TOTAL: 60 PERIODS

OUTCOMES:

At the end of the course, the students will be able to:

- Write functions to implement linear and non-linear data structure operations
- Suggest appropriate linear / non-linear data structure operations for solving a given problem
- Appropriately use the linear / non-linear data structure operations for a given problem
- Apply appropriate hash functions that result in a collision free scenario for data storage and retrieval

CS8383

OBJECT ORIENTED PROGRAMMING LABORATORY

**L T P C
0 0 4 2**

OBJECTIVES

- To build software development skills using java programming for real-world applications.
- To understand and apply the concepts of classes, packages, interfaces, arraylist, exception handling and file processing.
- To develop applications using generic programming and event handling.

LIST OF EXPERIMENTS

1. Develop a Java application to generate Electricity bill. Create a class with the following members: Consumer no., consumer name, previous month reading, current month reading, type of EB connection (i.e domestic or commercial). Compute the bill amount using the following tariff.

If the type of the EB connection is domestic, calculate the amount to be paid as follows:

- First 100 units - Rs. 1 per unit
- 101-200 units - Rs. 2.50 per unit
- 201 -500 units - Rs. 4 per unit
- > 501 units - Rs. 6 per unit

If the type of the EB connection is commercial, calculate the amount to be paid as follows:

- First 100 units - Rs. 2 per unit
- 101-200 units - Rs. 4.50 per unit
- 201 -500 units - Rs. 6 per unit
- > 501 units - Rs. 7 per unit

2. Develop a java application to implement currency converter (Dollar to INR, EURO to INR, Yen to INR and vice versa), distance converter (meter to KM, miles to KM and vice versa) , time converter (hours to minutes, seconds and vice versa) using packages.
3. Develop a java application with Employee class with Emp_name, Emp_id, Address, Mail_id, Mobile_no as members. Inherit the classes, Programmer, Assistant Professor, Associate Professor and Professor from employee class. Add Basic Pay (BP) as the member of all the inherited classes with 97% of BP as DA, 10 % of BP as HRA, 12% of BP as PF, 0.1% of BP for staff club fund. Generate pay slips for the employees with their gross and net salary.
4. Design a Java interface for ADT Stack. Implement this interface using array. Provide necessary exception handling in both the implementations.

5. Write a program to perform string operations using ArrayList. Write functions for the following
 - a. Append - add at end
 - b. Insert – add at particular index
 - c. Search
 - d. List all string starts with given letter
6. Write a Java Program to create an abstract class named Shape that contains two integers and an empty method named print Area(). Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape.
7. Write a Java program to implement user defined exception handling.
8. Write a Java program that reads a file name from the user, displays information about whether the file exists, whether the file is readable, or writable, the type of file and the length of the file in bytes.
9. Write a java program that implements a multi-threaded application that has three threads. First thread generates a random integer every 1 second and if the value is even, second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of cube of the number.
10. Write a java program to find the maximum value from the given type of elements using a generic function.
11. Design a calculator using event-driven programming paradigm of Java with the following options.
 - a) Decimal manipulations
 - b) Scientific manipulations
12. Develop a mini project for any application using Java concepts.

TOTAL : 60 PERIODS

OUTCOMES

Upon completion of the course, the students will be able to

- Develop and implement Java programs for simple applications that make use of classes, packages and interfaces.
- Develop and implement Java programs with arraylist, exception handling and multithreading .
- Design applications using file processing, generic programming and event handling.

CS8382

DIGITAL SYSTEMS LABORATORY

L	T	P	C
0	0	4	2

OBJECTIVES:

- To understand the various basic logic gates
- To design and implement the various combinational circuits
- To design and implement combinational circuits using MSI devices.
- To design and implement sequential circuits
- To understand and code with HDL programming

LIST OF EXPERIMENTS

1. Verification of Boolean Theorems using basic gates.
2. Design and implementation of combinational circuits using basic gates for arbitrary

- functions, code converters.
3. Design and implement Half/Full Adder and Subtractor.
 4. Design and implement combinational circuits using MSI devices:
 - 4 – bit binary adder / subtractor
 - Parity generator / checker
 - Magnitude Comparator
 - Application using multiplexers
 5. Design and implement shift-registers.
 6. Design and implement synchronous counters.
 7. Design and implement asynchronous counters.
 8. Coding combinational circuits using HDL.
 9. Coding sequential circuits using HDL.
 10. Design and implementation of a simple digital system (Mini Project).

TOTAL: 60 PERIODS

OUTCOMES:

Upon Completion of the course, the students will be able to:

- Implement simplified combinational circuits using basic logic gates
- Implement combinational circuits using MSI devices
- Implement sequential circuits like registers and counters
- Simulate combinational and sequential circuits using HDL

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

LABORATORY REQUIREMENT FOR BATCH OF 30 STUDENTS HARDWARE:

1. Digital trainer kits - 30
2. Digital ICs required for the experiments in sufficient numbers

SOFTWARE:

1. HDL simulator.

		L	T	P	C
HS8381	INTERPERSONAL SKILLS/LISTENING&SPEAKING	0	0	2	1

OBJECTIVES:

The Course will enable learners to:

- Equip students with the English language skills required for the successful undertaking of academic studies with primary emphasis on academic speaking and listening skills.
- Provide guidance and practice in basic general and classroom conversation and to engage in specific academic speaking activities.
- improve general and academic listening skills
- Make effective presentations.

UNIT I

Listening as a key skill- its importance- speaking - give personal information - ask for personal information - express ability - enquire about ability - ask for clarification Improving pronunciation - pronunciation basics taking lecture notes - preparing to listen to a lecture - articulate a complete idea as opposed to producing fragmented utterances.

UNIT II

Listen to a process information- give information, as part of a simple explanation - conversation starters: small talk - stressing syllables and speaking clearly - intonation patterns - compare and contrast information and ideas from multiple sources- converse with reasonable accuracy over a wide range of everyday topics.

UNIT III

Lexical chunking for accuracy and fluency- factors influence fluency, deliver a five-minute informal talk - greet - respond to greetings - describe health and symptoms - invite and offer - accept - decline - take leave - listen for and follow the gist- listen for detail

UNIT IV

Being an active listener: giving verbal and non-verbal feedback - participating in a group discussion - summarizing academic readings and lectures conversational speech listening to and participating in conversations - persuade.

UNIT V

Formal and informal talk - listen to follow and respond to explanations, directions and instructions in academic and business contexts - strategies for presentations and interactive communication - group/pair presentations - negotiate disagreement in group work.

TOTAL :30PERIODS

OUTCOMES:

At the end of the course Learners will be able to:

- Listen and respond appropriately.
- Participate in group discussions
- Make effective presentations
- Participate confidently and appropriately in conversations both formal and informal

TEXT BOOKS:

1. Brooks, Margret. Skills for Success. Listening and Speaking. Level 4 Oxford University Press, Oxford: 2011.
2. Richards, C. Jack. & David Bholke. Speak Now Level 3. Oxford University Press, Oxford: 2010

REFERENCES:

1. Bhatnagar, Nitin and Mamta Bhatnagar. Communicative English for Engineers and Professionals. Pearson: New Delhi, 2010.
2. Hughes, Glyn and Josephine Moate. Practical English Classroom. Oxford University Press: Oxford, 2014.
3. Vargo, Mari. Speak Now Level 4. Oxford University Press: Oxford, 2013.
4. Richards C. Jack. Person to Person (Starter). Oxford University Press: Oxford, 2006.
5. Ladousse, Gillian Porter. Role Play. Oxford University Press: Oxford, 2014

MA8402

PROBABILITY AND QUEUING THEORY

L	T	P	C
4	0	0	4

OBJECTIVES:

- To provide necessary basic concepts in probability and random processes for applications such as random signals, linear systems in communication engineering.
- To understand the basic concepts of probability, one and two dimensional random variables and to introduce some standard distributions applicable to engineering which can describe real life phenomenon.
- To understand the basic concepts of random processes which are widely used in IT fields.
- To understand the concept of queueing models and apply in engineering.
- To understand the significance of advanced queueing models.
- To provide the required mathematical support in real life problems and develop probabilistic models which can be used in several areas of science and engineering.

UNIT I	PROBABILITY AND RANDOM VARIABLES	12
Probability – Axioms of probability – Conditional probability – Baye's theorem - Discrete and continuous random variables – Moments – Moment generating functions – Binomial, Poisson, Geometric, Uniform, Exponential and Normal distributions.		
UNIT II	TWO - DIMENSIONAL RANDOM VARIABLES	12
Joint distributions – Marginal and conditional distributions – Covariance – Correlation and linear regression – Transformation of random variables – Central limit theorem (for independent and identically distributed random variables).		
UNIT III	RANDOM PROCESSES	12
Classification – Stationary process – Markov process - Poisson process – Discrete parameter Markov chain – Chapman Kolmogorov equations – Limiting distributions.		
UNIT IV	QUEUEING MODELS	12
Markovian queues – Birth and death processes – Single and multiple server queueing models – Little's formula - Queues with finite waiting rooms – Queues with impatient customers : Balking and renegeing.		
UNIT V	ADVANCED QUEUEING MODELS	12
Finite source models - M/G/1 queue – Pollaczek Khinchin formula - M/D/1 and M/E _k /1 as special cases – Series queues – Open Jackson networks.		

TOTAL : 60 PERIODS

OUTCOMES:

Upon successful completion of the course, students should be able to:

- Understand the fundamental knowledge of the concepts of probability and have knowledge of standard distributions which can describe real life phenomenon.
- Understand the basic concepts of one and two dimensional random variables and apply in engineering applications.
- Apply the concept of random processes in engineering disciplines.
- Acquire skills in analyzing queueing models.
- Understand and characterize phenomenon which evolve with respect to time in a probabilistic manner

TEXTBOOKS:

1. Gross, D., Shortle, J.F, Thompson, J.M and Harris. C.M., "Fundamentals of Queueing Theory", Wiley Student 4th Edition, 2014.
2. Ibe, O.C., "Fundamentals of Applied Probability and Random Processes", Elsevier, 1st Indian Reprint, 2007.

REFERENCES :

1. Hwei Hsu, "Schaum's Outline of Theory and Problems of Probability, Random Variables and Random Processes", Tata McGraw Hill Edition, New Delhi, 2004.
2. Taha, H.A., "Operations Research", 9th Edition, Pearson India Education Services, Delhi, 2016.
3. Trivedi, K.S., "Probability and Statistics with Reliability, Queueing and Computer Science Applications", 2nd Edition, John Wiley and Sons, 2002.
4. Yates, R.D. and Goodman. D. J., "Probability and Stochastic Processes", 2nd Edition, Wiley India Pvt. Ltd., Bangalore, 2012.

CS8491

COMPUTER ARCHITECTURE

L	T	P	C
3	0	0	3

OBJECTIVES:

- To learn the basic structure and operations of a computer.
- To learn the arithmetic and logic unit and implementation of fixed-point and floating point arithmetic unit.
- To learn the basics of pipelined execution.
- To understand parallelism and multi-core processors.
- To understand the memory hierarchies, cache memories and virtual memories.
- To learn the different ways of communication with I/O devices.

UNIT I BASIC STRUCTURE OF A COMPUTER SYSTEM 9

Functional Units – Basic Operational Concepts – Performance – Instructions: Language of the Computer – Operations, Operands – Instruction representation – Logical operations – decision making – MIPS Addressing.

UNIT II ARITHMETIC FOR COMPUTERS 9

Addition and Subtraction – Multiplication – Division – Floating Point Representation – Floating Point Operations – Subword Parallelism

UNIT III PROCESSOR AND CONTROL UNIT 9

A Basic MIPS implementation – Building a Datapath – Control Implementation Scheme – Pipelining – Pipelined datapath and control – Handling Data Hazards & Control Hazards – Exceptions.

UNIT IV PARALLELISIM 9

Parallel processing challenges – Flynn’s classification – SISD, MIMD, SIMD, SPMD, and Vector Architectures - Hardware multithreading – Multi-core processors and other Shared Memory Multiprocessors - Introduction to Graphics Processing Units, Clusters, Warehouse Scale Computers and other Message-Passing Multiprocessors.

UNIT V MEMORY & I/O SYSTEMS 9

Memory Hierarchy - memory technologies – cache memory – measuring and improving cache performance – virtual memory, TLB’s – Accessing I/O Devices – Interrupts – Direct Memory Access – Bus structure – Bus operation – Arbitration – Interface circuits - USB.

TOTAL : 45 PERIODS**OUTCOMES:****On Completion of the course, the students should be able to:**

- Understand the basics structure of computers, operations and instructions.
- Design arithmetic and logic unit.
- Understand pipelined execution and design control unit.
- Understand parallel processing architectures.
- Understand the various memory systems and I/O communication.

TEXT BOOKS:

1. David A. Patterson and John L. Hennessy, Computer Organization and Design: The Hardware/Software Interface, Fifth Edition, Morgan Kaufmann / Elsevier, 2014.
2. Carl Hamacher, Zvonko Vranesic, Safwat Zaky and Naraig Manjikian, Computer Organization and Embedded Systems, Sixth Edition, Tata McGraw Hill, 2012.

REFERENCES:

1. William Stallings, Computer Organization and Architecture – Designing for Performance, Eighth Edition, Pearson Education, 2010.
2. John P. Hayes, Computer Architecture and Organization, Third Edition, Tata

- McGraw Hill, 2012.
3. John L. Hennessey and David A. Patterson, Computer Architecture – A Quantitative Approach, Morgan Kaufmann / Elsevier Publishers, Fifth Edition, 2012.

CS8492

DATABASE MANAGEMENT SYSTEMS**L T P C
3 0 0 3****OBJECTIVES**

- To learn the fundamentals of data models and to represent a database system using ER diagrams.
- To study SQL and relational database design.
- To understand the internal storage structures using different file and indexing techniques which will help in physical DB design.
- To understand the fundamental concepts of transaction processing- concurrency control techniques and recovery procedures.
- To have an introductory knowledge about the Storage and Query processing Techniques

UNIT I RELATIONAL DATABASES**10**

Purpose of Database System – Views of data – Data Models – Database System Architecture – Introduction to relational databases – Relational Model – Keys – Relational Algebra – SQL fundamentals – Advanced SQL features – Embedded SQL– Dynamic SQL

UNIT II DATABASE DESIGN**8**

Entity-Relationship model – E-R Diagrams – Enhanced-ER Model – ER-to-Relational Mapping – Functional Dependencies – Non-loss Decomposition – First, Second, Third Normal Forms, Dependency Preservation – Boyce/Codd Normal Form – Multi-valued Dependencies and Fourth Normal Form – Join Dependencies and Fifth Normal Form

UNIT III TRANSACTIONS**9**

Transaction Concepts – ACID Properties – Schedules – Serializability – Concurrency Control – Need for Concurrency – Locking Protocols – Two Phase Locking – Deadlock – Transaction Recovery - Save Points – Isolation Levels – SQL Facilities for Concurrency and Recovery.

UNIT IV IMPLEMENTATION TECHNIQUES**9**

RAID – File Organization – Organization of Records in Files – Indexing and Hashing –Ordered Indices – B+ tree Index Files – B tree Index Files – Static Hashing – Dynamic Hashing – Query Processing Overview – Algorithms for SELECT and JOIN operations – Query optimization using Heuristics and Cost Estimation.

UNIT V ADVANCED TOPICS**9**

Distributed Databases: Architecture, Data Storage, Transaction Processing – Object-based Databases: Object Database Concepts, Object-Relational features, ODMG Object Model, ODL, OQL - XML Databases: XML Hierarchical Model, DTD, XML Schema, XQuery – Information Retrieval: IR Concepts, Retrieval Models, Queries in IR systems.

TOTAL: 45 PERIODS**OUTCOMES:**

Upon completion of the course, the students will be able to:

- Classify the modern and futuristic database applications based on size and complexity
- Map ER model to Relational model to perform database design effectively
- Write queries using normalization criteria and optimize queries
- Compare and contrast various indexing strategies in different database systems
- Appraise how advanced databases differ from traditional databases.

TEXT BOOKS:

1. Abraham Silberschatz, Henry F. Korth, S. Sudharshan, "Database System Concepts", Sixth Edition, Tata McGraw Hill, 2011.
2. Ramez Elmasri, Shamkant B. Navathe, "Fundamentals of Database Systems", Sixth Edition, Pearson Education, 2011.

REFERENCES:

1. C.J.Date, A.Kannan, S.Swamynathan, "An Introduction to Database Systems", Eighth Edition, Pearson Education, 2006.
2. Raghu Ramakrishnan, —Database Management SystemsII, Fourth Edition, McGraw-Hill College Publications, 2015.
3. G.K.Gupta, "Database Management Systems", Tata McGraw Hill, 2011.

CS8451**DESIGN AND ANALYSIS OF ALGORITHMS****L T P C
3 0 0 3****OBJECTIVES:**

- To understand and apply the algorithm analysis techniques.
- To critically analyze the efficiency of alternative algorithmic solutions for the same problem
- To understand different algorithm design techniques.
- To understand the limitations of Algorithmic power.

UNIT I INTRODUCTION**9**

Notion of an Algorithm – Fundamentals of Algorithmic Problem Solving – Important Problem Types – Fundamentals of the Analysis of Algorithmic Efficiency –Asymptotic Notations and their properties. Analysis Framework – Empirical analysis - Mathematical analysis for Recursive and Non-recursive algorithms - Visualization

UNIT II BRUTE FORCE AND DIVIDE-AND-CONQUER**9**

Brute Force – Computing a^n – String Matching - Closest-Pair and Convex-Hull Problems - Exhaustive Search - Travelling Salesman Problem - Knapsack Problem - Assignment problem. Divide and Conquer Methodology – Binary Search – Merge sort – Quick sort – Heap Sort - Multiplication of Large Integers – Closest-Pair and Convex - Hull Problems.

UNIT III DYNAMIC PROGRAMMING AND GREEDY TECHNIQUE**9**

Dynamic programming – Principle of optimality - Coin changing problem, Computing a Binomial Coefficient – Floyd's algorithm – Multi stage graph - Optimal Binary Search Trees – Knapsack Problem and Memory functions.

Greedy Technique – Container loading problem - Prim's algorithm and Kruskal's Algorithm – 0/1 Knapsack problem, Optimal Merge pattern - Huffman Trees.

UNIT IV ITERATIVE IMPROVEMENT**9**

The Simplex Method - The Maximum-Flow Problem – Maximum Matching in Bipartite Graphs, Stable marriage Problem.

UNIT V COPING WITH THE LIMITATIONS OF ALGORITHM POWER**9**

Lower - Bound Arguments - P, NP NP- Complete and NP Hard Problems. Backtracking – n-Queen problem - Hamiltonian Circuit Problem – Subset Sum Problem. Branch and Bound – LIFO Search and FIFO search - Assignment problem – Knapsack Problem – Travelling Salesman Problem - Approximation Algorithms for NP-Hard Problems – Travelling Salesman problem – Knapsack problem.

TOTAL: 45 PERIODS

OUTCOMES:

At the end of the course, the students should be able to:

- Design algorithms for various computing problems.
- Analyze the time and space complexity of algorithms.
- Critically analyze the different algorithm design techniques for a given problem.
- Modify existing algorithms to improve efficiency.

TEXT BOOKS:

1. Anany Levitin, "Introduction to the Design and Analysis of Algorithms", Third Edition, Pearson Education, 2012.
2. Ellis Horowitz, Sartaj Sahni and Sanguthevar Rajasekaran, Computer Algorithms/ C++, Second Edition, Universities Press, 2007.

REFERENCES:

1. Thomas H.Cormen, Charles E.Leiserson, Ronald L. Rivest and Clifford Stein, "Introduction to Algorithms", Third Edition, PHI Learning Private Limited, 2012.
2. Alfred V. Aho, John E. Hopcroft and Jeffrey D. Ullman, "Data Structures and Algorithms", Pearson Education, Reprint 2006.
3. Harsh Bhasin, "Algorithms Design and Analysis", Oxford university press, 2016.
4. S. Sridhar, "Design and Analysis of Algorithms", Oxford university press, 2014.
5. <http://nptel.ac.in/>

CS8493**OPERATING SYSTEMS****L T P C
3 0 0 3****OBJECTIVES:**

- To understand the basic concepts and functions of operating systems.
- To understand Processes and Threads
- To analyze Scheduling algorithms.
- To understand the concept of Deadlocks.
- To analyze various memory management schemes.
- To understand I/O management and File systems.
- To be familiar with the basics of Linux system and Mobile OS like iOS and Android.

UNIT I OPERATING SYSTEM OVERVIEW**7**

Computer System Overview-Basic Elements, Instruction Execution, Interrupts, Memory Hierarchy, Cache Memory, Direct Memory Access, Multiprocessor and Multicore Organization. Operating system overview-objectives and functions, Evolution of Operating System.- Computer System Organization Operating System Structure and Operations- System Calls, System Programs, OS Generation and System Boot.

UNIT II PROCESS MANAGEMENT**11**

Processes - Process Concept, Process Scheduling, Operations on Processes, Inter-process Communication; CPU Scheduling - Scheduling criteria, Scheduling algorithms, Multiple-processor scheduling, Real time scheduling; Threads- Overview, Multithreading models, Threading issues; Process Synchronization - The critical-section problem, Synchronization hardware, Mutex locks, Semaphores, Classic problems of synchronization, Critical regions, Monitors; Deadlock - System model, Deadlock characterization, Methods for handling deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from deadlock.

UNIT III STORAGE MANAGEMENT**9**

Main Memory – Background, Swapping, Contiguous Memory Allocation, Paging, Segmentation, Segmentation with paging, 32 and 64 bit architecture Examples; Virtual Memory – Background,

Demand Paging, Page Replacement, Allocation, Thrashing; Allocating Kernel Memory, OS Examples.

UNIT IV FILE SYSTEMS AND I/O SYSTEMS 9

Mass Storage system – Overview of Mass Storage Structure, Disk Structure, Disk Scheduling and Management, swap space management; File-System Interface - File concept, Access methods, Directory Structure, Directory organization, File system mounting, File Sharing and Protection; File System Implementation- File System Structure, Directory implementation, Allocation Methods, Free Space Management, Efficiency and Performance, Recovery; I/O Systems – I/O Hardware, Application I/O interface, Kernel I/O subsystem, Streams, Performance.

UNIT V CASE STUDY 9

Linux System - Design Principles, Kernel Modules, Process Management, Scheduling, Memory Management, Input-Output Management, File System, Inter-process Communication; Mobile OS - iOS and Android - Architecture and SDK Framework, Media Layer, Services Layer, Core OS Layer, File System.

TOTAL : 45 PERIODS

OUTCOMES:

At the end of the course, the students should be able to:

- Analyze various scheduling algorithms.
- Understand deadlock, prevention and avoidance algorithms.
- Compare and contrast various memory management schemes.
- Understand the functionality of file systems.
- Perform administrative tasks on Linux Servers.
- Compare iOS and Android Operating Systems.

TEXT BOOK :

1. Abraham Silberschatz, Peter Baer Galvin and Greg Gagne, “Operating System Concepts”, 9th Edition, John Wiley and Sons Inc., 2012.

REFERENCES :

1. Ramaz Elmasri, A. Gil Carrick, David Levine, “Operating Systems – A Spiral Approach”, Tata McGraw Hill Edition, 2010.
2. Achyut S.Godbole, Atul Kahate, “Operating Systems”, McGraw Hill Education, 2016.
3. Andrew S. Tanenbaum, “Modern Operating Systems”, Second Edition, Pearson Education, 2004.
4. Gary Nutt, “Operating Systems”, Third Edition, Pearson Education, 2004.
5. Harvey M. Deitel, “Operating Systems”, Third Edition, Pearson Education, 2004.
6. Daniel P Bovet and Marco Cesati, “Understanding the Linux kernel”, 3rd edition, O’Reilly, 2005.
7. Neil Smyth, “iPhone iOS 4 Development Essentials – Xcode”, Fourth Edition, Payload media, 2011.

CS8494

SOFTWARE ENGINEERING

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the phases in a software project
- To understand fundamental concepts of requirements engineering and Analysis Modeling.
- To understand the various software design methodologies
- To learn various testing and maintenance measures

UNIT I SOFTWARE PROCESS AND AGILE DEVELOPMENT 9

Introduction to Software Engineering, Software Process, Perspective and Specialized Process Models –Introduction to Agility-Agile process-Extreme programming-XP Process.

UNIT II REQUIREMENTS ANALYSIS AND SPECIFICATION 9

Software Requirements: Functional and Non-Functional, User requirements, System requirements, Software Requirements Document – Requirement Engineering Process: Feasibility Studies, Requirements elicitation and analysis, requirements validation, requirements management- Classical analysis: Structured system Analysis, Petri Nets- Data Dictionary.

UNIT III SOFTWARE DESIGN 9

Design process – Design Concepts-Design Model– Design Heuristic – Architectural Design - Architectural styles, Architectural Design, Architectural Mapping using Data Flow- User Interface Design: Interface analysis, Interface Design –Component level Design: Designing Class based components, traditional Components.

UNIT IV TESTING AND MAINTENANCE 9

Software testing fundamentals-Internal and external views of Testing-white box testing - basis path testing-control structure testing-black box testing- Regression Testing – Unit Testing – Integration Testing – Validation Testing – System Testing And Debugging –Software Implementation Techniques: Coding practices-Refactoring-Maintenance and Reengineering-BPR model-Reengineering process model-Reverse and Forward Engineering.

UNIT V PROJECT MANAGEMENT 9

Software Project Management: Estimation – LOC, FP Based Estimation, Make/Buy Decision COCOMO I & II Model – Project Scheduling – Scheduling, Earned Value Analysis Planning – Project Plan, Planning Process, RFP Risk Management – Identification, Projection - Risk Management-Risk Identification-RMMM Plan-CASE TOOLS

TOTAL :45 PERIODS**OUTCOMES:****On Completion of the course, the students should be able to:**

- Identify the key activities in managing a software project.
- Compare different process models.
- Concepts of requirements engineering and Analysis Modeling.
- Apply systematic procedure for software design and deployment.
- Compare and contrast the various testing and maintenance.
- Manage project schedule, estimate project cost and effort required.

TEXT BOOKS:

1. Roger S. Pressman, “Software Engineering – A Practitioner’s Approach”, Seventh Edition, Mc Graw-Hill International Edition, 2010.
2. Ian Sommerville, “Software Engineering”, 9th Edition, Pearson Education Asia, 2011.

REFERENCES:

1. Rajib Mall, “Fundamentals of Software Engineering”, Third Edition, PHI Learning Private Limited, 2009.
2. Pankaj Jalote, “Software Engineering, A Precise Approach”, Wiley India, 2010.
3. Kelkar S.A., “Software Engineering”, Prentice Hall of India Pvt Ltd, 2007.
4. Stephen R.Schach, “Software Engineering”, Tata McGraw-Hill Publishing Company Limited, 2007.
5. <http://nptel.ac.in/>.

**CS8481 DATABASE MANAGEMENT SYSTEMS LABORATORY L T P C
0 0 4 2**

AIM:

The aim of this laboratory is to inculcate the abilities of applying the principles of the database management systems. This course aims to prepare the students for projects where a proper implementation of databases will be required.

OBJECTIVES:

- To understand data definitions and data manipulation commands
 - To learn the use of nested and join queries
 - To understand functions, procedures and procedural extensions of data bases
 - To be familiar with the use of a front end tool
 - To understand design and implementation of typical database applications
1. Data Definition Commands, Data Manipulation Commands for inserting, deleting, updating and retrieving Tables and Transaction Control statements
 2. Database Querying – Simple queries, Nested queries, Sub queries and Joins
 3. Views, Sequences, Synonyms
 4. Database Programming: Implicit and Explicit Cursors
 5. Procedures and Functions
 6. Triggers
 7. Exception Handling
 8. Database Design using ER modeling, normalization and Implementation for any application
 9. Database Connectivity with Front End Tools
 10. Case Study using real life database applications

TOTAL: 60 PERIODS**OUTCOMES:****Upon completion of the course, the students will be able to:**

- Use typical data definitions and manipulation commands.
- Design applications to test Nested and Join Queries
- Implement simple applications that use Views
- Implement applications that require a Front-end Tool
- Critically analyze the use of Tables, Views, Functions and Procedures

CS8461**OPERATING SYSTEMS LABORATORY****L T P C
0 0 4 2****OBJECTIVES**

- To learn Unix commands and shell programming
- To implement various CPU Scheduling Algorithms
- To implement Process Creation and Inter Process Communication.
- To implement Deadlock Avoidance and Deadlock Detection Algorithms
- To implement Page Replacement Algorithms
- To implement File Organization and File Allocation Strategies

LIST OF EXPERIMENTS

1. Basics of UNIX commands
2. Write programs using the following system calls of UNIX operating system
fork, exec, getpid, exit, wait, close, stat, opendir, readdir
3. Write C programs to simulate UNIX commands like cp, ls, grep, etc.
4. Shell Programming
5. Write C programs to implement the various CPU Scheduling Algorithms
6. Implementation of Semaphores
7. Implementation of Shared memory and IPC
8. Bankers Algorithm for Deadlock Avoidance
9. Implementation of Deadlock Detection Algorithm
10. Write C program to implement Threading & Synchronization Applications
11. Implementation of the following Memory Allocation Methods for fixed partition
 - a) First Fit
 - b) Worst Fit
 - c) Best Fit
12. Implementation of Paging Technique of Memory Management
13. Implementation of the following Page Replacement Algorithms
 - a) FIFO
 - b) LRU
 - c) LFU

14. Implementation of the various File Organization Techniques
 15. Implementation of the following File Allocation Strategies
 a) Sequential b) Indexed c) Linked

TOTAL: 60 PERIODS

OUTCOMES:

At the end of the course, the student should be able to

- Compare the performance of various CPU Scheduling Algorithms
- Implement Deadlock avoidance and Detection Algorithms
- Implement Semaphores
- Create processes and implement IPC
- Analyze the performance of the various Page Replacement Algorithms
- Implement File Organization and File Allocation Strategies

HS8461

ADVANCED READING AND WRITING

L	T	P	C
0	0	2	1

OBJECTIVES:

- Strengthen the reading skills of students of engineering.
- Enhance their writing skills with specific reference to technical writing.
- Develop students' critical thinking skills.
- Provide more opportunities to develop their project and proposal writing skills.

UNIT I

Reading - Strategies for effective reading-Use glosses and footnotes to aid reading comprehension- Read and recognize different text types-Predicting content using photos and title
Writing-Plan before writing- Develop a paragraph: topic sentence, supporting sentences, concluding sentence –Write a descriptive paragraph

UNIT II

Reading-Read for details-Use of graphic organizers to review and aid comprehension **Writing**- State reasons and examples to support ideas in writing- Write a paragraph with reasons and examples- Write an opinion paragraph

UNIT III

Reading- Understanding pronoun reference and use of connectors in a passage- speed reading techniques-**Writing**- Elements of a good essay-Types of essays- descriptive-narrative- issue-based-argumentative-analytical.

UNIT IV

Reading- Genre and Organization of Ideas- **Writing**- Email writing- visumes – Job application- project writing-writing convincing proposals.

UNIT V

Reading- Critical reading and thinking- understanding how the text positions the reader- identify
Writing- Statement of Purpose- letter of recommendation- Vision statement

TOTAL: 30 PERIODS

OUTCOMES:

At the end of the course Learners will be able to:

- Write different types of essays.
- Write winning job applications.

- Read and evaluate texts critically.
- Display critical thinking in various professional contexts.

TEXT BOOKS:

1. Gramer F. Margot and Colin S. Ward **Reading and Writing (Level 3)** Oxford University Press: Oxford, 2011
2. Debra Daise, CharlNorloff, and Paul Carne **Reading and Writing (Level 4)** Oxford University Press: Oxford, 2011

REFERENCES:

1. Davis, Jason and Rhonda Liss. **Effective Academic Writing (Level 3)** Oxford University Press: Oxford, 2006
2. E. Suresh Kumar and et al. **Enriching Speaking and Writing Skills**. Second Edition. Orient Black swan: Hyderabad, 2012
3. Withrow, Jeans and et al. **Inspired to Write. Readings and Tasks to develop writing skills**. Cambridge University Press: Cambridge, 2004
4. Goatly, Andrew. **Critical Reading and Writing**. Routledge: United States of America, 2000
5. Petelin, Roslyn and Marsh Durham. **The Professional Writing Guide: Knowing Well and Knowing Why**. Business & Professional Publishing: Australia, 2004

MA8551**ALGEBRA AND NUMBER THEORY**

L	T	P	C
4	0	0	4

OBJECTIVES:

- To introduce the basic notions of groups, rings, fields which will then be used to solve related problems.
- To introduce and apply the concepts of rings, finite fields and polynomials.
- To understand the basic concepts in number theory
- To examine the key questions in the Theory of Numbers.
- To give an integrated approach to number theory and abstract algebra, and provide a firm basis for further reading and study in the subject.

UNIT I GROUPS AND RINGS**12**

Groups : Definition - Properties - Homomorphism - Isomorphism - Cyclic groups - Cosets - Lagrange's theorem. Rings: Definition - Sub rings - Integral domain - Field - Integer modulo n - Ring homomorphism.

UNIT II FINITE FIELDS AND POLYNOMIALS**12**

Rings - Polynomial rings - Irreducible polynomials over finite fields - Factorization of polynomials over finite fields.

UNIT III DIVISIBILITY THEORY AND CANONICAL DECOMPOSITIONS**12**

Division algorithm – Base - b representations – Number patterns – Prime and composite numbers – GCD – Euclidean algorithm – Fundamental theorem of arithmetic – LCM.

UNIT IV DIOPHANTINE EQUATIONS AND CONGRUENCES**12**

Linear Diophantine equations – Congruence's – Linear Congruence's - Applications: Divisibility tests - Modular exponentiation-Chinese remainder theorem – 2 x 2 linear systems.

UNIT V CLASSICAL THEOREMS AND MULTIPLICATIVE FUNCTIONS**12**

Wilson's theorem – Fermat's little theorem – Euler's theorem – Euler's Phi functions – Tau and Sigma functions.

TOTAL: 60 PERIODS

OUTCOMES:

Upon successful completion of the course, students should be able to:

- Apply the basic notions of groups, rings, fields which will then be used to solve related problems.
- Explain the fundamental concepts of advanced algebra and their role in modern mathematics and applied contexts.
- Demonstrate accurate and efficient use of advanced algebraic techniques.
- Demonstrate their mastery by solving non - trivial problems related to the concepts, and by proving simple theorems about the, statements proven by the text.
- Apply integrated approach to number theory and abstract algebra, and provide a firm basis for further reading and study in the subject.

TEXTBOOKS:

1. Grimaldi, R.P and Ramana, B.V., "Discrete and Combinatorial Mathematics", Pearson Education, 5th Edition, New Delhi, 2007.
2. Koshy, T., "Elementary Number Theory with Applications", Elsevier Publications, New Delhi, 2002.

REFERENCES:

1. Lidl, R. and Pitz, G, "Applied Abstract Algebra", Springer Verlag, New Delhi, 2nd Edition, 2006.
2. Niven, I., Zuckerman.H.S., and Montgomery, H.L., "An Introduction to Theory of Numbers", John Wiley and Sons , Singapore, 2004.
3. San Ling and Chaoping Xing, "Coding Theory – A first Course", Cambridge Publications, Cambridge, 2004.

CS8591**COMPUTER NETWORKS**

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the protocol layering and physical level communication.
- To analyze the performance of a network.
- To understand the various components required to build different networks.
- To learn the functions of network layer and the various routing protocols.
- To familiarize the functions and protocols of the Transport layer.

UNIT I INTRODUCTION AND PHYSICAL LAYER 9

Networks – Network Types – Protocol Layering – TCP/IP Protocol suite – OSI Model – Physical Layer: Performance – Transmission media – Switching – Circuit-switched Networks – Packet Switching.

UNIT II DATA-LINK LAYER & MEDIA ACCESS 9

Introduction – Link-Layer Addressing – DLC Services – Data-Link Layer Protocols – HDLC – PPP - Media Access Control - Wired LANs: Ethernet - Wireless LANs – Introduction – IEEE 802.11, Bluetooth – Connecting Devices.

UNIT III NETWORK LAYER 9

Network Layer Services – Packet switching – Performance – IPV4 Addresses – Forwarding of IP Packets - Network Layer Protocols: IP, ICMP v4 – Unicast Routing Algorithms – Protocols – Multicasting Basics – IPV6 Addressing – IPV6 Protocol.

UNIT IV TRANSPORT LAYER 9

Introduction – Transport Layer Protocols – Services – Port Numbers – User Datagram Protocol – Transmission Control Protocol – SCTP.

UNIT V APPLICATION LAYER 9

WWW and HTTP – FTP – Email –Telnet –SSH – DNS – SNMP.

TOTAL : 45 PERIODS**OUTCOMES:****On Completion of the course, the students should be able to:**

- Understand the basic layers and its functions in computer networks.
- Evaluate the performance of a network.
- Understand the basics of how data flows from one node to another.
- Analyze and design routing algorithms.
- Design protocols for various functions in the network.
- Understand the working of various application layer protocols.

TEXT BOOK:

1. Behrouz A. Forouzan, Data Communications and Networking, Fifth Edition TMH, 2013.

REFERENCES

1. Larry L. Peterson, Bruce S. Davie, Computer Networks: A Systems Approach, Fifth Edition, Morgan Kaufmann Publishers Inc., 2012.
2. William Stallings, Data and Computer Communications, Tenth Edition, Pearson Education, 2013.
3. Nader F. Mir, Computer and Communication Networks, Second Edition, Prentice Hall, 2014.
4. Ying-Dar Lin, Ren-Hung Hwang and Fred Baker, Computer Networks: An Open Source Approach, McGraw Hill Publisher, 2011.
5. James F. Kurose, Keith W. Ross, Computer Networking, A Top-Down Approach Featuring the Internet, Sixth Edition, Pearson Education, 2013.

EC8691**MICROPROCESSORS AND MICROCONTROLLERS****L T P C
3 0 0 3****OBJECTIVES:**

- To understand the Architecture of 8086 microprocessor.
- To learn the design aspects of I/O and Memory Interfacing circuits.
- To interface microprocessors with supporting chips.
- To study the Architecture of 8051 microcontroller.
- To design a microcontroller based system

UNIT I THE 8086 MICROPROCESSOR**9**

Introduction to 8086 – Microprocessor architecture – Addressing modes - Instruction set and assembler directives – Assembly language programming – Modular Programming - Linking and Relocation - Stacks - Procedures – Macros – Interrupts and interrupt service routines – Byte and String Manipulation.

UNIT II 8086 SYSTEM BUS STRUCTURE**9**

8086 signals – Basic configurations – System bus timing –System design using 8086 – I/O programming – Introduction to Multiprogramming – System Bus Structure – Multiprocessor configurations – Coprocessor, Closely coupled and loosely Coupled configurations – Introduction to advanced processors.

UNIT III I/O INTERFACING**9**

Memory Interfacing and I/O interfacing - Parallel communication interface – Serial communication interface – D/A and A/D Interface - Timer – Keyboard /display controller – Interrupt controller – DMA controller – Programming and applications Case studies: Traffic Light control, LED display , LCD display, Keyboard display interface and Alarm Controller.

UNIT IV MICROCONTROLLER**9**

Architecture of 8051 – Special Function Registers(SFRs) - I/O Pins Ports and Circuits - Instruction set - Addressing modes - Assembly language programming.

UNIT V INTERFACING MICROCONTROLLER**9**

Programming 8051 Timers - Serial Port Programming - Interrupts Programming – LCD & Keyboard Interfacing - ADC, DAC & Sensor Interfacing - External Memory Interface- Stepper Motor and Waveform generation - Comparison of Microprocessor, Microcontroller, PIC and ARM processors

TOTAL: 45 PERIODS**OUTCOMES:**

At the end of the course, the students should be able to:

- Understand and execute programs based on 8086 microprocessor.
- Design Memory Interfacing circuits.
- Design and interface I/O circuits.
- Design and implement 8051 microcontroller based systems.

TEXT BOOKS:

1. Yu-Cheng Liu, Glenn A.Gibson, “Microcomputer Systems: The 8086 / 8088 Family - Architecture, Programming and Design”, Second Edition, Prentice Hall of India, 2007. (UNIT I- III)
2. Mohamed Ali Mazidi, Janice Gillispie Mazidi, Rolin McKinlay, “The 8051 Microcontroller and Embedded Systems: Using Assembly and C”, Second Edition, Pearson education, 2011. (UNIT IV-V)

REFERENCES:

1. Douglas V.Hall, “Microprocessors and Interfacing, Programming and Hardware”,TMH,2012
2. A.K.Ray,K.M.Bhurchandi,”Advanced Microprocessors and Peripherals “3rd edition, Tata McGrawHill,2012

CS8501**THEORY OF COMPUTATION****L T P C
3 0 0 3****OBJECTIVES:**

- To understand the language hierarchy
- To construct automata for any given pattern and find its equivalent regular expressions
- To design a context free grammar for any given language
- To understand Turing machines and their capability
- To understand undecidable problems and NP class problems

UNIT I AUTOMATA FUNDAMENTALS**9**

Introduction to formal proof – Additional forms of Proof – Inductive Proofs –Finite Automata – Deterministic Finite Automata – Non-deterministic Finite Automata – Finite Automata with Epsilon Transitions

UNIT II REGULAR EXPRESSIONS AND LANGUAGES**9**

Regular Expressions – FA and Regular Expressions – Proving Languages not to be regular – Closure Properties of Regular Languages – Equivalence and Minimization of Automata.

UNIT III CONTEXT FREE GRAMMAR AND LANGUAGES**9**

CFG – Parse Trees – Ambiguity in Grammars and Languages – Definition of the Pushdown Automata – Languages of a Pushdown Automata – Equivalence of Pushdown Automata and CFG, Deterministic Pushdown Automata.

UNIT IV PROPERTIES OF CONTEXT FREE LANGUAGES**9**

Normal Forms for CFG – Pumping Lemma for CFL – Closure Properties of CFL – Turing Machines – Programming Techniques for TM.

UNIT V UNDECIDABILITY**9**

Non Recursive Enumerable (RE) Language – Undecidable Problem with RE – Undecidable Problems about TM – Post's Correspondence Problem, The Class P and NP.

TOTAL :45PERIODS**OUTCOMES:**

Upon completion of the course, the students will be able to:

- Construct automata, regular expression for any pattern.
- Write Context free grammar for any construct.
- Design Turing machines for any language.
- Propose computation solutions using Turing machines.
- Derive whether a problem is decidable or not.

TEXT BOOK:

1. J.E.Hopcroft, R.Motwani and J.D Ullman, "Introduction to Automata Theory, Languages and Computations", Second Edition, Pearson Education, 2003.

REFERENCES:

1. H.R.Lewis and C.H.Papadimitriou, "Elements of the theory of Computation", Second Edition, PHI, 2003.
2. J.Martin, "Introduction to Languages and the Theory of Computation", Third Edition, TMH, 2003.
3. Micheal Sipser, "Introduction of the Theory and Computation", Thomson Brokecole, 1997.

CS8592**OBJECT ORIENTED ANALYSIS AND DESIGN****L T P C
3 0 0 3****OBJECTIVES:**

- To understand the fundamentals of object modeling
- To understand and differentiate Unified Process from other approaches.
- To design with static UML diagrams.
- To design with the UML dynamic and implementation diagrams.
- To improve the software design with design patterns.
- To test the software against its requirements specification

UNIT I UNIFIED PROCESS AND USE CASE DIAGRAMS**9**

Introduction to OOAD with OO Basics - Unified Process – UML diagrams – Use Case –Case study – the Next Gen POS system, Inception -Use case Modelling – Relating Use cases – include, extend and generalization – When to use Use-cases

UNIT II STATIC UML DIAGRAMS**9**

Class Diagram— Elaboration – Domain Model – Finding conceptual classes and description classes – Associations – Attributes – Domain model refinement – Finding conceptual class Hierarchies – Aggregation and Composition - Relationship between sequence diagrams and use cases – When to use Class Diagrams

UNIT III DYNAMIC AND IMPLEMENTATION UML DIAGRAMS**9**

Dynamic Diagrams – UML interaction diagrams - System sequence diagram – Collaboration diagram – When to use Communication Diagrams - State machine diagram and Modelling –When to use State Diagrams - Activity diagram – When to use activity diagrams

Implementation Diagrams - UML package diagram - When to use package diagrams - Component and Deployment Diagrams – When to use Component and Deployment diagrams

UNIT IV DESIGN PATTERNS 9

GRASP: Designing objects with responsibilities – Creator – Information expert – Low Coupling – High Cohesion – Controller

Design Patterns – creational – factory method – **structural** – Bridge – Adapter – **behavioural** – Strategy – observer –Applying GoF design patterns – Mapping design to code

UNIT V TESTING 9

Object Oriented Methodologies – Software Quality Assurance – Impact of object orientation on Testing – Develop Test Cases and Test Plans

TOTAL: 45 PERIODS

OUTCOMES:

At the end of the course, the students will be able to:

- Express software design with UML diagrams
- Design software applications using OO concepts.
- Identify various scenarios based on software requirements
- Transform UML based software design into pattern based design using design patterns
- Understand the various testing methodologies for OO software

TEXT BOOKS:

1. Craig Larman, “Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development”, Third Edition, Pearson Education, 2005.
2. Ali Bahrami - Object Oriented Systems Development - McGraw Hill International Edition - 1999

REFERENCES:

1. Erich Gamma, and Richard Helm, Ralph Johnson, John Vlissides, “Design patterns: Elements of Reusable Object-Oriented Software”, Addison-Wesley, 1995.
2. Martin Fowler, “UML Distilled: A Brief Guide to the Standard Object Modeling Language”, Third edition, Addison Wesley, 2003.

**EC8681 MICROPROCESSORS AND MICROCONTROLLERS LABORATORY L T P C
0 0 4 2**

OBJECTIVES:

- To Introduce ALP concepts, features and Coding methods
- Write ALP for arithmetic and logical operations in 8086 and 8051
- Differentiate Serial and Parallel Interface
- Interface different I/Os with Microprocessors
- Be familiar with MASM

LIST OF EXPERIMENTS:

8086 Programs using kits and MASM

1. Basic arithmetic and Logical operations
2. Move a data block without overlap
3. Code conversion, decimal arithmetic and Matrix operations.
4. Floating point operations, string manipulations, sorting and searching
5. Password checking, Print RAM size and system date
6. Counters and Time Delay

Peripherals and Interfacing Experiments

7. Traffic light controller
8. Stepper motor control

9. Digital clock
10. Key board and Display
11. Printer status
12. Serial interface and Parallel interface
13. A/D and D/A interface and Waveform Generation

8051 Experiments using kits and MASM

14. Basic arithmetic and Logical operations
15. Square and Cube program, Find 2's complement of a number
16. Unpacked BCD to ASCII

TOTAL: 60 PERIODS

OUTCOMES:

At the end of the course, the student should be able to:

- Write ALP Programmes for fixed and Floating Point and Arithmetic operations
- Interface different I/Os with processor
- Generate waveforms using Microprocessors
- Execute Programs in 8051
- Explain the difference between simulator and Emulator

LAB EQUIPMENT FOR A BATCH OF 30 STUDENTS:

HARDWARE:

8086 development kits - 30 nos
 Interfacing Units - Each 10 nos
 Microcontroller - 30 nos

SOFTWARE:

Intel Desktop Systems with MASM - 30 nos
 8086 Assembler
 8051 Cross Assembler

CS8582 OBJECT ORIENTED ANALYSIS AND DESIGN LABORATORY

L T P C
0 0 4 2

OBJECTIVES:

- To capture the requirements specification for an intended software system
- To draw the UML diagrams for the given specification
- To map the design properly to code
- To test the software system thoroughly for all scenarios
- To improve the design by applying appropriate design patterns.

Draw standard UML diagrams using an UML modeling tool for a given case study and map design to code and implement a 3 layered architecture. Test the developed code and validate whether the SRS is satisfied.

1. Identify a software system that needs to be developed.
2. Document the Software Requirements Specification (SRS) for the identified system.
3. Identify use cases and develop the Use Case model.
4. Identify the conceptual classes and develop a Domain Model and also derive a Class Diagram from that.
5. Using the identified scenarios, find the interaction between objects and represent them using UML Sequence and Collaboration Diagrams
6. Draw relevant State Chart and Activity Diagrams for the same system.
7. Implement the system as per the detailed design
8. Test the software system for all the scenarios identified as per the usecase diagram
9. Improve the reusability and maintainability of the software system by applying appropriate

design patterns.

10. Implement the modified system and test it for various scenarios

SUGGESTED DOMAINS FOR MINI-PROJECT:

1. Passport automation system.
2. Book bank
3. Exam registration
4. Stock maintenance system.
5. Online course reservation system
6. Airline/Railway reservation system
7. Software personnel management system
8. Credit card processing
9. e-book management system
10. Recruitment system
11. Foreign trading system
12. Conference management system
13. BPO management system
14. Library management system
15. Student information system

TOTAL: 60 PERIODS

OUTCOMES:

Upon completion of this course, the students will be able to:

- Perform OO analysis and design for a given problem specification.
- Identify and map basic software requirements in UML mapping.
- Improve the software quality using design patterns and to explain the rationale behind applying specific design patterns
- Test the compliance of the software with the SRS.

HARDWARE REQUIREMENTS

Standard PC

SOFTWARE REQUIREMENTS

1. Windows 7 or higher
2. ArgoUML that supports UML 1.4 and higher
3. Selenium, JUnit or Apache JMeter

CS8581

NETWORKS LABORATORY

L	T	P	C
0	0	4	2

OBJECTIVES:

- To learn and use network commands.
- To learn socket programming.
- To implement and analyze various network protocols.
- To learn and use simulation tools.
- To use simulation tools to analyze the performance of various network protocols.

LIST OF EXPERIMENTS

1. Learn to use commands like tcpdump, netstat, ifconfig, nslookup and traceroute. Capture ping and traceroute PDUs using a network protocol analyzer and examine.
2. Write a HTTP web client program to download a web page using TCP sockets.
3. Applications using TCP sockets like:
 - Echo client and echo server
 - Chat
 - File Transfer

4. Simulation of DNS using UDP sockets.
5. Write a code simulating ARP /RARP protocols.
6. Study of Network simulator (NS) and Simulation of Congestion Control Algorithms using NS.
7. Study of TCP/UDP performance using Simulation tool.
8. Simulation of Distance Vector/ Link State Routing algorithm.
9. Performance evaluation of Routing protocols using Simulation tool.
10. Simulation of error correction code (like CRC).

TOTAL: 60 PERIODS

OUTCOMES:

Upon Completion of the course, the students will be able to:

- Implement various protocols using TCP and UDP.
- Compare the performance of different transport layer protocols.
- Use simulation tools to analyze the performance of various network protocols.
- Analyze various routing algorithms.
- Implement error correction codes.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

LABORATORY REQUIREMENT FOR BATCH OF 30 STUDENTS:

HARDWARE:

- | | |
|------------------------|--------|
| 1. Standalone desktops | 30 Nos |
|------------------------|--------|

SOFTWARE:

- | | |
|--|----|
| 1. C / C++ / Java / Python / Equivalent Compiler | 30 |
| 2. Network simulator like NS2/Glomosim/OPNET/ Packet Tracer / Equivalent | |

CS8651	INTERNET PROGRAMMING	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To understand different Internet Technologies.
- To learn java-specific web services architecture

UNIT I WEBSITE BASICS, HTML 5, CSS 3, WEB 2.0 9

Web Essentials: Clients, Servers and Communication – The Internet – Basic Internet protocols – World wide web – HTTP Request Message – HTTP Response Message – Web Clients – Web Servers – HTML5 – Tables – Lists – Image – HTML5 control elements – Semantic elements – Drag and Drop – Audio – Video controls - CSS3 – Inline, embedded and external style sheets – Rule cascading – Inheritance – Backgrounds – Border Images – Colors – Shadows – Text – Transformations – Transitions – Animations.

UNIT II CLIENT SIDE PROGRAMMING 9

Java Script: An introduction to JavaScript–JavaScript DOM Model-Date and Objects,- Regular Expressions- Exception Handling-Validation-Built-in objects-Event Handling-DHTML with JavaScript- JSON introduction – Syntax – Function Files – Http Request – SQL.

UNIT III SERVER SIDE PROGRAMMING 9

Servlets: Java Servlet Architecture- Servlet Life Cycle- Form GET and POST actions- Session Handling- Understanding Cookies- Installing and Configuring Apache Tomcat Web Server- DATABASE CONNECTIVITY: JDBC perspectives, JDBC program example - JSP: Understanding Java Server Pages-JSP Standard Tag Library (JSTL)-Creating HTML forms by embedding JSP code.

UNIT IV PHP and XML 9
 An introduction to PHP: PHP- Using PHP- Variables- Program control- Built-in functions- Form Validation- Regular Expressions - File handling – Cookies - Connecting to Database. XML: Basic XML- Document Type Definition- XML Schema DOM and Presenting XML, XML Parsers and Validation, XSL and XSLT Transformation, News Feed (RSS and ATOM).

UNIT V INTRODUCTION TO AJAX and WEB SERVICES 9
 AJAX: Ajax Client Server Architecture-XML Http Request Object-Call Back Methods; Web Services: Introduction- Java web services Basics – Creating, Publishing, Testing and Describing a Web services (WSDL)-Consuming a web service, Database Driven web service from an application –SOAP.

TOTAL 45 PERIODS

OUTCOMES:

At the end of the course, the students should be able to:

- Construct a basic website using HTML and Cascading Style Sheets.
- Build dynamic web page with validation using Java Script objects and by applying different event handling mechanisms.
- Develop server side programs using Servlets and JSP.
- Construct simple web pages in PHP and to represent data in XML format.
- Use AJAX and web services to develop interactive web applications

TEXT BOOK:

1. Deitel and Deitel and Nieto, “Internet and World Wide Web - How to Program”, Prentice Hall, 5th Edition, 2011.

REFERENCES:

1. Stephen Wynkoop and John Burke “Running a Perfect Website”, QUE, 2nd Edition, 1999.
2. Chris Bates, Web Programming – Building Intranet Applications, 3rd Edition, Wiley Publications, 2009.
3. Jeffrey C and Jackson, “Web Technologies A Computer Science Perspective”, Pearson Education, 2011.
4. Gopalan N.P. and Akilandeswari J., “Web Technology”, Prentice Hall of India, 2011.
5. UttamK.Roy, “Web Technologies”, Oxford University Press, 2011.

CS8691

ARTIFICIAL INTELLIGENCE

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the various characteristics of Intelligent agents
- To learn the different search strategies in AI
- To learn to represent knowledge in solving AI problems
- To understand the different ways of designing software agents
- To know about the various applications of AI.

UNIT I INTRODUCTION 9

Introduction–Definition - Future of Artificial Intelligence – Characteristics of Intelligent Agents– Typical Intelligent Agents – Problem Solving Approach to Typical AI problems.

UNIT II PROBLEM SOLVING METHODS 9

Problem solving Methods - Search Strategies- Uninformed - Informed - Heuristics - Local Search Algorithms and Optimization Problems - Searching with Partial Observations - Constraint Satisfaction Problems – Constraint Propagation - Backtracking Search - Game Playing - Optimal Decisions in Games – Alpha - Beta Pruning - Stochastic Games

UNIT III KNOWLEDGE REPRESENTATION 9

First Order Predicate Logic – Prolog Programming – Unification – Forward Chaining-Backward Chaining – Resolution – Knowledge Representation - Ontological Engineering-Categories and Objects – Events - Mental Events and Mental Objects - Reasoning Systems for Categories - Reasoning with Default Information

UNIT IV SOFTWARE AGENTS 9

Architecture for Intelligent Agents – Agent communication – Negotiation and Bargaining – Argumentation among Agents – Trust and Reputation in Multi-agent systems.

UNIT V APPLICATIONS 9

AI applications – Language Models – Information Retrieval- Information Extraction – Natural Language Processing - Machine Translation – Speech Recognition – Robot – Hardware – Perception – Planning – Moving

TOTAL :45 PERIODS**OUTCOMES:**

Upon completion of the course, the students will be able to:

- Use appropriate search algorithms for any AI problem
- Represent a problem using first order and predicate logic
- Provide the apt agent strategy to solve a given problem
- Design software agents to solve a problem
- Design applications for NLP that use Artificial Intelligence.

TEXT BOOKS:

- 1 S. Russell and P. Norvig, "Artificial Intelligence: A Modern Approach", Prentice Hall, Third Edition, 2009.
- 2 I. Bratko, "Prolog: Programming for Artificial Intelligence", Fourth edition, Addison-Wesley Educational Publishers Inc., 2011.

REFERENCES:

1. M. Tim Jones, "Artificial Intelligence: A Systems Approach(Computer Science)", Jones and Bartlett Publishers, Inc.; First Edition, 2008
2. Nils J. Nilsson, "The Quest for Artificial Intelligence", Cambridge University Press, 2009.
3. William F. Clocksin and Christopher S. Mellish," Programming in Prolog: Using the ISO Standard", Fifth Edition, Springer, 2003.
4. Gerhard Weiss, "Multi Agent Systems", Second Edition, MIT Press, 2013.
5. David L. Poole and Alan K. Mackworth, "Artificial Intelligence: Foundations of Computational Agents", Cambridge University Press, 2010.

CS8601

MOBILE COMPUTING

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the basic concepts of mobile computing.
- To learn the basics of mobile telecommunication system .
- To be familiar with the network layer protocols and Ad-Hoc networks.
- To know the basis of transport and application layer protocols.
- To gain knowledge about different mobile platforms and application development.

UNIT I INTRODUCTION 9

Introduction to Mobile Computing – Applications of Mobile Computing- Generations of Mobile Communication Technologies- Multiplexing – Spread spectrum -MAC Protocols – SDMA- TDMA- FDMA- CDMA

UNIT II MOBILE TELECOMMUNICATION SYSTEM 9

Introduction to Cellular Systems - GSM – Services & Architecture – Protocols – Connection Establishment – Frequency Allocation – Routing – Mobility Management – Security – GPRS-UMTS – Architecture – Handover - Security

UNIT III MOBILE NETWORK LAYER 9

Mobile IP – DHCP – AdHoc– Proactive protocol-DSDV, Reactive Routing Protocols – DSR, AODV , Hybrid routing –ZRP, Multicast Routing- ODMRP, Vehicular Ad Hoc networks (VANET) –MANET Vs VANET – Security.

UNIT IV MOBILE TRANSPORT AND APPLICATION LAYER 9

Mobile TCP– WAP – Architecture – WDP – WTLS – WTP –WSP – WAE – WTA Architecture – WML

UNIT V MOBILE PLATFORMS AND APPLICATIONS 9

Mobile Device Operating Systems – Special Constraints & Requirements – Commercial Mobile Operating Systems – Software Development Kit: iOS, Android, BlackBerry, Windows Phone – MCommerce – Structure – Pros & Cons – Mobile Payment System – Security Issues

TOTAL 45 PERIODS**OUTCOMES:****At the end of the course, the students should be able to:**

- Explain the basics of mobile telecommunication systems
- Illustrate the generations of telecommunication systems in wireless networks
- Determine the functionality of MAC, network layer and Identify a routing protocol for a given Ad hoc network
- Explain the functionality of Transport and Application layers
- Develop a mobile application using android/blackberry/ios/Windows SDK

TEXT BOOKS:

1. Jochen Schiller, "Mobile Communications", PHI, Second Edition, 2003.
2. Prasant Kumar Pattnaik, Rajib Mall, "Fundamentals of Mobile Computing", PHI Learning Pvt.Ltd, New Delhi – 2012

REFERENCES

1. Dharma Prakash Agarwal, Qing and An Zeng, "Introduction to Wireless and Mobile systems", Thomson Asia Pvt Ltd, 2005.
2. Uwe Hansmann, Lothar Merk, Martin S. Nicklons and Thomas Stober, "Principles of Mobile Computing", Springer, 2003.
3. William.C.Y.Lee, "Mobile Cellular Telecommunications-Analog and Digital Systems", Second Edition, TataMcGraw Hill Edition ,2006.
4. C.K.Toh, "AdHoc Mobile Wireless Networks", First Edition, Pearson Education, 2002.

5. Android Developers : <http://developer.android.com/index.html>
6. Apple Developer : <https://developer.apple.com/>
7. Windows Phone DevCenter : <http://developer.windowsphone.com>
8. BlackBerry Developer : <http://developer.blackberry.com>

CS8602

COMPILER DESIGN

L	T	P	C
3	0	2	4

OBJECTIVES:

- To learn the various phases of compiler.
- To learn the various parsing techniques.
- To understand intermediate code generation and run-time environment.
- To learn to implement front-end of the compiler.
- To learn to implement code generator.

UNIT I INTRODUCTION TO COMPILERS 9

Structure of a compiler – Lexical Analysis – Role of Lexical Analyzer – Input Buffering – Specification of Tokens – Recognition of Tokens – Lex – Finite Automata – Regular Expressions to Automata – Minimizing DFA.

UNIT II SYNTAX ANALYSIS 12

Role of Parser – Grammars – Error Handling – Context-free grammars – Writing a grammar – Top Down Parsing - General Strategies Recursive Descent Parser Predictive Parser-LL(1) Parser-Shift Reduce Parser-LR Parser-LR (0)Item Construction of SLR Parsing Table - Introduction to LALR Parser - Error Handling and Recovery in Syntax Analyzer-YACC.

UNIT III INTERMEDIATE CODE GENERATION 8

Syntax Directed Definitions, Evaluation Orders for Syntax Directed Definitions, Intermediate Languages: Syntax Tree, Three Address Code, Types and Declarations, Translation of Expressions, Type Checking.

UNIT IV RUN-TIME ENVIRONMENT AND CODE GENERATION 8

Storage Organization, Stack Allocation Space, Access to Non-local Data on the Stack, Heap Management - Issues in Code Generation - Design of a simple Code Generator.

UNIT V CODE OPTIMIZATION 8

Principal Sources of Optimization – Peep-hole optimization - DAG- Optimization of Basic Blocks- Global Data Flow Analysis - Efficient Data Flow Algorithm.

LIST OF EXPERIMENTS:

1. Develop a lexical analyzer to recognize a few patterns in C. (Ex. identifiers, constants, comments, operators etc.). Create a symbol table, while recognizing identifiers.
2. Implement a Lexical Analyzer using Lex Tool
3. Implement an Arithmetic Calculator using LEX and YACC
4. Generate three address code for a simple program using LEX and YACC.
5. Implement simple code optimization techniques (Constant folding, Strength reduction and Algebraic transformation)
6. Implement back-end of the compiler for which the three address code is given as input and the 8086 assembly language code is produced as output.

PRACTICALS	30	PERIODS
THEORY	45	PERIODS
TOTAL :	75	PERIODS

OUTCOMES:

On Completion of the course, the students should be able to:

- Understand the different phases of compiler.
- Design a lexical analyzer for a sample language.

- Apply different parsing algorithms to develop the parsers for a given grammar.
- Understand syntax-directed translation and run-time environment.
- Learn to implement code optimization techniques and a simple code generator.
- Design and implement a scanner and a parser using LEX and YACC tools.

TEXT BOOK:

1. Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, Compilers: Principles, Techniques and ToolsII, Second Edition, Pearson Education, 2009.

REFERENCES

1. Randy Allen, Ken Kennedy, Optimizing Compilers for Modern Architectures: A Dependence based Approach, Morgan Kaufmann Publishers, 2002.
2. Steven S. Muchnick, Advanced Compiler Design and ImplementationII, Morgan Kaufmann Publishers - Elsevier Science, India, Indian Reprint 2003.
3. Keith D Cooper and Linda Torczon, Engineering a CompilerII, Morgan Kaufmann Publishers Elsevier Science, 2004.
4. V. Raghavan, Principles of Compiler DesignII, Tata McGraw Hill Education Publishers, 2010.
5. Allen I. Holub, Compiler Design in CII, Prentice-Hall Software Series, 1993.

CS8603

DISTRIBUTED SYSTEMS

L T P C
3 0 0 3**OBJECTIVES:**

- To understand the foundations of distributed systems.
- To learn issues related to clock Synchronization and the need for global state in distributed systems.
- To learn distributed mutual exclusion and deadlock detection algorithms.
- To understand the significance of agreement, fault tolerance and recovery protocols in Distributed Systems.
- To learn the characteristics of peer-to-peer and distributed shared memory systems.

UNIT I INTRODUCTION

9

Introduction: Definition –Relation to computer system components –Motivation –Relation to parallel systems – Message-passing systems versus shared memory systems –Primitives for distributed communication –Synchronous versus asynchronous executions –Design issues and challenges. **A model of distributed computations:** A distributed program –A model of distributed executions –Models of communication networks –Global state – Cuts –Past and future cones of an event –Models of process communications. **Logical Time:** A framework for a system of logical clocks –Scalar time –Vector time – Physical clock synchronization: NTP.

UNIT II MESSAGE ORDERING & SNAPSHOTS

9

Message ordering and group communication: Message ordering paradigms –Asynchronous execution with synchronous communication –Synchronous program order on an asynchronous system –Group communication – Causal order (CO) - Total order. **Global state and snapshot recording algorithms:** Introduction –System model and definitions –Snapshot algorithms for FIFO channels

UNIT III DISTRIBUTED MUTEX & DEADLOCK

9

Distributed mutual exclusion algorithms: Introduction – Preliminaries – Lamport's algorithm – Ricart-Agrawala algorithm – Maekawa's algorithm – Suzuki–Kasami's broadcast algorithm. **Deadlock detection in distributed systems:** Introduction – System model – Preliminaries – Models of deadlocks – Knapp's classification – Algorithms for the single resource model, the AND model and the OR model.

UNIT IV RECOVERY & CONSENSUS**9**

Checkpointing and rollback recovery: Introduction – Background and definitions – Issues in failure recovery – Checkpoint-based recovery – Log-based rollback recovery – Coordinated checkpointing algorithm – Algorithm for asynchronous checkpointing and recovery. **Consensus and agreement algorithms:** Problem definition – Overview of results – Agreement in a failure – free system – Agreement in synchronous systems with failures.

UNIT V P2P & DISTRIBUTED SHARED MEMORY**9**

Peer-to-peer computing and overlay graphs: Introduction – Data indexing and overlays – Chord – Content addressable networks – Tapestry. **Distributed shared memory:** Abstraction and advantages – Memory consistency models – Shared memory Mutual Exclusion.

TOTAL: 45 PERIODS**OUTCOMES:****At the end of this course, the students will be able to:**

- Elucidate the foundations and issues of distributed systems
- Understand the various synchronization issues and global state for distributed systems.
- Understand the Mutual Exclusion and Deadlock detection algorithms in distributed systems
- Describe the agreement protocols and fault tolerance mechanisms in distributed systems.
- Describe the features of peer-to-peer and distributed shared memory systems

TEXT BOOKS:

1. Kshemkalyani, Ajay D., and Mukesh Singhal. Distributed computing: principles, algorithms, and systems. Cambridge University Press, 2011.
2. George Coulouris, Jean Dollimore and Tim Kindberg, “Distributed Systems Concepts and Design”, Fifth Edition, Pearson Education, 2012.

REFERENCES:

1. Pradeep K Sinha, "Distributed Operating Systems: Concepts and Design", Prentice Hall of India, 2007.
2. Mukesh Singhal and Niranjana G. Shivaratri. Advanced concepts in operating systems. McGraw-Hill, Inc., 1994.
3. Tanenbaum A.S., Van Steen M., “Distributed Systems: Principles and Paradigms”, Pearson Education, 2007.
4. Liu M.L., “Distributed Computing, Principles and Applications”, Pearson Education, 2004.
5. Nancy A Lynch, “Distributed Algorithms”, Morgan Kaufman Publishers, USA, 2003.

CS8661**INTERNET PROGRAMMING LABORATORY**

L	T	P	C
0	0	4	2

OBJECTIVES:

- To be familiar with Web page design using HTML/XML and style sheets
- To be exposed to creation of user interfaces using Java frames and applets.
- To learn to create dynamic web pages using server side scripting.
- To learn to write Client Server applications.
- To be familiar with the PHP programming.
- To be exposed to creating applications with AJAX

LIST OF EXPERIMENTS

1. Create a web page with the following using HTML
 - a. To embed a map in a web page
 - b. To fix the hot spots in that map
 - c. Show all the related information when the hot spots are clicked.

2. Create a web page with the following.
 - a. Cascading style sheets.
 - b. Embedded style sheets.
 - c. Inline style sheets. Use our college information for the web pages.
3. Validate the Registration, user login, user profile and payment by credit card pages using JavaScript.
4. Write programs in Java using Servlets:
 - i. To invoke servlets from HTML forms
 - ii. Session tracking using hidden form fields and Session tracking for a hit count
5. Write programs in Java to create three-tier applications using servlets for conducting on-line examination for displaying student mark list. Assume that student information is available in a database which has been stored in a database server.
6. Install TOMCAT web server. Convert the static web pages of programs into dynamic web pages using servlets (or JSP) and cookies. Hint: Users information (user id, password, credit card number) would be stored in web.xml. Each user should have a separate Shopping Cart.
7. Redo the previous task using JSP by converting the static web pages into dynamic web pages. Create a database with user information and books information. The books catalogue should be dynamically loaded from the database.
8. Create and save an XML document at the server, which contains 10 users Information. Write a Program, which takes user Id as an input and returns the User details by taking the user information from the XML document
9.
 - i. Validate the form using PHP regular expression.
 - ii. PHP stores a form data into database.
10. Write a web service for finding what people think by asking 500 people's opinion for any consumer product.

TOTAL: 60PERIODS

OUTCOMES:

Upon Completion of the course, the students will be able to:

- Construct Web pages using HTML/XML and style sheets.
- Build dynamic web pages with validation using Java Script objects and by applying different event handling mechanisms.
- Develop dynamic web pages using server side scripting.
- Use PHP programming to develop web applications.
- Construct web applications using AJAX and web services.

SOFTWARE REQUIRED:

- Dream Weaver or Equivalent, MySQL or Equivalent, Apache Server, WAMP/XAMPP

CS8662	MOBILE APPLICATION DEVELOPMENT LABORATORY	L	T	P	C
		0	0	4	2

OBJECTIVES:

- To understand the components and structure of mobile application development frameworks for Android and windows OS based mobiles.
- To understand how to work with various mobile application development frameworks.
- To learn the basic and important design concepts and issues of development of mobile applications.
- To understand the capabilities and limitations of mobile devices.

LIST OF EXPERIMENTS

1. Develop an application that uses GUI components, Font and Colours
2. Develop an application that uses Layout Managers and event listeners.
3. Write an application that draws basic graphical primitives on the screen.
4. Develop an application that makes use of databases.
5. Develop an application that makes use of Notification Manager
6. Implement an application that uses Multi-threading
7. Develop a native application that uses GPS location information
8. Implement an application that writes data to the SD card.
9. Implement an application that creates an alert upon receiving a message
10. Write a mobile application that makes use of RSS feed
11. Develop a mobile application to send an email.
12. Develop a Mobile application for simple needs (Mini Project)

TOTAL: 60 PERIODS**OUTCOMES:****Upon Completion of the course, the students will be able to:**

- Develop mobile applications using GUI and Layouts.
- Develop mobile applications using Event Listener.
- Develop mobile applications using Databases.
- Develop mobile applications using RSS Feed, Internal/External Storage, SMS, Multi-threading and GPS.
- Analyze and discover own mobile app for simple needs.

REFERENCES:

1. Build Your Own Security Lab, Michael Gregg, Wiley India

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS

Standalone desktops with Windows or Android or

iOS or Equivalent Mobile Application Development

Tools with appropriate emulators and debuggers - 30 Nos.

HS8581**PROFESSIONAL COMMUNICATION**

L	T	P	C
0	0	2	1

OBJECTIVES:**The course aims to:**

- Enhance the Employability and Career Skills of students
- Orient the students towards grooming as a professional
- Make them Employable Graduates
- Develop their confidence and help them attend interviews successfully.

UNIT I

Introduction to Soft Skills-- Hard skills & soft skills - employability and career Skills—Grooming as a professional with values—Time Management—General awareness of Current Affairs

UNIT II

Self-Introduction-organizing the material - Introducing oneself to the audience – introducing the topic – answering questions – individual presentation practice— presenting the visuals effectively – 5 minute presentations

UNIT III

Introduction to Group Discussion— Participating in group discussions – understanding group dynamics - brainstorming the topic -- questioning and clarifying –GD strategies- activities to improve GD skills

UNIT IV

Interview etiquette – dress code – body language – attending job interviews– telephone/skype interview -one to one interview &panel interview – FAQs related to job interviews

UNIT V

Recognizing differences between groups and teams- managing time-managing stress- networking professionally- respecting social protocols-understanding career management-developing a long-term career plan-making career changes

TOTAL : 30 PERIODS

OUTCOMES:

At the end of the course Learners will be able to:

- Make effective presentations
- Participate confidently in Group Discussions.
- Attend job interviews and be successful in them.
- Develop adequate Soft Skills required for the workplace

Recommended Software

1. Open Source Software
2. Win English

REFERENCES:

1. Butterfield, Jeff Soft Skills for Everyone. Cengage Learning: New Delhi, 2015
2. E. Suresh Kumar et al. Communication for Professional Success. Orient Blackswan: Hyderabad, 2015
3. Interact English Lab Manual for Undergraduate Students,. OrientBalckSwan: Hyderabad, 2016.
4. Raman, Meenakshi and Sangeeta Sharma. Professional Communication. Oxford University Press: Oxford, 2014
5. S. Hariharanetal. Soft Skills. MJP Publishers: Chennai, 2010.

MG8591

PRINCIPLES OF MANAGEMENT

**LT P C
3 0 0 3**

OBJECTIVES:

- To enable the students to study the evolution of Management, to study the functions and principles of management and to learn the application of the principles in an organization .

UNIT I INTRODUCTION TO MANAGEMENT AND ORGANIZATIONS

9

Definition of Management – Science or Art – Manager Vs Entrepreneur - types of managers - managerial roles and skills – Evolution of Management – Scientific, human relations , system and contingency approaches – Types of Business organization - Sole proprietorship, partnership, company-public and private sector enterprises - Organization culture and Environment – Current trends and issues in Management.

UNIT II PLANNING

9

Nature and purpose of planning – planning process – types of planning – objectives – setting objectives – policies – Planning premises – Strategic Management – Planning Tools and Techniques – Decision making steps and process.

UNIT III ORGANISING

9

Nature and purpose – Formal and informal organization – organization chart – organization structure – types – Line and staff authority – departmentalization – delegation of authority –

centralization and decentralization – Job Design - Human Resource Management – HR Planning, Recruitment, selection, Training and Development, Performance Management , Career planning and management

UNIT IV DIRECTING 9

Foundations of individual and group behaviour – motivation – motivation theories – motivational techniques – job satisfaction – job enrichment – leadership – types and theories of leadership – communication – process of communication – barrier in communication – effective communication –communication and IT.

UNIT V CONTROLLING 9

System and process of controlling – budgetary and non-budgetary control techniques – use of computers and IT in Management control – Productivity problems and management – control and performance – direct and preventive control – reporting.

TOTAL: 45 PERIODS

OUTCOMES:

- Upon completion of the course, students will be able to have clear understanding of managerial functions like planning, organizing, staffing, leading & controlling and have same basic knowledge on international aspect of management

TEXTBOOKS:

1. Stephen P. Robbins & Mary Coulter, “Management”, Prentice Hall (India) Pvt. Ltd., 10th Edition, 2009.
2. JAF Stoner, Freeman R.E and Daniel R Gilbert “Management”, Pearson Education, 6th Edition, 2004.

REFERENCES:

1. Stephen A. Robbins & David A. Decenzo & Mary Coulter, “Fundamentals of Management” Pearson Education, 7th Edition, 2011.
2. Robert Kreitner & Mamata Mohapatra, “ Management”, Biztantra, 2008.
3. Harold Koontz & Heinz Weihrich “Essentials of management” Tata McGraw Hill,1998.
4. Tripathy PC & Reddy PN, “Principles of Management”, Tata McGraw Hill, 1999

CS8792	CRYPTOGRAPHY AND NETWORK SECURITY	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To understand Cryptography Theories, Algorithms and Systems.
- To understand necessary Approaches and Techniques to build protection mechanisms in order to secure computer networks.

UNIT I INTRODUCTION 9

Security trends - Legal, Ethical and Professional Aspects of Security, Need for Security at Multiple levels, Security Policies - Model of network security – Security attacks, services and mechanisms – OSI security architecture – Classical encryption techniques: substitution techniques, transposition techniques, steganography- Foundations of modern cryptography: perfect security – information theory – product cryptosystem – cryptanalysis.

UNIT II SYMMETRIC KEY CRYPTOGRAPHY 9

MATHEMATICS OF SYMMETRIC KEY CRYPTOGRAPHY: Algebraic structures - Modular arithmetic-Euclid’s algorithm- Congruence and matrices - Groups, Rings, Fields- Finite fields- SYMMETRIC KEY CIPHERS: SDES – Block cipher Principles of DES – Strength of DES – Differential and linear cryptanalysis - Block cipher design principles – Block cipher mode of operation – Evaluation criteria for AES – Advanced Encryption Standard - RC4 –

Key distribution.

UNIT III PUBLIC KEY CRYPTOGRAPHY 9

MATHEMATICS OF ASYMMETRIC KEY CRYPTOGRAPHY: Primes – Primality Testing – Factorization – Euler's totient function, Fermat's and Euler's Theorem - Chinese Remainder Theorem – Exponentiation and logarithm - ASYMMETRIC KEY CIPHERS: RSA cryptosystem – Key distribution – Key management – Diffie Hellman key exchange - ElGamal cryptosystem – Elliptic curve arithmetic-Elliptic curve cryptography.

UNIT IV MESSAGE AUTHENTICATION AND INTEGRITY 9

Authentication requirement – Authentication function – MAC – Hash function – Security of hash function and MAC – SHA – Digital signature and authentication protocols – DSS- Entity Authentication: Biometrics, Passwords, Challenge Response protocols- Authentication applications - Kerberos, X.509

UNIT V SECURITY PRACTICE AND SYSTEM SECURITY 9

Electronic Mail security – PGP, S/MIME – IP security – Web Security - SYSTEM SECURITY: Intruders – Malicious software – viruses – Firewalls.

TOTAL 45 PERIODS

OUTCOMES:

At the end of the course, the student should be able to:

- Understand the fundamentals of networks security, security architecture, threats and vulnerabilities
- Apply the different cryptographic operations of symmetric cryptographic algorithms
- Apply the different cryptographic operations of public key cryptography
- Apply the various Authentication schemes to simulate different applications.
- Understand various Security practices and System security standards

TEXT BOOK:

1. William Stallings, Cryptography and Network Security: Principles and Practice, PHI 3rd Edition, 2006.

REFERENCES:

1. C K Shyamala, N Harini and Dr. T R Padmanabhan: Cryptography and Network Security, Wiley India Pvt.Ltd
2. Behrouz A. Foruzan, Cryptography and Network Security, Tata McGraw Hill 2007.
3. Charlie Kaufman, Radia Perlman, and Mike Speciner, Network Security: PRIVATE Communication in a PUBLIC World, Prentice Hall, ISBN 0-13-046019-2

CS8791

CLOUD COMPUTING

**L T P C
3 0 0 3**

OBJECTIVES:

- To understand the concept of cloud computing.
- To appreciate the evolution of cloud from the existing technologies.
- To have knowledge on the various issues in cloud computing.
- To be familiar with the lead players in cloud.
- To appreciate the emergence of cloud as the next generation computing paradigm.

UNIT I INTRODUCTION 9

Introduction to Cloud Computing – Definition of Cloud – Evolution of Cloud Computing – Underlying Principles of Parallel and Distributed Computing – Cloud Characteristics – Elasticity in Cloud – On-demand Provisioning.

UNIT II	CLOUD ENABLING TECHNOLOGIES	10
Service Oriented Architecture – REST and Systems of Systems – Web Services – Publish-Subscribe Model – Basics of Virtualization – Types of Virtualization – Implementation Levels of Virtualization – Virtualization Structures – Tools and Mechanisms – Virtualization of CPU – Memory – I/O Devices –Virtualization Support and Disaster Recovery.		
UNIT III	CLOUD ARCHITECTURE, SERVICES AND STORAGE	8
Layered Cloud Architecture Design – NIST Cloud Computing Reference Architecture – Public, Private and Hybrid Clouds - IaaS – PaaS – SaaS – Architectural Design Challenges – Cloud Storage – Storage-as-a-Service – Advantages of Cloud Storage – Cloud Storage Providers – S3.		
UNIT IV	RESOURCE MANAGEMENT AND SECURITY IN CLOUD	10
Inter Cloud Resource Management – Resource Provisioning and Resource Provisioning Methods – Global Exchange of Cloud Resources – Security Overview – Cloud Security Challenges – Software-as-a-Service Security – Security Governance – Virtual Machine Security – IAM – Security Standards.		
UNIT V	CLOUD TECHNOLOGIES AND ADVANCEMENTS	8
Hadoop – MapReduce – Virtual Box -- Google App Engine – Programming Environment for Google App Engine — Open Stack – Federation in the Cloud – Four Levels of Federation – Federated Services and Applications – Future of Federation.		

TOTAL: 45 PERIODS

OUTCOMES:

On Completion of the course, the students should be able to:

- Articulate the main concepts, key technologies, strengths and limitations of cloud computing.
- Learn the key and enabling technologies that help in the development of cloud.
- Develop the ability to understand and use the architecture of compute and storage cloud, service and delivery models.
- Explain the core issues of cloud computing such as resource management and security.
- Be able to install and use current cloud technologies.
- Evaluate and choose the appropriate technologies, algorithms and approaches for implementation and use of cloud.

TEXT BOOKS:

1. Kai Hwang, Geoffrey C. Fox, Jack G. Dongarra, "Distributed and Cloud Computing, From Parallel Processing to the Internet of Things", Morgan Kaufmann Publishers, 2012.
2. Rittinghouse, John W., and James F. Ransome, "Cloud Computing: Implementation, Management and Security", CRC Press, 2017.

REFERENCES:

1. Rajkumar Buyya, Christian Vecchiola, S. ThamaraiSelvi, "Mastering Cloud Computing", Tata Mcgraw Hill, 2013.
2. Toby Velte, Anthony Velte, Robert Elsenpeter, "Cloud Computing - A Practical Approach", Tata Mcgraw Hill, 2009.
3. George Reese, "Cloud Application Architectures: Building Applications and Infrastructure in the Cloud: Transactional Systems for EC2 and Beyond (Theory in Practice)", O'Reilly, 2009.

CS8711

CLOUD COMPUTING LABORATORY

L T P C
0 0 4 2**OBJECTIVES:**

- To develop web applications in cloud
 - To learn the design and development process involved in creating a cloud based application
 - To learn to implement and use parallel programming using Hadoop
1. Install Virtualbox/VMware Workstation with different flavours of linux or windows OS on top of windows7 or 8.
 2. Install a C compiler in the virtual machine created using virtual box and execute Simple Programs
 3. Install Google App Engine. Create *hello world* app and other simple web applications using python/java.
 4. Use GAE launcher to launch the web applications.
 5. Simulate a cloud scenario using CloudSim and run a scheduling algorithm that is not present in CloudSim.
 6. Find a procedure to transfer the files from one virtual machine to another virtual machine.
 7. Find a procedure to launch virtual machine using trystack (Online Openstack Demo Version)
 8. Install Hadoop single node cluster and run simple applications like wordcount.

TOTAL : 60 PERIODS**OUTCOMES:****On completion of this course, the students will be able to:**

- Configure various virtualization tools such as Virtual Box, VMware workstation.
- Design and deploy a web application in a PaaS environment.
- Learn how to simulate a cloud environment to implement new schedulers.
- Install and use a generic cloud environment that can be used as a private cloud.
- Manipulate large data sets in a parallel environment.

IT8761

SECURITY LABORATORY

L T P C
0 0 4 2**OBJECTIVES:**

- To learn different cipher techniques
- To implement the algorithms DES, RSA, MD5, SHA-1
- To use network security tools and vulnerability assessment tools

LIST OF EXPERIMENTS

1. Perform encryption, decryption using the following substitution techniques
(i) Ceaser cipher, (ii) playfair cipher iii) Hill Cipher iv) Vigenere cipher
2. Perform encryption and decryption using following transposition techniques
i) Rail fence ii) row & Column Transformation
3. Apply DES algorithm for practical applications.
4. Apply AES algorithm for practical applications.
5. Implement RSA Algorithm using HTML and JavaScript
6. Implement the Diffie-Hellman Key Exchange algorithm for a given problem.
7. Calculate the message digest of a text using the SHA-1 algorithm.
8. Implement the SIGNATURE SCHEME - Digital Signature Standard.
9. Demonstrate intrusion detection system (ids) using any tool eg. Snort or any other s/w.

10. Automated Attack and Penetration Tools
Exploring N-Stalker, a Vulnerability Assessment Tool
11. Defeating Malware
i) Building Trojans ii) Rootkit Hunter

TOTAL: 60 PERIODS

OUTCOMES:

Upon Completion of the course, the students will be able to:

- Develop code for classical Encryption Techniques to solve the problems.
- Build cryptosystems by applying symmetric and public key encryption algorithms.
- Construct code for authentication algorithms.
- Develop a signature scheme using Digital signature standard.
- Demonstrate the network security system using open source tools

REFERENCES:

1. Build Your Own Security Lab, Michael Gregg, Wiley India

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS: SOFTWARE: C / C++ / Java or equivalent compiler GnuPG, Snort, N-Stalker or Equivalent **HARDWARE:** Standalone desktops - 30 Nos. (or) Server supporting 30 terminals or more.

CS8811

PROJECT WORK

L T P C
0 0 20 10

OBJECTIVES:

- To develop the ability to solve a specific problem right from its identification and literature review till the successful solution of the same. To train the students in preparing project reports and to face reviews and viva voce examination.

The students in a group of 3 to 4 works on a topic approved by the head of the department under the guidance of a faculty member and prepares a comprehensive project report after completing the work to the satisfaction of the supervisor. The progress of the project is evaluated based on a minimum of three reviews. The review committee may be constituted by the Head of the Department. A project report is required at the end of the semester. The project work is evaluated based on oral presentation and the project report jointly by external and internal examiners constituted by the Head of the Department.

TOTAL: 300 PERIODS

OUTCOME:

- On Completion of the project work students will be in a position to take up any challenging practical problems and find solution by formulating proper methodology.

CS8075

DATA WAREHOUSING AND DATA MINING

L T P C
3 0 0 3

OBJECTIVES:

- To understand data warehouse concepts, architecture, business analysis and tools
- To understand data pre-processing and data visualization techniques
- To study algorithms for finding hidden and interesting patterns in data
- To understand and apply various classification and clustering techniques using tools.

UNIT I DATA WAREHOUSING, BUSINESS ANALYSIS AND ON-LINE ANALYTICAL PROCESSING (OLAP) 9

Basic Concepts - Data Warehousing Components – Building a Data Warehouse – Database Architectures for Parallel Processing – Parallel DBMS Vendors - Multidimensional Data Model – Data Warehouse Schemas for Decision Support, Concept Hierarchies -Characteristics of OLAP Systems – Typical OLAP Operations, OLAP and OLTP.

UNIT II DATA MINING – INTRODUCTION 9

Introduction to Data Mining Systems – Knowledge Discovery Process – Data Mining Techniques – Issues – applications- Data Objects and attribute types, Statistical description of data, Data Preprocessing – Cleaning, Integration, Reduction, Transformation and discretization, Data Visualization, Data similarity and dissimilarity measures.

UNIT III DATA MINING - FREQUENT PATTERN ANALYSIS 9

Mining Frequent Patterns, Associations and Correlations – Mining Methods- Pattern Evaluation Method – Pattern Mining in Multilevel, Multi Dimensional Space – Constraint Based Frequent Pattern Mining, Classification using Frequent Patterns

UNIT IV CLASSIFICATION AND CLUSTERING 9

Decision Tree Induction - Bayesian Classification – Rule Based Classification – Classification by Back Propagation – Support Vector Machines — Lazy Learners – Model Evaluation and Selection-Techniques to improve Classification Accuracy.

Clustering Techniques – Cluster analysis-Partitioning Methods - Hierarchical Methods – Density Based Methods - Grid Based Methods – Evaluation of clustering – Clustering high dimensional data- Clustering with constraints, Outlier analysis-outlier detection methods.

UNIT V WEKA TOOL 9

Datasets – Introduction, Iris plants database, Breast cancer database, Auto imports database - Introduction to WEKA, The Explorer – Getting started, Exploring the explorer, Learning algorithms, Clustering algorithms, Association–rule learners.

TOTAL: 45 PERIODS**OUTCOMES:**

Upon completion of the course, the students should be able to:

- Design a Data warehouse system and perform business analysis with OLAP tools.
- Apply suitable pre-processing and visualization techniques for data analysis
- Apply frequent pattern and association rule mining techniques for data analysis
- Apply appropriate classification and clustering techniques for data analysis

TEXT BOOK:

1. Jiawei Han and Micheline Kamber, “Data Mining Concepts and Techniques”, Third Edition, Elsevier, 2012.

REFERENCES:

1. Alex Berson and Stephen J.Smith, “Data Warehousing, Data Mining & OLAP”, Tata McGraw – Hill Edition, 35th Reprint 2016.
2. K.P. Soman, Shyam Diwakar and V. Ajay, “Insight into Data Mining Theory and Practice”, Eastern Economy Edition, Prentice Hall of India, 2006.
3. Ian H.Witten and Eibe Frank, “Data Mining: Practical Machine Learning Tools and Techniques”, Elsevier, Second Edition.

IT8076

SOFTWARE TESTING

L T P C
3 0 0 3**OBJECTIVES:**

- To learn the criteria for test cases.
- To learn the design of test cases.
- To understand test management and test automation techniques.
- To apply test metrics and measurements.

UNIT I INTRODUCTION**9**

Testing as an Engineering Activity – Testing as a Process – Testing Maturity Model- Testing axioms – Basic definitions – Software Testing Principles – The Tester’s Role in a Software Development Organization – Origins of Defects – Cost of defects – Defect Classes – The Defect Repository and Test Design –Defect Examples- Developer/Tester Support of Developing a Defect Repository.

UNIT II TEST CASE DESIGN STRATEGIES**9**

Test case Design Strategies – Using Black Box Approach to Test Case Design – Boundary Value Analysis – Equivalence Class Partitioning – State based testing – Cause-effect graphing – Compatibility testing – user documentation testing – domain testing - Random Testing – Requirements based testing – Using White Box Approach to Test design – Test Adequacy Criteria – static testing vs. structural testing – code functional testing – Coverage and Control Flow Graphs – Covering Code Logic – Paths – code complexity testing – Additional White box testing approaches- Evaluating Test Adequacy Criteria.

UNIT III LEVELS OF TESTING**9**

The need for Levels of Testing – Unit Test – Unit Test Planning – Designing the Unit Tests – The Test Harness – Running the Unit tests and Recording results – Integration tests – Designing Integration Tests – Integration Test Planning – Scenario testing – Defect bash elimination System Testing – Acceptance testing – Performance testing – Regression Testing – Internationalization testing – Ad-hoc testing – Alpha, Beta Tests – Testing OO systems – Usability and Accessibility testing – Configuration testing –Compatibility testing – Testing the documentation – Website testing.

UNIT IV TEST MANAGEMENT**9**

People and organizational issues in testing – Organization structures for testing teams – testing services – Test Planning – Test Plan Components – Test Plan Attachments – Locating Test Items – test management – test process – Reporting Test Results – Introducing the test specialist – Skills needed by a test specialist – Building a Testing Group- The Structure of Testing Group- .The Technical Training Program.

UNIT V TEST AUTOMATION**9**

Software test automation – skills needed for automation – scope of automation – design and architecture for automation – requirements for a test tool – challenges in automation – Test metrics and measurements – project, progress and productivity metrics.

TOTAL: 45 PERIODS**OUTCOMES:****At the end of the course the students will be able to:**

- Design test cases suitable for a software development for different domains.
- Identify suitable tests to be carried out.
- Prepare test planning based on the document.
- Document test plans and test cases designed.
- Use automatic testing tools.
- Develop and validate a test plan.

TEXT BOOKS:

1. Srinivasan Desikan and Gopaldaswamy Ramesh, "Software Testing – Principles and Practices", Pearson Education, 2006.
2. Ron Patton, "Software Testing", Second Edition, Sams Publishing, Pearson Education, 2007.
AU Library.com

REFERENCES:

1. Ilene Burnstein, "Practical Software Testing", Springer International Edition, 2003.
2. Edward Kit, "Software Testing in the Real World – Improving the Process", Pearson Education, 1995.
3. Boris Beizer, "Software Testing Techniques" – 2nd Edition, Van Nostrand Reinhold, New York, 1990.
4. Aditya P. Mathur, "Foundations of Software Testing _ Fundamental Algorithms and Techniques", Dorling Kindersley (India) Pvt. Ltd., Pearson Education, 2008.

IT8072**EMBEDDED SYSTEMS****L T P C
3 0 0 3****OBJECTIVES:**

- To learn the architecture and programming of ARM processor.
- To become familiar with the embedded computing platform design and analysis.
- To get thorough knowledge in interfacing concepts
- To design an embedded system and to develop programs

UNIT I INTRODUCTION TO EMBEDDED COMPUTING AND ARM PROCESSORS 9

Complex systems and micro processors– Embedded system design process –Design example: Model train controller- Instruction sets preliminaries - ARM Processor – CPU: programming input and output- supervisor mode, exceptions and traps – Co-processors- Memory system mechanisms – CPU performance- CPU power consumption.

UNIT II EMBEDDED COMPUTING PLATFORM DESIGN 9

The CPU Bus-Memory devices and systems–Designing with computing platforms – consumer electronics architecture – platform-level performance analysis - Components for embedded programs- Models of programs- Assembly, linking and loading – compilation techniques- Program level performance analysis – Software performance optimization – Program level energy and power analysis and optimization – Analysis and optimization of program size- Program validation and testing.

UNIT III SENSOR INTERFACING WITH ARDUINO 9

Basics of hardware design and functions of basic passive components-sensors and actuators-Arduino code - library file for sensor interfacing-construction of basic applications

UNIT IV EMBEDDED FIRMWARE 9

Reset Circuit, Brown-out Protection Circuit-Oscillator Unit - Real Time Clock-Watchdog Timer - Embedded Firmware Design Approaches and Development Languages.

UNIT V EMBEDDED C PROGRAMMING 9

Introduction-Creating 'hardware delays' using Timer 0 and Timer 1-Reading switches-Adding Structure to the code-Generating a minimum and maximum delay-Example: Creating a portable hardware delay- Timeout mechanisms-Creating loop timeouts-Testing loop timeouts- hardware timeouts-Testing a hardware timeout

TOTAL : 45 PERIODS

OUTCOMES:

Upon completion of the course, students will be able to:

- Describe the architecture and programming of ARM processor.
- Explain the concepts of embedded systems
- Understand the Concepts of peripherals and interfacing of sensors.
- Capable of using the system design techniques to develop firmware
- Illustrate the code for constructing a system

TEXT BOOKS:

1. Marilyn Wolf, "Computers as Components - Principles of Embedded Computing System Design", Third Edition "Morgan Kaufmann Publisher (An imprint from Elsevier), 2012. (unit I & II)
- 2 <https://www.coursera.org/learn/interface-with-arduino#syllabus> (Unit III)
- 3 .Michael J. Pont, "Embedded C", 2 nd Edition, Pearson Education, 2008.(Unit IV & V)

REFERENCES:

1. Shibu K.V, "Introduction to Embedded Systems", McGraw Hill.2014
2. Jonathan W.Valvano, "Embedded Microcomputer Systems Real Time Interfacing", Third Edition Cengage Learning, 2012
- 3 Raj Kamal, "Embedded Systems-Architecture,programming and design", 3 edition, TMH.2015
4. Lyla, "Embedded Systems", Pearson , 2013
6. David E. Simon, "An Embedded Software Primer", Pearson Education,2000.

CS8072**AGILE METHODOLOGIES**

L	T	P	C
3	0	0	3

OBJECTIVES:

- To provide students with a theoretical as well as practical understanding of agile software development practices and how small teams can apply them to create high-quality software.
- To provide a good understanding of software design and a set of software technologies and APIs.
- To do a detailed examination and demonstration of Agile development and testing techniques.
- To understand the benefits and pitfalls of working in an Agile team.
- To understand Agile development and testing.

UNIT I AGILE METHODOLOGY**9**

Theories for Agile Management – Agile Software Development – Traditional Model vs. Agile Model - Classification of Agile Methods – Agile Manifesto and Principles – Agile Project Management – Agile Team Interactions – Ethics in Agile Teams - Agility in Design, Testing – Agile Documentations – Agile Drivers, Capabilities and Values

UNIT II AGILE PROCESSES**9**

Lean Production - SCRUM, Crystal, Feature Driven Development- Adaptive Software Development - Extreme Programming: Method Overview – Lifecycle – Work Products, Roles and Practices.

UNIT III AGILITY AND KNOWLEDGE MANAGEMENT**9**

Agile Information Systems – Agile Decision Making - Earl'S Schools of KM – Institutional Knowledge Evolution Cycle – Development, Acquisition, Refinement, Distribution, Deployment , Leveraging – KM in Software Engineering – Managing Software Knowledge – Challenges of Migrating to Agile Methodologies – Agile Knowledge Sharing – Role of Story-Cards – Story-Card Maturity Model (SMM).

UNIT IV AGILITY AND REQUIREMENTS ENGINEERING 9

Impact of Agile Processes in RE–Current Agile Practices – Variance – Overview of RE Using Agile – Managing Unstable Requirements – Requirements Elicitation – Agile Requirements Abstraction Model – Requirements Management in Agile Environment, Agile Requirements Prioritization – Agile Requirements Modeling and Generation – Concurrency in Agile Requirements Generation.

UNIT V AGILITY AND QUALITY ASSURANCE 9

Agile Product Development – Agile Metrics – Feature Driven Development (FDD) – Financial and Production Metrics in FDD – Agile Approach to Quality Assurance - Test Driven Development – Agile Approach in Global Software Development.

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, the students will be able to:

- Realize the importance of interacting with business stakeholders in determining the requirements for a software system
- Perform iterative software development processes: how to plan them, how to execute them.
- Point out the impact of social aspects on software development success.
- Develop techniques and tools for improving team collaboration and software quality.
- Perform Software process improvement as an ongoing task for development teams.
- Show how agile approaches can be scaled up to the enterprise level.

TEXT BOOKS:

1. David J. Anderson and Eli Schragenheim, “Agile Management for Software Engineering: Applying the Theory of Constraints for Business Results”, Prentice Hall, 2003.
2. Hazza and Dubinsky, “Agile Software Engineering, Series: Undergraduate Topics in Computer Science”, Springer, 2009.

REFERENCES:

1. Craig Larman, “Agile and Iterative Development: A Manager’s Guide”, Addison-Wesley, 2004.
2. Kevin C. Desouza, “Agile Information Systems: Conceptualization, Construction, and Management”, Butterworth-Heinemann, 2007.

CS8077	GRAPH THEORY AND APPLICATIONS	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To understand fundamentals of graph theory.
- To study proof techniques related to various concepts in graphs.
- To explore modern applications of graph theory.

UNIT I 9

Introduction - Graph Terminologies - Types of Graphs - Sub Graph- Multi Graph - Regular Graph - Isomorphism - Isomorphic Graphs - Sub-graph - Euler graph - Hamiltonian Graph - Related Theorems.

UNIT II 9

Trees -Properties- Distance and Centres - Types - Rooted Tree-- Tree Enumeration- Labeled Tree - Unlabeled Tree - Spanning Tree - Fundamental Circuits- Cut Sets - Properties - Fundamental Circuit and Cut-set- Connectivity- Separability -Related Theorems.

UNIT III **9**
 Network Flows - Planar Graph - Representation - Detection - Dual Graph - Geometric and Combinatorial Dual - Related Theorems - Digraph - Properties - Euler Digraph.

UNIT IV **9**
 Matrix Representation - Adjacency matrix- Incidence matrix- Circuit matrix - Cut-set matrix - Path Matrix- Properties - Related Theorems - Correlations. Graph Coloring - Chromatic Polynomial - Chromatic Partitioning - Matching - Covering - Related Theorems.

UNIT V **9**
 Graph Algorithms- Connectedness and Components- Spanning Tree- Fundamental Circuits- Cut Vertices- Directed Circuits- Shortest Path - Applications overview.

TOTAL : 45 PERIODS

OUTCOMES:

Upon completion of this course, the students should be able to

- Understand the basic concepts of graphs, and different types of graphs
- Understand the properties, theorems and be able to prove theorems.
- Apply suitable graph model and algorithm for solving applications.

TEXT BOOKS:

1. Narsingh Deo, "Graph Theory with Application to Engineering and Computer Science", Prentice-Hall of India Pvt.Ltd, 2003.
2. L.R.Foulds , "Graph Theory Applications", Springer ,2016.

REFERENCES:

1. Bondy, J. A. and Murty, U.S.R., "Graph Theory with Applications", North Holland Publication,2008.
2. West, D. B., "Introduction to Graph Theory", Pearson Education, 2011.
3. John Clark, Derek Allan Holton, "A First Look at Graph Theory", World Scientific Publishing Company, 1991.
4. Diestel, R, "Graph Theory", Springer,3rd Edition,2006.
5. Kenneth H.Rosen, "Discrete Mathematics and Its Applications", Mc Graw Hill , 2007.

IT8071	DIGITAL SIGNAL PROCESSING	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To understand the basics of discrete time signals, systems and their classifications.
- To analyze the discrete time signals in both time and frequency domain.
- To design lowpass digital IIR filters according to predefined specifications based on analog filter theory and analog-to-digital filter transformation.
- To design Linear phase digital FIR filters using fourier method, window technique
- To realize the concept and usage of DSP in various engineering fields.

UNIT I DISCRETE TIME SIGNALS AND SYSTEMS **9**
 Introduction to DSP – Basic elements of DSP– Sampling of Continuous time signals–Representation, Operation and Classification of Discrete Time Signal–Classification of Discrete Time Systems– Discrete Convolution: Linear and Circular–Correlation.

UNIT II ANALYSIS OF LTI DISCRETE TIME SIGNALS AND SYSTEMS **9**
 Analysis of LTI Discrete Time Systems using DFT–Properties of DFT–Inverse DFT– Analysis of LTI Discrete Time Systems using FFT Algorithms– Inverse DFT using FFT Algorithm.

UNIT III INFINITE IMPULSE RESPONSE FILTERS 9

Frequency response of Analog and Digital IIR filters–Realization of IIR filter–Design of analog low pass filter–Analog to Digital filter Transformation using Bilinear Transformation and Impulse Invariant method–Design of digital IIR filters (LPF, HPF, BPF, and BRF) using various transformation techniques.

UNIT IV FINITE IMPULSE RESPONSE FILTERS 9

Linear Phase FIR filter–Phase delay–Group delay–Realization of FIR filter–Design of Causal and Non-causal FIR filters (LPF, HPF, BPF and BRF) using Window method (Rectangular, Hamming window, Hanning window) –Frequency Sampling Technique.

UNIT V APPLICATIONS OF DSP 9

Multirate Signal Processing: Decimation, Interpolation, Spectrum of the sampled signal –Processing of Audio and Radar signal.

TOTAL: 45 PERIODS**OUTCOMES:**

At the end of the course, the students should be able to:

- Perform mathematical operations on signals.
- Understand the sampling theorem and perform sampling on continuous-time signals to get discrete time signal by applying advanced knowledge of the sampling theory.
- Transform the time domain signal into frequency domain signal and vice-versa.
- Apply the relevant theoretical knowledge to design the digital IIR/FIR filters for the given analog specifications.

TEXT BOOK:

1. John G. Proakis & Dimitris G. Manolakis, “Digital Signal Processing – Principles, Algorithms & Applications”, Fourth Edition, Pearson Education / Prentice Hall, 2007.

REFERENCES

1. Richard G. Lyons, “*Understanding Digital Signal Processing*”. Second Edition, Pearson Education.
2. A.V. Oppenheim, R.W. Schafer and J.R. Buck, “*Discrete-Time Signal Processing*”, 8th Indian Reprint, Pearson, 2004.
3. Emmanuel C. Ifeachor, & Barrie.W. Jervis, “*Digital Signal Processing*”, Second Edition, Pearson Education / Prentice Hall, 2002.
4. William D. Stanley, “Digital Signal Processing”, Second Edition, Reston Publications.

GE8075**INTELLECTUAL PROPERTY RIGHTS****L T P C
3 0 0 3****OBJECTIVE:**

- To give an idea about IPR, registration and its enforcement.

UNIT I INTRODUCTION 9

Introduction to IPRs, Basic concepts and need for Intellectual Property - Patents, Copyrights, Geographical Indications, IPR in India and Abroad – Genesis and Development – the way from WTO to WIPO –TRIPS, Nature of Intellectual Property, Industrial Property, technological Research, Inventions and Innovations – Important examples of IPR.

UNIT II REGISTRATION OF IPRs 10

Meaning and practical aspects of registration of Copy Rights, Trademarks, Patents, Geographical Indications, Trade Secrets and Industrial Design registration in India and Abroad

UNIT III AGREEMENTS AND LEGISLATIONS 10
 International Treaties and Conventions on IPRs, TRIPS Agreement, PCT Agreement, Patent Act of India, Patent Amendment Act, Design Act, Trademark Act, Geographical Indication Act.

UNIT IV DIGITAL PRODUCTS AND LAW 9
 Digital Innovations and Developments as Knowledge Assets – IP Laws, Cyber Law and Digital Content Protection – Unfair Competition – Meaning and Relationship between Unfair Competition and IP Laws – Case Studies.

UNIT V ENFORCEMENT OF IPRs 7
 Infringement of IPRs, Enforcement Measures, Emerging issues – Case Studies.

TOTAL : 45 PERIODS

OUTCOME:

- Ability to manage Intellectual Property portfolio to enhance the value of the firm.

TEXT BOOKS:

1. V. Scople Vinod, Managing Intellectual Property, Prentice Hall of India pvt Ltd, 2012
2. S. V. Satakar, "Intellectual Property Rights and Copy Rights, Ess Ess Publications, New Delhi, 2002

REFERENCES:

1. Deborah E. Bouchoux, "Intellectual Property: The Law of Trademarks, Copyrights, Patents and Trade Secrets", Cengage Learning, Third Edition, 2012.
2. Prabuddha Ganguli,"Intellectual Property Rights: Unleashing the Knowledge Economy", McGraw Hill Education, 2011.
3. Edited by Derek Bosworth and Elizabeth Webster, The Management of Intellectual Property, Edward Elgar Publishing Ltd., 2013.

CS8091	BIG DATA ANALYTICS	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To know the fundamental concepts of big data and analytics.
- To explore tools and practices for working with big data
- To learn about stream computing.
- To know about the research that requires the integration of large amounts of data.

UNIT I INTRODUCTION TO BIG DATA 9
 Evolution of Big data - Best Practices for Big data Analytics - Big data characteristics - Validating - The Promotion of the Value of Big Data - Big Data Use Cases- Characteristics of Big Data Applications - Perception and Quantification of Value -Understanding Big Data Storage - A General Overview of High-Performance Architecture - HDFS - MapReduce and YARN - Map Reduce Programming Model

UNIT II CLUSTERING AND CLASSIFICATION 9
 Advanced Analytical Theory and Methods: Overview of Clustering - K-means - Use Cases - Overview of the Method - Determining the Number of Clusters - Diagnostics - Reasons to Choose and Cautions .- Classification: Decision Trees - Overview of a Decision Tree - The General Algorithm - Decision Tree Algorithms - Evaluating a Decision Tree - Decision Trees in R - Naïve Bayes - Bayes' Theorem - Naïve Bayes Classifier.

UNIT III ASSOCIATION AND RECOMMENDATION SYSTEM 9

Advanced Analytical Theory and Methods: Association Rules - Overview - Apriori Algorithm - Evaluation of Candidate Rules - Applications of Association Rules - Finding Association & finding similarity - Recommendation System: Collaborative Recommendation- Content Based Recommendation - Knowledge Based Recommendation- Hybrid Recommendation Approaches.

UNIT IV STREAM MEMORY 9

Introduction to Streams Concepts – Stream Data Model and Architecture - Stream Computing, Sampling Data in a Stream – Filtering Streams – Counting Distinct Elements in a Stream – Estimating moments – Counting oneness in a Window – Decaying Window – Real time Analytics Platform (RTAP) applications - Case Studies - Real Time Sentiment Analysis, Stock Market Predictions. Using Graph Analytics for Big Data: Graph Analytics

UNIT V NOSQL DATA MANAGEMENT FOR BIG DATA AND VISUALIZATION 9

NoSQL Databases : Schema-less Models”: Increasing Flexibility for Data Manipulation-Key Value Stores- Document Stores - Tabular Stores - Object Data Stores - Graph Databases Hive - Sharding -- Hbase – Analyzing big data with twitter - Big data for E-Commerce Big data for blogs - Review of Basic Data Analytic Methods using R.

TOTAL: 45 PERIODS**OUTCOMES:**

Upon completion of the course, the students will be able to:

- Work with big data tools and its analysis techniques
- Analyze data by utilizing clustering and classification algorithms
- Learn and apply different mining algorithms and recommendation systems for large volumes of data
- Perform analytics on data streams
- Learn NoSQL databases and management.

TEXT BOOKS:

1. Anand Rajaraman and Jeffrey David Ullman, "Mining of Massive Datasets", Cambridge University Press, 2012.
2. David Loshin, "Big Data Analytics: From Strategic Planning to Enterprise Integration with Tools, Techniques, NoSQL, and Graph", Morgan Kaufmann/El sevier Publishers, 2013.

REFERENCES:

1. EMC Education Services, "Data Science and Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data", Wiley publishers, 2015.
2. Bart Baesens, "Analytics in a Big Data World: The Essential Guide to Data Science and its Applications", Wiley Publishers, 2015.
3. Dietmar Jannach and Markus Zanker, "Recommender Systems: An Introduction", Cambridge University Press, 2010.
4. Kim H. Pries and Robert Dunnigan, "Big Data Analytics: A Practical Guide for Managers " CRC Press, 2015.
5. Jimmy Lin and Chris Dyer, "Data-Intensive Text Processing with MapReduce", Synthesis Lectures on Human Language Technologies, Vol. 3, No. 1, Pages 1-177, Morgan Claypool publishers, 2010.

CS8082

MACHINE LEARNING TECHNIQUES

L T P C

3 0 0 3

OBJECTIVES:

- To understand the need for machine learning for various problem solving
- To study the various supervised, semi-supervised and unsupervised learning algorithms in machine learning
- To understand the latest trends in machine learning
- To design appropriate machine learning algorithms for problem solving

UNIT I INTRODUCTION**9**

Learning Problems – Perspectives and Issues – Concept Learning – Version Spaces and Candidate Eliminations – Inductive bias – Decision Tree learning – Representation – Algorithm – Heuristic Space Search.

UNIT II NEURAL NETWORKS AND GENETIC ALGORITHMS**9**

Neural Network Representation – Problems – Perceptrons – Multilayer Networks and Back Propagation Algorithms – Advanced Topics – Genetic Algorithms – Hypothesis Space Search – Genetic Programming – Models of Evaluation and Learning.

UNIT III BAYESIAN AND COMPUTATIONAL LEARNING**9**

Bayes Theorem – Concept Learning – Maximum Likelihood – Minimum Description Length Principle – Bayes Optimal Classifier – Gibbs Algorithm – Naïve Bayes Classifier – Bayesian Belief Network – EM Algorithm – Probability Learning – Sample Complexity – Finite and Infinite Hypothesis Spaces – Mistake Bound Model.

UNIT IV INSTANT BASED LEARNING**9**

K- Nearest Neighbour Learning – Locally weighted Regression – Radial Basis Functions – Case Based Learning.

UNIT V ADVANCED LEARNING**9**

Learning Sets of Rules – Sequential Covering Algorithm – Learning Rule Set – First Order Rules – Sets of First Order Rules – Induction on Inverted Deduction – Inverting Resolution – Analytical Learning – Perfect Domain Theories – Explanation Base Learning – FOCL Algorithm – Reinforcement Learning – Task – Q-Learning – Temporal Difference Learning

TOTAL :45 PERIODS**OUTCOMES:****At the end of the course, the students will be able to**

- Differentiate between supervised, unsupervised, semi-supervised machine learning approaches
- Discuss the decision tree algorithm and identify and overcome the problem of overfitting
- Discuss and apply the back propagation algorithm and genetic algorithms to various problems
- Apply the Bayesian concepts to machine learning
- Analyse and suggest appropriate machine learning approaches for various types of problems

TEXT BOOK:

1. Tom M. Mitchell, "Machine Learning", McGraw-Hill Education (India) Private Limited, 2013.

REFERENCES:

1. Ethem Alpaydin, "Introduction to Machine Learning (Adaptive Computation and Machine Learning)", The MIT Press 2004.
2. Stephen Marsland, "Machine Learning: An Algorithmic Perspective", CRC Press, 2009.

CS8092	COMPUTER GRAPHICS AND MULTIMEDIA	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To develop an understanding and awareness how issues such as content, information architecture, motion, sound, design, and technology merge to form effective and compelling interactive experiences for a wide range of audiences and end users.
- To become familiar with various software programs used in the creation and implementation of multi- media
- To appreciate the importance of technical ability and creativity within design practice.
- To gain knowledge about graphics hardware devices and software used.
- To understand the two-dimensional graphics and their transformations.
- To understand the three-dimensional graphics and their transformations.
- To appreciate illumination and color models
- To become familiar with understand clipping techniques
- To become familiar with Blender Graphics

UNIT I ILLUMINATION AND COLOR MODELS 9

Light sources - basic illumination models – halftone patterns and dithering techniques; Properties of light - Standard primaries and chromaticity diagram; Intuitive colour concepts - RGB colour model - YIQ colour model - CMY colour model - HSV colour model - HLS colour model; Colour selection. Output primitives – points and lines, line drawing algorithms, loading the frame buffer, line function; circle and ellipse generating algorithms; Pixel addressing and object geometry, filled area primitives.

UNIT II TWO-DIMENSIONAL GRAPHICS 9

Two dimensional geometric transformations – Matrix representations and homogeneous coordinates, composite transformations; Two dimensional viewing – viewing pipeline, viewing coordinate reference frame; window-to-viewport coordinate transformation, Two dimensional viewing functions; clipping operations – point, line, and polygon clipping algorithms.

UNIT III THREE-DIMENSIONAL GRAPHICS 9

Three dimensional concepts; Three dimensional object representations – Polygon surfaces- Polygon tables- Plane equations - Polygon meshes; Curved Lines and surfaces, Quadratic surfaces; Blobby objects; Spline representations – Bezier curves and surfaces -B-Spline curves and surfaces. TRANSFORMATION AND VIEWING: Three dimensional geometric and modeling transformations – Translation, Rotation, Scaling, composite transformations; Three dimensional viewing – viewing pipeline, viewing coordinates, Projections, Clipping; Visible surface detection methods.

UNIT IV MULTIMEDIA SYSTEM DESIGN & MULTIMEDIA FILE HANDLING 9

Multimedia basics – Multimedia applications – Multimedia system architecture – Evolving technologies for multimedia – Defining objects for multimedia systems – Multimedia data interface standards – Multimedia databases. Compression and decompression – Data and file format standards – Multimedia I/O technologies – Digital voice and audio – Video image and animation – Full motion video – Storage and retrieval technologies.

UNIT V HYPERMEDIA 9

Multimedia authoring and user interface - Hypermedia messaging -Mobile messaging – Hypermedia message component – Creating hypermedia message – Integrated multimedia message standards – Integrated document management – Distributed multimedia systems.**CASE STUDY: BLENDER GRAPHICS** Blender Fundamentals – Drawing Basic Shapes – Modelling – Shading & Textures

TOTAL: 45 PERIODS

OUTCOMES:

At the end of the course, the students should be able to:

- Design two dimensional graphics.
- Apply two dimensional transformations.
- Design three dimensional graphics.
- Apply three dimensional transformations.
- Apply Illumination and color models.
- Apply clipping techniques to graphics.
- Understood Different types of Multimedia File Format
- Design Basic 3d Scenes using Blender

TEXT BOOKS:

1. Donald Hearn and Pauline Baker M, "Computer Graphics", Prentice Hall, New Delhi, 2007 [UNIT I – III]
2. Andleigh, P. K and Kiran Thakrar, "Multimedia Systems and Design", PHI, 2003. [UNIT IV,V]

REFERENCES:

1. Judith Jeffcoate, "Multimedia in practice: Technology and Applications", PHI, 1998.
2. Foley, Vandam, Feiner and Hughes, "Computer Graphics: Principles and Practice", 2nd Edition, Pearson Education, 2003.
3. Jeffrey McConnell, "Computer Graphics: Theory into Practice", Jones and Bartlett Publishers,2006.
4. Hill F S Jr., "Computer Graphics", Maxwell Macmillan , 1990.
5. Peter Shirley, Michael Ashikhmin, Michael Gleicher, Stephen R Marschner, Erik Reinhard, KelvinSung, and AK Peters, "Fundamentals of Computer Graphics", CRC Press, 2010.
6. William M. Newman and Robert F.Sproull, "Principles of Interactive Computer Graphics", Mc Graw Hill 1978.
<https://www.blender.org/support/tutorials/>

IT8075**SOFTWARE PROJECT MANAGEMENT**

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the Software Project Planning and Evaluation techniques.
- To plan and manage projects at each stage of the software development life cycle (SDLC).
- To learn about the activity planning and risk management principles.
- To manage software projects and control software deliverables.
- To develop skills to manage the various phases involved in project management and people management.
- To deliver successful software projects that support organization's strategic goals.

UNIT I**PROJECT EVALUATION AND PROJECT PLANNING****9**

Importance of Software Project Management – Activities - Methodologies – Categorization of Software Projects – Setting objectives – Management Principles – Management Control – Project portfolio Management – Cost-benefit evaluation technology – Risk evaluation – Strategic program Management – Stepwise Project Planning.

UNIT II PROJECT LIFE CYCLE AND EFFORT ESTIMATION 9

Software process and Process Models – Choice of Process models - Rapid Application development – Agile methods – Dynamic System Development Method – Extreme Programming– Managing interactive processes – Basics of Software estimation – Effort and Cost estimation techniques – COSMIC Full function points - COCOMO II - a Parametric Productivity Model.

UNIT III ACTIVITY PLANNING AND RISK MANAGEMENT 9

Objectives of Activity planning – Project schedules – Activities – Sequencing and scheduling – Network Planning models – Formulating Network Model – Forward Pass & Backward Pass techniques – Critical path (CRM) method – Risk identification – Assessment – Risk Planning –Risk Management – – PERT technique – Monte Carlo simulation – Resource Allocation – Creation of critical paths – Cost schedules.

UNIT IV PROJECT MANAGEMENT AND CONTROL 9

Framework for Management and control – Collection of data – Visualizing progress – Cost monitoring – Earned Value Analysis – Prioritizing Monitoring – Project tracking – Change control – Software Configuration Management – Managing contracts – Contract Management.

UNIT V STAFFING IN SOFTWARE PROJECTS 9

Managing people – Organizational behavior – Best methods of staff selection – Motivation – The Oldham – Hackman job characteristic model – Stress – Health and Safety – Ethical and Professional concerns – Working in teams – Decision making – Organizational structures – Dispersed and Virtual teams – Communications genres – Communication plans – Leadership.

TOTAL 45 PERIODS**OUTCOMES:**

At the end of the course, the students should be able to:

- Understand Project Management principles while developing software.
- Gain extensive knowledge about the basic project management concepts, framework and the process models.
- Obtain adequate knowledge about software process models and software effort estimation techniques.
- Estimate the risks involved in various project activities.
- Define the checkpoints, project reporting structure, project progress and tracking mechanisms using project management principles.
- Learn staff selection process and the issues related to people management

TEXT BOOK:

1. Bob Hughes, Mike Cotterell and Rajib Mall: Software Project Management – Fifth Edition, Tata McGraw Hill, New Delhi, 2012.

REFERENCES:

1. Robert K. Wysocki “Effective Software Project Management” – Wiley Publication, 2011.
2. Walker Royce: “Software Project Management”- Addison-Wesley, 1998.
3. Gopaldaswamy Ramesh, “Managing Global Software Projects” – McGraw Hill Education (India), Fourteenth Reprint 2013.

CS8081

INTERNET OF THINGS

L T P C
3 0 0 3**OBJECTIVES:**

- To understand Smart Objects and IoT Architectures
- To learn about various IOT-related protocols
- To build simple IoT Systems using Arduino and Raspberry Pi.
- To understand data analytics and cloud in the context of IoT
- To develop IoT infrastructure for popular applications

UNIT I FUNDAMENTALS OF IoT**9**

Evolution of Internet of Things - Enabling Technologies – IoT Architectures: oneM2M, IoT World Forum (IoTWF) and Alternative IoT models – Simplified IoT Architecture and Core IoT Functional Stack – Fog, Edge and Cloud in IoT – Functional blocks of an IoT ecosystem – Sensors, Actuators, Smart Objects and Connecting Smart Objects

UNIT II IoT PROTOCOLS**9**

IoT Access Technologies: Physical and MAC layers, topology and Security of IEEE 802.15.4, 802.15.4g, 802.15.4e, 1901.2a, 802.11ah and LoRaWAN – Network Layer: IP versions, Constrained Nodes and Constrained Networks – Optimizing IP for IoT: From 6LoWPAN to 6Lo, Routing over Low Power and Lossy Networks – Application Transport Methods: Supervisory Control and Data Acquisition – Application Layer Protocols: CoAP and MQTT

UNIT III DESIGN AND DEVELOPMENT**9**

Design Methodology - Embedded computing logic - Microcontroller, System on Chips - IoT system building blocks - Arduino - Board details, IDE programming - Raspberry Pi - Interfaces and Raspberry Pi with Python Programming.

UNIT IV DATA ANALYTICS AND SUPPORTING SERVICES**9**

Structured Vs Unstructured Data and Data in Motion Vs Data in Rest – Role of Machine Learning – No SQL Databases – Hadoop Ecosystem – Apache Kafka, Apache Spark – Edge Streaming Analytics and Network Analytics – Xively Cloud for IoT, Python Web Application Framework – Django – AWS for IoT – System Management with NETCONF-YANG

UNIT V CASE STUDIES/INDUSTRIAL APPLICATIONS**9**

Cisco IoT system - IBM Watson IoT platform – Manufacturing - Converged Plantwide Ethernet Model (CPwE) – Power Utility Industry – GridBlocks Reference Model - Smart and Connected Cities: Layered architecture, Smart Lighting, Smart Parking Architecture and Smart Traffic Control

TOTAL : 45 PERIODS**OUTCOMES:****Upon completion of the course, the student should be able to:**

- Explain the concept of IoT.
- Analyze various protocols for IoT.
- Design a PoC of an IoT system using Rasperry Pi/Arduino
- Apply data analytics and use cloud offerings related to IoT.
- Analyze applications of IoT in real time scenario

TEXTBOOK:

1. David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Rob Barton and Jerome Henry, "IoT Fundamentals: Networking Technologies, Protocols and Use Cases for Internet of Things, Cisco Press, 2017

REFERENCES:

1. Arshdeep Bahga, Vijay Madiseti, "Internet of Things – A hands-on approach", Universities Press, 2015
2. Olivier Hersent, David Boswarthick, Omar Elloumi , "The Internet of Things – Key applications and Protocols", Wiley, 2012 (for Unit 2).
3. Jan Ho" Iler, Vlasios Tsiatsis , Catherine Mulligan, Stamatis , Karnouskos, Stefan Avesand. David Boyle, "From Machine-to-Machine to the Internet of Things - Introduction to a New Age of Intelligence", Elsevier, 2014.
4. Dieter Uckelmann, Mark Harrison, Michahelles, Florian (Eds), "Architecting the Internet of Things", Springer, 2011.
5. Michael Margolis, Arduino Cookbook, Recipes to Begin, Expand, and Enhance Your Projects, 2nd Edition, O'Reilly_Media, 2011.
<https://www.arduino.cc/>
https://www.ibm.com/smarterplanet/us/en/?ca=v_smarterplanet

IT8074**SERVICE ORIENTED ARCHITECTURE****L T P C****3 0 0 3****OBJECTIVES:**

- To learn fundamentals of XML
- To provide an overview of Service Oriented Architecture and Web services and their importance
- To learn web services standards and technologies
- To learn service oriented analysis and design for developing SOA based applications

UNIT I XML**9**

XML document structure – Well-formed and valid documents – DTD – XML Schema – Parsing XML using DOM, SAX – XPath - XML Transformation and XSL – Xquery

UNIT II SERVICE ORIENTED ARCHITECTURE (SOA) BASICS**9**

Characteristics of SOA, Benefits of SOA , Comparing SOA with Client-Server and Distributed architectures --- Principles of Service Orientation – Service layers

UNIT III WEB SERVICES (WS) AND STANDARDS**8**

Web Services Platform – Service descriptions – WSDL – Messaging with SOAP – Service discovery – UDDI – Service-Level Interaction Patterns – Orchestration and Choreography

UNIT IV WEB SERVICES EXTENSIONS**8**

WS-Addressing - WS-ReliableMessaging - WS-Policy – WS-Coordination – WS -Transactions - WS-Security - Examples

UNIT V SERVICE ORIENTED ANALYSIS AND DESIGN**11**

SOA delivery strategies – Service oriented analysis – Service Modelling – Service oriented design – Standards and composition guidelines -- Service design – Business process design – Case Study

TOTAL : 45 PERIODS**OUTCOMES:**

Upon successful completion of this course, the students will be able to:

- Understand XML technologies
- Understand service orientation, benefits of SOA
- Understand web services and WS standards
- Use web services extensions to develop solutions
- Understand and apply service modeling, service oriented analysis and design for application development

TEXTBOOKS:

1. Thomas Erl, “Service Oriented Architecture: Concepts, Technology, and Design”, Pearson Education, 2005
2. Sandeep Chatterjee and James Webber, “Developing Enterprise Web Services: An Architect's Guide”, Prentice Hall, 2004

REFERENCES:

1. James McGovern, Sameer Tyagi, Michael E Stevens, Sunil Mathew, “Java Web Services Architecture”, Elsevier, 2003.
2. Ron Schmelzer et al. “XML and Web Services”, Pearson Education, 2002.
3. Frank P.Coyle, “XML, Web Services and the Data Revolution”, Pearson Education, 2002

GE8077

TOTAL QUALITY MANAGEMENT

L T P C
3 0 0 3

OBJECTIVE:

- To facilitate the understanding of Quality Management principles and process.

UNIT I INTRODUCTION

9

Introduction - Need for quality - Evolution of quality - Definitions of quality - Dimensions of product and service quality - Basic concepts of TQM - TQM Framework - Contributions of Deming, Juran and Crosby - Barriers to TQM - Customer focus - Customer orientation, Customer satisfaction, Customer complaints, Customer retention.

UNIT II TQM PRINCIPLES

9

Leadership - Quality Statements, Strategic quality planning, Quality Councils - Employee involvement - Motivation, Empowerment, Team and Teamwork, Recognition and Reward, Performance appraisal - Continuous process improvement - PDCA cycle, 5S, Kaizen - Supplier partnership - Partnering, Supplier selection, Supplier Rating.

UNIT III TQM TOOLS AND TECHNIQUES I

9

The seven traditional tools of quality - New management tools - Six sigma: Concepts, Methodology, applications to manufacturing, service sector including IT - Bench marking - Reason to bench mark, Bench marking process - FMEA - Stages, Types.

UNIT IV TQM TOOLS AND TECHNIQUES II

9

Quality Circles - Cost of Quality - Quality Function Deployment (QFD) - Taguchi quality loss function - TPM - Concepts, improvement needs - Performance measures.

UNIT V QUALITY MANAGEMENT SYSTEM

9

Introduction—Benefits of ISO Registration—ISO 9000 Series of Standards—Sector-Specific Standards—AS 9100, TS16949 and TL 9000-- ISO 9001 Requirements—Implementation—Documentation—Internal Audits—Registration- **ENVIRONMENTAL MANAGEMENT SYSTEM:** Introduction—ISO 14000 Series Standards—Concepts of ISO 14001—Requirements of ISO 14001—Benefits of EMS.

TOTAL: 45 PERIODS

OUTCOME:

- The student would be able to apply the tools and techniques of quality management to manufacturing and services processes.

TEXT BOOK:

1. Dale H.Besterfield, Carol B.Michna,Glen H. Besterfield,Mary B.Sacre,Hemant Urdhwareshe and Rashmi Urdhwareshe, "Total Quality Management", Pearson Education Asia, Revised Third Edition, Indian Reprint, Sixth Impression, 2013.

REFERENCES:

1. James R. Evans and William M. Lindsay, "The Management and Control of Quality", 8th Edition, First Indian Edition, Cengage Learning, 2012.
2. Janakiraman. B and Gopal .R.K., "Total Quality Management - Text and Cases", Prentice Hall (India) Pvt. Ltd., 2006.
3. Suganthi.L and Anand Samuel, "Total Quality Management", Prentice Hall (India) Pvt. Ltd., 2006.
4. ISO9001-2015 standards

CS8083**MULTI-CORE ARCHITECTURES AND PROGRAMMING****L T P C
3 0 0 3****OBJECTIVES:**

- To understand the need for multi-core processors, and their architecture.
- To understand the challenges in parallel and multi-threaded programming.
- To learn about the various parallel programming paradigms,
- To develop multicore programs and design parallel solutions.

UNIT I MULTI-CORE PROCESSORS**9**

Single core to Multi-core architectures – SIMD and MIMD systems – Interconnection networks - Symmetric and Distributed Shared Memory Architectures – Cache coherence - Performance Issues – Parallel program design.

UNIT II PARALLEL PROGRAM CHALLENGES**9**

Performance – Scalability – Synchronization and data sharing – Data races – Synchronization primitives (mutexes, locks, semaphores, barriers) – deadlocks and livelocks – communication between threads (condition variables, signals, message queues and pipes).

UNIT III SHARED MEMORY PROGRAMMING WITH OpenMP**9**

OpenMP Execution Model – Memory Model – OpenMP Directives – Work-sharing Constructs - Library functions – Handling Data and Functional Parallelism – Handling Loops - Performance Considerations.

UNIT IV DISTRIBUTED MEMORY PROGRAMMING WITH MPI**9**

MPI program execution – MPI constructs – libraries – MPI send and receive – Point-to-point and Collective communication – MPI derived datatypes – Performance evaluation

UNIT V PARALLEL PROGRAM DEVELOPMENT**9**

Case studies - n-Body solvers – Tree Search – OpenMP and MPI implementations and comparison.

TOTAL: 45 PERIODS**OUTCOMES:**

At the end of the course, the students should be able to:

- Describe multicore architectures and identify their characteristics and challenges.
- Identify the issues in programming Parallel Processors.
- Write programs using OpenMP and MPI.
- Design parallel programming solutions to common problems.
- Compare and contrast programming for serial processors and programming for parallel processors.

TEXT BOOKS:

1. Peter S. Pacheco, "An Introduction to Parallel Programming", Morgan-Kaufman/Elsevier, 2011.
2. Darryl Gove, "Multicore Application Programming for Windows, Linux, and Oracle Solaris", Pearson, 2011 (unit 2)

REFERENCES:

1. Michael J Quinn, "Parallel programming in C with MPI and OpenMP", Tata McGraw Hill, 2003.
2. Victor Alessandrini, Shared Memory Application Programming, 1st Edition, Concepts and Strategies in Multicore Application Programming, Morgan Kaufmann, 2015.
3. Yan Solihin, Fundamentals of Parallel Multicore Architecture, CRC Press, 2015.

CS8079

HUMAN COMPUTER INTERACTION

L T P C
3 0 0 3**OBJECTIVES:**

- To learn the foundations of Human Computer Interaction.
- To become familiar with the design technologies for individuals and persons with disabilities.
- To be aware of mobile HCI.
- To learn the guidelines for user interface.

UNIT I FOUNDATIONS OF HCI

9

The Human: I/O channels – Memory – Reasoning and problem solving; **The Computer:** Devices – Memory – processing and networks; **Interaction:** Models – frameworks – Ergonomics – styles – elements – interactivity- Paradigms. - **Case Studies**

UNIT II DESIGN & SOFTWARE PROCESS

9

Interactive Design: Basics – process – scenarios – navigation – screen design – Iteration and prototyping. **HCI in software process:** Software life cycle – usability engineering – Prototyping in practice – design rationale. **Design rules:** principles, standards, guidelines, rules. **Evaluation Techniques – Universal Design**

UNIT III MODELS AND THEORIES

9

HCI Models: Cognitive models: Socio-Organizational issues and stakeholder requirements – Communication and collaboration models-**Hypertext, Multimedia and WWW.**

UNIT IV MOBILE HCI

9

Mobile Ecosystem: Platforms, Application frameworks- **Types of Mobile Applications:** Widgets, Applications, Games- Mobile Information Architecture, Mobile 2.0, **Mobile Design:** Elements of Mobile Design, Tools. - **Case Studies**

UNIT V WEB INTERFACE DESIGN

9

Designing Web Interfaces – Drag & Drop, Direct Selection, Contextual Tools, Overlays, Inlays and Virtual Pages, Process Flow - **Case Studies**

TOTAL :45 PERIODS**OUTCOMES:**

Upon completion of the course, the students should be able to:

- Design effective dialog for HCI
- Design effective HCI for individuals and persons with disabilities.
- Assess the importance of user feedback.
- Explain the HCI implications for designing multimedia/ ecommerce/ e-learning Web sites.
- Develop meaningful user interface.

TEXT BOOKS:

1. Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale, "Human Computer Interaction", 3rd Edition, Pearson Education, 2004 (UNIT I, II & III)
2. Brian Fling, "Mobile Design and Development", First Edition, O'Reilly Media Inc., 2009 (UNIT – IV)
3. Bill Scott and Theresa Neil, "Designing Web Interfaces", First Edition, O'Reilly, 2009. (UNIT-V)

CS8073	C# AND .NET PROGRAMMING	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To learn basic programming in C# and the object oriented programming concepts.
- To update and enhance skills in writing Windows applications, ADO.NET and ASP .NET.
- To study the advanced concepts in data connectivity, WPF, WCF and WWF with C# and .NET 4.5.
- To implement mobile applications using .Net compact framework
- To understand the working of base class libraries, their operations and manipulation of data using XML.

UNIT I C# LANGUAGE BASICS 9

.Net Architecture - Core C# - Variables - Data Types - Flow control - Objects and Types- Classes and Structs - Inheritance- Generics – Arrays and Tuples - Operators and Casts - Indexers

UNIT II C# ADVANCED FEATURES 9

Delegates - Lambdas - Lambda Expressions - Events - Event Publisher - Event Listener - Strings and Regular Expressions - Generics - Collections - Memory Management and Pointers - Errors and Exceptions - Reflection

UNIT III BASE CLASS LIBRARIES AND DATA MANIPULATION 9

Diagnostics -Tasks, Threads and Synchronization - .Net Security - Localization - Manipulating XML- SAX and DOM - Manipulating files and the Registry- Transactions - ADO.NET- Peer-to-Peer Networking - P2P - Building P2P Applications - Windows Presentation Foundation (WPF).

UNIT IV WINDOW BASED APPLICATIONS, WCF AND WWF 9

Window based applications - Core ASP.NET- ASP.NET Web forms -Windows Communication Foundation (WCF)- Introduction to Web Services - .Net Remoting - Windows Service - Windows Workflow Foundation (WWF) - Activities – Workflows

UNIT V .NET FRAMEWORK AND COMPACT FRAMEWORK 9

Assemblies - Shared assemblies - Custom Hosting with CLR Objects - Appdomains - Core XAML - Bubbling and Tunneling Events- Reading and Writing XAML - .Net Compact Framework - Compact Edition Data Stores – Errors, Testing and Debugging – Optimizing performance – Packaging and Deployment – Networking and Mobile Devices

TOTAL :45 PERIODS

OUTCOMES:

Upon completion of the course, the students will be able to:

- Write various applications using C# Language in the .NET Framework.
- Develop distributed applications using .NET Framework.
- Create mobile applications using .NET compact Framework.

TEXT BOOKS:

1. Christian Nagel, Bill Evjen, Jay Glynn, Karli Watson, Morgan Skinner . —Professional C# 2012 and .NET 4.5ll, Wiley, 2012
2. Harsh Bhasin, —Programming in C#ll, Oxford University Press, 2014.

REFERENCES

1. Ian Gariffiths, Mathew Adams, Jesse Liberty, —Programming C# 4.0ll, O'Reilly, Fourth Edition, 2010.
2. Andrew Troelsen, Pro C# 5.0 and the .NET 4.5 Framework, Apress publication, 2012.
3. Andy Wigley, Daniel Moth, Peter Foot, —Mobile Development Handbookll, Microsoft Press, 2011.

CS8088**WIRELESS ADHOC AND SENSOR NETWORKS****L T P C
3 0 0 3****OBJECTIVES:**

- To learn about the issues and challenges in the design of wireless ad hoc networks.
- To understand the working of MAC and Routing Protocols for ad hoc and sensor networks
- To learn about the Transport Layer protocols and their QoS for ad hoc and sensor networks.
- To understand various security issues in ad hoc and sensor networks and the corresponding solutions.

UNIT I MAC & ROUTING IN AD HOC NETWORKS**9**

Introduction – Issues and challenges in ad hoc networks – MAC Layer Protocols for wireless ad hoc networks – Contention-Based MAC protocols – MAC Protocols Using Directional Antennas – Multiple-Channel MAC Protocols – Power-Aware MAC Protocols – Routing in Ad hoc Networks – Design Issues – Proactive, Reactive and Hybrid Routing Protocols

UNIT II TRANSPORT & QOS IN AD HOC NETWORKS**9**

TCP's challenges and Design Issues in Ad Hoc Networks – Transport protocols for ad hoc networks – Issues and Challenges in providing QoS – MAC Layer QoS solutions – Network Layer QoS solutions – QoS Model

UNIT III MAC & ROUTING IN WIRELESS SENSOR NETWORKS**9**

Introduction – Applications – Challenges – Sensor network architecture – MAC Protocols for wireless sensor networks – Low duty cycle protocols and wakeup concepts – Contention-Based protocols – Schedule-Based protocols – IEEE 802.15.4 Zigbee – Topology Control – Routing Protocols

UNIT IV TRANSPORT & QOS IN WIRELESS SENSOR NETWORKS**9**

Data-Centric and Contention-Based Networking – Transport Layer and QoS in Wireless Sensor Networks – Congestion Control in network processing – Operating systems for wireless sensor networks – Examples

UNIT V SECURITY IN AD HOC AND SENSOR NETWORKS 9

Security Attacks – Key Distribution and Management – Intrusion Detection – Software based Anti-tamper techniques – Water marking techniques – Defense against routing attacks - Secure Ad hoc routing protocols – Broadcast authentication WSN protocols – TESLA – Biba – Sensor Network Security Protocols – SPINS

TOTAL :45 PERIODS**OUTCOMES:**

Upon completion of the course, the students will be able to:

- Identify different issues in wireless ad hoc and sensor networks .
- To analyze protocols developed for ad hoc and sensor networks .
- To identify and understand security issues in ad hoc and sensor networks.

TEXT BOOKS:

1. C.Siva Ram Murthy and B.S.Manoj, “Ad Hoc Wireless Networks – Architectures and 2 Protocols”, Pearson Education, 2006.
2. Holger Karl, Andreas Willing, “Protocols and Architectures for Wireless Sensor Networks”, John Wiley & Sons, Inc., 2005.

REFERENCES

1. Subir Kumar Sarkar, T G Basavaraju, C Puttamadappa, “Ad Hoc Mobile Wireless Networks”, Auerbach Publications, 2008.
2. Carlos De Morais Cordeiro, Dharma Prakash Agrawal, “Ad Hoc and Sensor Networks: Theory and Applications (2nd Edition)”, World Scientific Publishing, 2011.
3. Walteneagus Dargie, Christian Poellabauer, “Fundamentals of Wireless Sensor Networks Theory and Practice”, John Wiley and Sons, 2010
4. Xiang-Yang Li , “Wireless Ad Hoc and Sensor Networks: Theory and Applications”, 1227 th edition, Cambridge university Press,2008.

CS8071**ADVANCED TOPICS ON DATABASES****L T P C
3 0 0 3****OBJECTIVES:**

- To learn the modeling and design of databases.
- To acquire knowledge on parallel and distributed databases and their applications.
- To study the usage and applications of Object Oriented and Intelligent databases.
- To understand the usage of advanced data models.
- To learn emerging databases such as XML, Cloud and Big Data.
- To acquire inquisitive attitude towards research topics in databases.

UNIT I PARALLEL AND DISTRIBUTED DATABASES 9

Database System Architectures: Centralized and Client-Server Architectures – Server System Architectures – Parallel Systems- Distributed Systems – Parallel Databases: I/O Parallelism – Inter and Intra Query Parallelism – Inter and Intra operation Parallelism – Design of Parallel Systems- Distributed Database Concepts - Distributed Data Storage – Distributed Transactions – Commit Protocols – Concurrency Control – Distributed Query Processing – Case Studies

UNIT II OBJECT AND OBJECT RELATIONAL DATABASES 9

Concepts for Object Databases: Object Identity – Object structure – Type Constructors – Encapsulation of Operations – Methods – Persistence – Type and Class Hierarchies – Inheritance – Complex Objects – Object Database Standards, Languages and Design: ODMG Model – ODL –

OQL – Object Relational and Extended – Relational Systems: Object Relational features in SQL/Oracle – Case Studies.

UNIT III INTELLIGENT DATABASES 9

Active Databases: Syntax and Semantics (Starburst, Oracle, DB2)- Taxonomy- Applications- Design Principles for Active Rules- Temporal Databases: Overview of Temporal Databases- TSQL2- Deductive Databases: Logic of Query Languages – Datalog- Recursive Rules-Syntax and Semantics of Datalog Languages- Implementation of Rules and Recursion- Recursive Queries in SQL- Spatial Databases- Spatial Data Types- Spatial Relationships- Spatial Data Structures- Spatial Access Methods- Spatial DB Implementation.

UNIT IV ADVANCED DATA MODELS 9

Mobile Databases: Location and Handoff Management - Effect of Mobility on Data Management - Location Dependent Data Distribution - Mobile Transaction Models -Concurrency Control - Transaction Commit Protocols- Multimedia Databases- Information Retrieval- Data Warehousing- Data Mining- Text Mining.

UNIT V EMERGING TECHNOLOGIES 9

XML Databases: XML-Related Technologies-XML Schema- XML Query Languages- Storing XML in Databases-XML and SQL- Native XML Databases- Web Databases- Geographic Information Systems- Biological Data Management- Cloud Based Databases: Data Storage Systems on the Cloud- Cloud Storage Architectures-Cloud Data Models- Query Languages- Introduction to Big Data-Storage-Analysis.

TOTAL: 45 PERIODS

OUTCOMES:

Upon Completion of the course, the students will be able,

- To develop in-depth understanding of relational databases and skills to optimize database performance in practice.
- To understand and critique on each type of databases.
- To design faster algorithms in solving practical database problems.
- To implement intelligent databases and various data models.

TEXT BOOKS:

1. Ramez Elmasri, Shamkant B. Navathe, “Fundamentals of Database Systems”, Sixth Edition , Pearson, 2011.
2. Thomas Cannolly and Carolyn Begg, “Database Systems, A Practical Approach to Design, Implementation and Management”, Fourth Edition, Pearson Education, 2008.

REFERENCES:

1. Henry F Korth, Abraham Silberschatz, S. Sudharshan, “Database System Concepts”, Sixth Edition, McGraw Hill, 2011.
2. C.J.Date, A.Kannan, S.Swamynathan, “An Introduction to Database Systems”, Eighth Edition, Pearson Education, 2006.
3. Carlo Zaniolo, Stefano Ceri, Christos Faloutsos, Richard T.Snodgrass, V.S.Subrahmanian, Roberto Zicari, “Advanced Database Systems”, Morgan Kaufmann publishers,2006.

GE8072	FOUNDATION SKILLS IN INTEGRATED PRODUCT DEVELOPMENT	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To understand the global trends and development methodologies of various types of

- Manage a project from start to finish

TEXTBOOKS:

1. Book specially prepared by NASSCOM as per the MoU.
2. Karl T Ulrich and Stephen D Eppinger, "Product Design and Development", Tata McGraw Hill, Fifth Edition, 2011.
3. John W Newstorm and Keith Davis, "Organizational Behavior", Tata McGraw Hill, Eleventh Edition, 2005.

REFERENCES:

1. Hiriyappa B, "Corporate Strategy – Managing the Business", Author House, 2013.
2. Peter F Drucker, "People and Performance", Butterworth – Heinemann [Elsevier], Oxford, 2004.
3. Vinod Kumar Garg and Venkita Krishnan N K, "Enterprise Resource Planning – Concepts", Second Edition, Prentice Hall, 2003.
4. Mark S Sanders and Ernest J McCormick, "Human Factors in Engineering and Design", McGraw Hill Education, Seventh Edition, 2013

GE8074

HUMAN RIGHTS

**L T P C
3 0 0 3**

OBJECTIVE :

- To sensitize the Engineering students to various aspects of Human Rights.

UNIT I

9

Human Rights – Meaning, origin and Development. Notion and classification of Rights – Natural, Moral and Legal Rights. Civil and Political Rights, Economic, Social and Cultural Rights; collective / Solidarity Rights.

UNIT II

9

Evolution of the concept of Human Rights Magana carta – Geneva convention of 1864. Universal Declaration of Human Rights, 1948. Theories of Human Rights.

UNIT III

9

Theories and perspectives of UN Laws – UN Agencies to monitor and compliance.

UNIT IV

9

Human Rights in India – Constitutional Provisions / Guarantees.

UNIT V

9

Human Rights of Disadvantaged People – Women, Children, Displaced persons and Disabled persons, including Aged and HIV Infected People. Implementation of Human Rights – National and State Human Rights Commission – Judiciary – Role of NGO's, Media, Educational Institutions, Social Movements.

TOTAL: 45 PERIODS

OUTCOME:

- Engineering students will acquire the basic knowledge of human rights.

REFERENCES:

1. Kapoor S.K., "Human Rights under International law and Indian Laws", Central Law Agency, Allahabad, 2014.
2. Chandra U., "Human Rights", Allahabad Law Agency, Allahabad, 2014.
3. Upendra Baxi, The Future of Human Rights, Oxford University Press, New Delhi.

GE8071

DISASTER MANAGEMENT**L T P C**
3 0 0 3**OBJECTIVES:**

- To provide students an exposure to disasters, their significance and types.
- To ensure that students begin to understand the relationship between vulnerability, disasters, disaster prevention and risk reduction
- To gain a preliminary understanding of approaches of Disaster Risk Reduction (DRR)
- To enhance awareness of institutional processes in the country and
- To develop rudimentary ability to respond to their surroundings with potential disaster response in areas where they live, with due sensitivity

UNIT I INTRODUCTION TO DISASTERS**9**

Definition: Disaster, Hazard, Vulnerability, Resilience, Risks – Disasters: Types of disasters – Earthquake, Landslide, Flood, Drought, Fire etc - Classification, Causes, Impacts including social, economic, political, environmental, health, psychosocial, etc.- Differential impacts- in terms of caste, class, gender, age, location, disability - Global trends in disasters: urban disasters, pandemics, complex emergencies, Climate change- Dos and Don'ts during various types of Disasters.

UNIT II APPROACHES TO DISASTER RISK REDUCTION (DRR)**9**

Disaster cycle - Phases, Culture of safety, prevention, mitigation and preparedness community based DRR, Structural- nonstructural measures, Roles and responsibilities of- community, Panchayati Raj Institutions/Urban Local Bodies (PRIs/ULBs), States, Centre, and other stake-holders- Institutional Processes and Framework at State and Central Level- State Disaster Management Authority(SDMA) – Early Warning System – Advisories from Appropriate Agencies.

UNIT III INTER-RELATIONSHIP BETWEEN DISASTERS AND DEVELOPMENT**9**

Factors affecting Vulnerabilities, differential impacts, impact of Development projects such as dams, embankments, changes in Land-use etc.- Climate Change Adaptation- IPCC Scenario and Scenarios in the context of India - Relevance of indigenous knowledge, appropriate technology and local resources.

UNIT IV DISASTER RISK MANAGEMENT IN INDIA**9**

Hazard and Vulnerability profile of India, Components of Disaster Relief: Water, Food, Sanitation, Shelter, Health, Waste Management, Institutional arrangements (Mitigation, Response and Preparedness, Disaster Management Act and Policy - Other related policies, plans, programmes and legislation – Role of GIS and Information Technology Components in Preparedness, Risk Assessment, Response and Recovery Phases of Disaster – Disaster Damage Assessment.

UNIT V DISASTER MANAGEMENT: APPLICATIONS AND CASE STUDIES AND FIELD WORKS**9**

Landslide Hazard Zonation: Case Studies, Earthquake Vulnerability Assessment of Buildings and Infrastructure: Case Studies, Drought Assessment: Case Studies, Coastal Flooding: Storm Surge Assessment, Floods: Fluvial and Pluvial Flooding: Case Studies; Forest Fire: Case Studies, Man Made disasters: Case Studies, Space Based Inputs for Disaster Mitigation and Management and field works related to disaster management.

TOTAL: 45 PERIODS**OUTCOMES:****The students will be able to**

- Differentiate the types of disasters, causes and their impact on environment and society
- Assess vulnerability and various methods of risk reduction measures as well as mitigation.
- Draw the hazard and vulnerability profile of India, Scenarios in the Indian context, Disaster damage assessment and management.

TEXTBOOKS:

1. Singhal J.P. "Disaster Management", Laxmi Publications, 2010. ISBN-10: 9380386427 ISBN-13: 978-9380386423
2. Tushar Bhattacharya, "Disaster Science and Management", McGraw Hill India Education Pvt. Ltd., 2012. **ISBN-10:** 1259007367, **ISBN-13:** 978-1259007361]
3. Gupta Anil K, Sreeja S. Nair. Environmental Knowledge for Disaster Risk Management, NIDM, New Delhi, 2011
4. Kapur Anu Vulnerable India: A Geographical Study of Disasters, IIAS and Sage Publishers, New Delhi, 2010.

REFERENCES

1. Govt. of India: Disaster Management Act , Government of India, New Delhi, 2005
2. Government of India, National Disaster Management Policy,2009.

EC8093**DIGITAL IMAGE PROCESSING**

L	T	P	C
3	0	0	3

OBJECTIVES:

- To become familiar with digital image fundamentals
- To get exposed to simple image enhancement techniques in Spatial and Frequency domain.
- To learn concepts of degradation function and restoration techniques.
- To study the image segmentation and representation techniques.
- To become familiar with image compression and recognition methods

UNIT I DIGITAL IMAGE FUNDAMENTALS 9

Steps in Digital Image Processing – Components – Elements of Visual Perception – Image Sensing and Acquisition – Image Sampling and Quantization – Relationships between pixels - Color image fundamentals - RGB, HSI models, Two-dimensional mathematical preliminaries, 2D transforms - DFT, DCT.

UNIT II IMAGE ENHANCEMENT 9

Spatial Domain: Gray level transformations – Histogram processing – Basics of Spatial Filtering– Smoothing and Sharpening Spatial Filtering, Frequency Domain: Introduction to Fourier Transform– Smoothing and Sharpening frequency domain filters – Ideal, Butterworth and Gaussian filters, Homomorphic filtering, Color image enhancement.

UNIT III IMAGE RESTORATION 9

Image Restoration - degradation model, Properties, Noise models – Mean Filters – Order Statistics – Adaptive filters – Band reject Filters – Band pass Filters – Notch Filters – Optimum Notch Filtering – Inverse Filtering – Wiener filtering

UNIT IV IMAGE SEGMENTATION 9

Edge detection, Edge linking via Hough transform – Thresholding - Region based segmentation – Region growing – Region splitting and merging – Morphological processing- erosion and dilation, Segmentation by morphological watersheds – basic concepts – Dam construction – Watershed segmentation algorithm.

UNIT V IMAGE COMPRESSION AND RECOGNITION 9

Need for data compression, Huffman, Run Length Encoding, Shift codes, Arithmetic coding, JPEG standard, MPEG. Boundary representation, Boundary description, Fourier Descriptor, Regional Descriptors – Topological feature, Texture - Patterns and Pattern classes - Recognition based on matching.

TOTAL 45 PERIODS

OUTCOMES:

At the end of the course, the students should be able to:

- Know and understand the basics and fundamentals of digital image processing, such as digitization, sampling, quantization, and 2D-transforms.
- Operate on images using the techniques of smoothing, sharpening and enhancement.
- Understand the restoration concepts and filtering techniques.
- Learn the basics of segmentation, features extraction, compression and recognition methods for color models.

TEXT BOOKS:

1. Rafael C. Gonzalez, Richard E. Woods, 'Digital Image Processing', Pearson, Third Edition, 2010.
2. Anil K. Jain, 'Fundamentals of Digital Image Processing', Pearson, 2002.

REFERENCES:

1. Kenneth R. Castleman, 'Digital Image Processing', Pearson, 2006.
2. Rafael C. Gonzalez, Richard E. Woods, Steven Eddins, 'Digital Image Processing using MATLAB', Pearson Education, Inc., 2011.
3. D,E. Dudgeon and RM. Mersereau, 'Multidimensional Digital Signal Processing', Prentice Hall Professional Technical Reference, 1990.
4. William K. Pratt, 'Digital Image Processing', John Wiley, New York, 2002
5. Milan Sonka et al 'Image processing, analysis and machine vision', Brookes/Cole, Vikas Publishing House, 2nd edition, 1999

CS8085

SOCIAL NETWORK ANALYSIS

**L T P C
3 0 0 3**

OBJECTIVES:

- To understand the concept of semantic web and related applications.
- To learn knowledge representation using ontology.
- To understand human behaviour in social web and related communities.
- To learn visualization of social networks.

UNIT I INTRODUCTION

9

Introduction to Semantic Web: Limitations of current Web - Development of Semantic Web - Emergence of the Social Web - Social Network analysis: Development of Social Network Analysis - Key concepts and measures in network analysis - Electronic sources for network analysis: Electronic discussion networks, Blogs and online communities - Web-based networks - Applications of Social Network Analysis.

UNIT II MODELLING, AGGREGATING AND KNOWLEDGE REPRESENTATION

9

Ontology and their role in the Semantic Web: Ontology-based knowledge Representation - Ontology languages for the Semantic Web: Resource Description Framework - Web Ontology Language - Modelling and aggregating social network data: State-of-the-art in network data representation - Ontological representation of social individuals - Ontological representation of social relationships - Aggregating and reasoning with social network data - Advanced representations.

UNIT III EXTRACTION AND MINING COMMUNITIES IN WEB SOCIAL NETWORKS

9

Extracting evolution of Web Community from a Series of Web Archive - Detecting communities in social networks - Definition of community - Evaluating communities - Methods for community detection and mining - Applications of community mining algorithms - Tools for detecting

communities social network infrastructures and communities - Decentralized online social networks - Multi-Relational characterization of dynamic social network communities.

UNIT IV PREDICTING HUMAN BEHAVIOUR AND PRIVACY ISSUES 9

Understanding and predicting human behaviour for social communities - User data management - Inference and Distribution - Enabling new human experiences - Reality mining - Context - Awareness - Privacy in online social networks - Trust in online environment - Trust models based on subjective logic - Trust network analysis - Trust transitivity analysis - Combining trust and reputation - Trust derivation based on trust comparisons - Attack spectrum and countermeasures.

UNIT V VISUALIZATION AND APPLICATIONS OF SOCIAL NETWORKS 9

Graph theory - Centrality - Clustering - Node-Edge Diagrams - Matrix representation - Visualizing online social networks, Visualizing social networks with matrix-based representations - Matrix and Node-Link Diagrams - Hybrid representations - Applications - Cover networks - Community welfare - Collaboration networks - Co-Citation networks.

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, the students should be able to:

- Develop semantic web related applications.
- Represent knowledge using ontology.
- Predict human behaviour in social web and related communities.
- Visualize social networks.

TEXT BOOKS:

1. Peter Mika, "Social Networks and the Semantic Web", First Edition, Springer 2007.
2. Borko Furht, "Handbook of Social Network Technologies and Applications", 1st Edition, Springer, 2010.

REFERENCES:

1. Guandong Xu ,Yanchun Zhang and Lin Li, "Web Mining and Social Networking – Techniques and applications", First Edition, Springer, 2011.
2. Dion Goh and Schubert Foo, "Social information Retrieval Systems: Emerging Technologies and Applications for Searching the Web Effectively", IGI Global Snippet, 2008.
3. Max Chevalier, Christine Julien and Chantal Soulé-Dupuy, "Collaborative and Social Information Retrieval and Access: Techniques for Improved user Modelling", IGI Global Snippet, 2009.
4. John G. Breslin, Alexander Passant and Stefan Decker, "The Social Semantic Web", Springer, 2009.

IT8073

INFORMATION SECURITY

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the basics of Information Security
- To know the legal, ethical and professional issues in Information Security
- To know the aspects of risk management
- To become aware of various standards in this area
- To know the technological aspects of Information Security

UNIT I INTRODUCTION 9

History, What is Information Security?, Critical Characteristics of Information, NSTISSC Security Model, Components of an Information System, Securing the Components, Balancing Security and Access, The SDLC, The Security SDLC

UNIT II SECURITY INVESTIGATION 9

Need for Security, Business Needs, Threats, Attacks, Legal, Ethical and Professional Issues - An Overview of Computer Security - Access Control Matrix, Policy-Security policies, Confidentiality policies, Integrity policies and Hybrid policies

UNIT III SECURITY ANALYSIS 9

Risk Management: Identifying and Assessing Risk, Assessing and Controlling Risk - Systems: Access Control Mechanisms, Information Flow and Confinement Problem

UNIT IV LOGICAL DESIGN 9

Blueprint for Security, Information Security Policy, Standards and Practices, ISO 17799/BS 7799, NIST Models, VISA International Security Model, Design of Security Architecture, Planning for Continuity

UNIT V PHYSICAL DESIGN 9

Security Technology, IDS, Scanning and Analysis Tools, Cryptography, Access Control Devices, Physical Security, Security and Personnel

TOTAL 45 PERIODS

OUTCOMES:

At the end of this course, the students should be able to:

- Discuss the basics of information security
- Illustrate the legal, ethical and professional issues in information security
- Demonstrate the aspects of risk management.
- Become aware of various standards in the Information Security System
- Design and implementation of Security Techniques.

TEXT BOOK:

1. Michael E Whitman and Herbert J Mattord, "Principles of Information Security", Vikas Publishing House, New Delhi, 2003

REFERENCES

1. Micki Krause, Harold F. Tipton, " Handbook of Information Security Management", Vol 1-3 CRCPress LLC, 2004.
2. Stuart McClure, Joel Scrambray, George Kurtz, "Hacking Exposed", Tata McGraw-Hill, 2003
3. Matt Bishop, " Computer Security Art and Science", Pearson/PHI, 2002.

CS8087	SOFTWARE DEFINED NETWORKS	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To learn the fundamentals of software defined networks.
- To understand the separation of the data plane and the control plane.
- To study about the SDN Programming.
- To study about the various applications of SDN

UNIT I INTRODUCTION 9

History of Software Defined Networking (SDN) – Modern Data Center – Traditional Switch Architecture – Why SDN – Evolution of SDN – How SDN Works – Centralized and Distributed Control and Date Planes

UNIT II OPEN FLOW & SDN CONTROLLERS 9

Open Flow Specification – Drawbacks of Open SDN, SDN via APIs, SDN via Hypervisor-

Based Overlays – SDN via Opening up the Device – SDN Controllers – General Concepts

UNIT III DATA CENTERS 9
 Multitenant and Virtualized Multitenant Data Center – SDN Solutions for the Data Center Network – VLANs – EVPN – VxLAN – NVGRE

UNIT IV SDN PROGRAMMING 9
 Programming SDNs: Northbound Application Programming Interface, Current Languages and Tools, Composition of SDNs – Network Functions Virtualization (NFV) and Software Defined Networks: Concepts, Implementation and Applications

UNIT V SDN 9
 Juniper SDN Framework – IETF SDN Framework – Open Daylight Controller – Floodlight Controller – Bandwidth Calendaring – Data Center Orchestration

TOTAL :45 PERIODS

OUTCOMES:

Upon completion of the course, the students will be able to:

- Analyze the evolution of software defined networks
- Express the various components of SDN and their uses
- Explain the use of SDN in the current networking scenario
- Design and develop various applications of SDN

TEXT BOOKS:

1. Paul Goransson and Chuck Black, —Software Defined Networks: A Comprehensive Approach, First Edition, Morgan Kaufmann, 2014.
2. Thomas D. Nadeau, Ken Gray, —SDN: Software Defined Networks, O'Reilly Media, 2013.

REFERENCES:

1. Siamak Azodolmolky, —Software Defined Networking with Open Flow, Packet Publishing, 2013.
2. Vivek Tiwari, —SDN and Open Flow for Beginnersll, Amazon Digital Services, Inc., 2013.
3. Fei Hu, Editor, —Network Innovation through Open Flow and SDN: Principles and Design, CRC Press, 2014.

CS8074	CYBER FORENSICS	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To learn computer forensics
- To become familiar with forensics tools
- To learn to analyze and validate forensics data

UNIT I INTRODUCTION TO COMPUTER FORENSICS 9
 Introduction to Traditional Computer Crime, Traditional problems associated with Computer Crime. Introduction to Identity Theft & Identity Fraud. Types of CF techniques - Incident and incident response methodology - Forensic duplication and investigation. Preparation for IR: Creating response tool kit and IR team. - Forensics Technology and Systems - Understanding Computer Investigation – Data Acquisition.

UNIT II EVIDENCE COLLECTION AND FORENSICS TOOLS 9
 Processing Crime and Incident Scenes – Working with Windows and DOS Systems.
Current Computer Forensics Tools: Software/ Hardware Tools.

UNIT III	ANALYSIS AND VALIDATION	9
Validating Forensics Data – Data Hiding Techniques – Performing Remote Acquisition – Network Forensics – Email Investigations – Cell Phone and Mobile Devices Forensics		
UNIT IV	ETHICAL HACKING	9
Introduction to Ethical Hacking - Footprinting and Reconnaissance - Scanning Networks - Enumeration - System Hacking - Malware Threats - Sniffing		
UNIT V	ETHICAL HACKING IN WEB	9
Social Engineering - Denial of Service - Session Hijacking - Hacking Web servers - Hacking Web Applications – SQL Injection - Hacking Wireless Networks - Hacking Mobile Platforms.		
TOTAL		45 PERIODS

OUTCOMES:

At the end of the course, the student should be able to:

- Understand the basics of computer forensics
- Apply a number of different computer forensic tools to a given scenario
- Analyze and validate forensics data
- Identify the vulnerabilities in a given network infrastructure
- Implement real-world hacking techniques to test system security

TEXT BOOKS:

1. Bill Nelson, Amelia Phillips, Frank Enfinger, Christopher Steuart, “Computer Forensics and Investigations”, Cengage Learning, India Edition, 2016.
2. CEH official Certified Ethical Hacking Review Guide, Wiley India Edition, 2015.

REFERENCES

1. John R.Vacca, “Computer Forensics”, Cengage Learning, 2005
2. MarjieT.Britz, “Computer Forensics and Cyber Crime”: An Introduction”, 3rd Edition, Prentice Hall, 2013.
3. AnkitFadia “ Ethical Hacking” Second Edition, Macmillan India Ltd, 2006
4. Kenneth C.Brancik “Insider Computer Fraud” Auerbach Publications Taylor & Francis Group–2008.

CS8086	SOFT COMPUTING	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To learn the basic concepts of Soft Computing
- To become familiar with various techniques like neural networks, genetic algorithms and fuzzy systems.
- To apply soft computing techniques to solve problems.

UNIT I INTRODUCTION TO SOFT COMPUTING 9
 Introduction-Artificial Intelligence-Artificial Neural Networks-Fuzzy Systems-Genetic Algorithm and Evolutionary Programming-Swarm Intelligent Systems-Classification of ANNs-McCulloch and Pitts Neuron Model-Learning Rules: Hebbian and Delta- Perceptron Network-Adaline Network-Madaline Network.

UNIT II ARTIFICIAL NEURAL NETWORKS 9
 Back propagation Neural Networks - Kohonen Neural Network -Learning Vector Quantization -Hamming Neural Network - Hopfield Neural Network- Bi-directional

Associative Memory -Adaptive Resonance Theory Neural Networks- Support Vector Machines - Spike Neuron Models.

UNIT III FUZZY SYSTEMS 9
Introduction to Fuzzy Logic, Classical Sets and Fuzzy Sets - Classical Relations and Fuzzy Relations -Membership Functions -Defuzzification - Fuzzy Arithmetic and Fuzzy Measures - Fuzzy Rule Base and Approximate Reasoning - Introduction to Fuzzy Decision Making.

UNIT IV GENETIC ALGORITHMS 9
Basic Concepts- Working Principles -Encoding- Fitness Function - Reproduction - Inheritance Operators - Cross Over - Inversion and Deletion -Mutation Operator - Bit-wise Operators -Convergence of Genetic Algorithm.

UNIT V HYBRID SYSTEMS 9
Hybrid Systems -Neural Networks, Fuzzy Logic and Genetic -GA Based Weight Determination - LR-Type Fuzzy Numbers - Fuzzy Neuron - Fuzzy BP Architecture - Learning in Fuzzy BP- Inference by Fuzzy BP - Fuzzy ArtMap: A Brief Introduction - Soft Computing Tools - GA in Fuzzy Logic Controller Design - Fuzzy Logic Controller

TOTAL : 45 PERIODS

OUTCOMES:

Upon completion of this course, the students should be able to

- Apply suitable soft computing techniques for various applications.
- Integrate various soft computing techniques for complex problems.

TEXT BOOKS:

1. N.P.Padhy, S.P.Simon, "Soft Computing with MATLAB Programming", Oxford University Press, 2015.
2. S.N.Sivanandam , S.N.Deepa, "Principles of Soft Computing", Wiley India Pvt. Ltd., 2nd Edition, 2011.
3. S.Rajasekaran, G.A.Vijayalakshmi Pai, "Neural Networks, Fuzzy Logic and Genetic Algorithm, Synthesis and Applications ", PHI Learning Pvt. Ltd., 2017.

REFERENCES:

1. Jyh-Shing Roger Jang, Chuen-Tsai Sun, Eiji Mizutani, "Neuro-Fuzzy and Soft Computing", Prentice-Hall of India, 2002.
2. Kwang H.Lee, "First course on Fuzzy Theory and Applications", Springer, 2005.
3. George J. Klir and Bo Yuan, "Fuzzy Sets and Fuzzy Logic-Theory and Applications", Prentice Hall, 1996.
4. James A. Freeman and David M. Skapura, "Neural Networks Algorithms, Applications, and Programming Techniques", Addison Wesley, 2003.

GE8076

PROFESSIONAL ETHICS IN ENGINEERING

**LT P C
3 0 0 3**

OBJECTIVES:

- To enable the students to create an awareness on Engineering Ethics and Human Values, to instill Moral and Social Values and Loyalty and to appreciate the rights of others.

UNIT I HUMAN VALUES 10
Morals, values and Ethics – Integrity – Work ethic – Service learning – Civic virtue – Respect for others – Living peacefully – Caring – Sharing – Honesty – Courage – Valuing time – Cooperation – Commitment – Empathy – Self confidence – Character – Spirituality – Introduction to Yoga and meditation for professional excellence and stress management.

UNIT II ENGINEERING ETHICS 9

Senses of 'Engineering Ethics' – Variety of moral issues – Types of inquiry – Moral dilemmas – Moral Autonomy – Kohlberg's theory – Gilligan's theory – Consensus and Controversy – Models of professional roles - Theories about right action – Self-interest – Customs and Religion – Uses of Ethical Theories.

UNIT III ENGINEERING AS SOCIAL EXPERIMENTATION 9

Engineering as Experimentation – Engineers as responsible Experimenters – Codes of Ethics – A Balanced Outlook on Law.

UNIT IV SAFETY, RESPONSIBILITIES AND RIGHTS 9

Safety and Risk – Assessment of Safety and Risk – Risk Benefit Analysis and Reducing Risk - Respect for Authority – Collective Bargaining – Confidentiality – Conflicts of Interest – Occupational Crime – Professional Rights – Employee Rights – Intellectual Property Rights (IPR) – Discrimination.

UNIT V GLOBAL ISSUES 8

Multinational Corporations – Environmental Ethics – Computer Ethics – Weapons Development – Engineers as Managers – Consulting Engineers – Engineers as Expert Witnesses and Advisors – Moral Leadership – Code of Conduct – Corporate Social Responsibility.

TOTAL: 45 PERIODS**OUTCOMES:**

- Upon completion of the course, the student should be able to apply ethics in society, discuss the ethical issues related to engineering and realize the responsibilities and rights in the society.

TEXT BOOKS:

1. Mike W. Martin and Roland Schinzinger, "Ethics in Engineering", Tata McGraw Hill, New Delhi, 2003.
2. Govindarajan M, Natarajan S, Senthil Kumar V. S, "Engineering Ethics", Prentice Hall of India, New Delhi, 2004.

REFERENCES:

1. Charles B. Fleddermann, "Engineering Ethics", Pearson Prentice Hall, New Jersey, 2004.
2. Charles E. Harris, Michael S. Pritchard and Michael J. Rabins, "Engineering Ethics – Concepts and Cases", Cengage Learning, 2009.
3. John R Boatright, "Ethics and the Conduct of Business", Pearson Education, New Delhi, 2003
4. Edmund G Seebauer and Robert L Barry, "Fundamentals of Ethics for Scientists and Engineers", Oxford University Press, Oxford, 2001.
5. Laura P. Hartman and Joe Desjardins, "Business Ethics: Decision Making for Personal Integrity and Social Responsibility" Mc Graw Hill education, India Pvt. Ltd., New Delhi, 2013.
6. World Community Service Centre, ' Value Education', Vethathiri publications, Erode, 2011.

Web sources:

1. www.onlineethics.org
2. www.nspe.org
3. www.globalethics.org
4. www.ethics.org

CS8080

INFORMATION RETRIEVAL TECHNIQUES

L T P C

3 0 0 3

OBJECTIVES:

- To understand the basics of Information Retrieval.
- To understand machine learning techniques for text classification and clustering.
- To understand various search engine system operations.
- To learn different techniques of recommender system.

UNIT I INTRODUCTION**9**

Information Retrieval – Early Developments – The IR Problem – The User’s Task – Information versus Data Retrieval - The IR System – The Software Architecture of the IR System – The Retrieval and Ranking Processes - The Web – The e-Publishing Era – How the web changed Search – Practical Issues on the Web – How People Search – Search Interfaces Today – Visualization in Search Interfaces.

UNIT II MODELING AND RETRIEVAL EVALUATION**9**

Basic IR Models - Boolean Model - TF-IDF (Term Frequency/Inverse Document Frequency) Weighting - Vector Model – Probabilistic Model – Latent Semantic Indexing Model – Neural Network Model – Retrieval Evaluation – Retrieval Metrics – Precision and Recall – Reference Collection – User-based Evaluation – Relevance Feedback and Query Expansion – Explicit Relevance Feedback.

UNIT III TEXT CLASSIFICATION AND CLUSTERING**9**

A Characterization of Text Classification – Unsupervised Algorithms: Clustering – Naïve Text Classification – Supervised Algorithms – Decision Tree – k-NN Classifier – SVM Classifier – Feature Selection or Dimensionality Reduction – Evaluation metrics – Accuracy and Error – Organizing the classes – Indexing and Searching – Inverted Indexes – Sequential Searching – Multi-dimensional Indexing.

UNIT IV WEB RETRIEVAL AND WEB CRAWLING**9**

The Web – Search Engine Architectures – Cluster based Architecture – Distributed Architectures – Search Engine Ranking – Link based Ranking – Simple Ranking Functions – Learning to Rank – Evaluations -- Search Engine Ranking – Search Engine User Interaction – Browsing – Applications of a Web Crawler – Taxonomy – Architecture and Implementation – Scheduling Algorithms – Evaluation.

UNIT V RECOMMENDER SYSTEM**9**

Recommender Systems Functions – Data and Knowledge Sources – Recommendation Techniques – Basics of Content-based Recommender Systems – High Level Architecture – Advantages and Drawbacks of Content-based Filtering – Collaborative Filtering – Matrix factorization models – Neighborhood models.

TOTAL: 45 PERIODS**OUTCOMES:****Upon completion of the course, the students will be able to:**

- Use an open source search engine framework and explore its capabilities
- Apply appropriate method of classification or clustering.
- Design and implement innovative features in a search engine.
- Design and implement a recommender system.

TEXT BOOKS:

1. Ricardo Baeza-Yates and Berthier Ribeiro-Neto, —Modern Information Retrieval: The Concepts and Technology behind Search, Second Edition, ACM Press Books, 2011.
2. Ricci, F, Rokach, L. Shapira, B.Kantor, “Recommender Systems Handbook”, First Edition, 2011.

REFERENCES:

1. C. Manning, P. Raghavan, and H. Schütze, —Introduction to Information Retrieval, Cambridge University Press, 2008.
2. Stefan Buettcher, Charles L. A. Clarke and Gordon V. Cormack, —Information Retrieval: Implementing and Evaluating Search Engines, The MIT Press, 2010.

CS8078	GREEN COMPUTING	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To learn the fundamentals of Green Computing.
- To analyze the Green computing Grid Framework.
- To understand the issues related with Green compliance.
- To study and develop various case studies.

UNIT I FUNDAMENTALS 9

Green IT Fundamentals: Business, IT, and the Environment – Green computing: carbon foot print, scoop on power – Green IT Strategies: Drivers, Dimensions, and Goals – Environmentally Responsible Business: Policies, Practices, and Metrics.

UNIT II GREEN ASSETS AND MODELING 9

Green Assets: Buildings, Data Centers, Networks, and Devices – Green Business Process Management: Modeling, Optimization, and Collaboration – Green Enterprise Architecture – Environmental Intelligence – Green Supply Chains – Green Information Systems: Design and Development Models.

UNIT III GRID FRAMEWORK 9

Virtualization of IT systems – Role of electric utilities, Telecommuting, teleconferencing and teleporting – Materials recycling – Best ways for Green PC – Green Data center – Green Grid framework.

UNIT IV GREEN COMPLIANCE 9

Socio-cultural aspects of Green IT – Green Enterprise Transformation Roadmap – Green Compliance: Protocols, Standards, and Audits – Emergent Carbon Issues: Technologies and Future.

UNIT V CASE STUDIES 9

The Environmentally Responsible Business Strategies (ERBS) – Case Study Scenarios for Trial Runs – Case Studies – Applying Green IT Strategies and Applications to a Home, Hospital, Packaging Industry and Telecom Sector.

TOTAL : 45 PERIODS**OUTCOMES:****Upon completion of the course, the students will be able to:**

- Acquire knowledge to adopt green computing practices to minimize negative impacts on the environment.
- Enhance the skill in energy saving practices in their use of hardware.
- Evaluate technology tools that can reduce paper waste and carbon footprint by the stakeholders.
- Understand the ways to minimize equipment disposal requirements .

TEXT BOOKS:

1. Bhuvan Unhelkar, "Green IT Strategies and Applications-Using Environmental Intelligence", CRC Press, June 2014.
2. Woody Leonhard, Katherine Murray, "Green Home computing for dummies", August 2012.

REFERENCES:

1. Alin Gales, Michael Schaefer, Mike Ebbers, "Green Data Center: steps for the Journey", Shroff/IBM rebook, 2011.
2. John Lamb, "The Greening of IT", Pearson Education, 2009.
3. Jason Harris, "Green Computing and Green IT- Best Practices on regulations & industry", Lulu.com, 2008
4. Carl speshocky, "Empowering Green Initiatives with IT", John Wiley & Sons, 2010.
5. Wu Chun Feng (editor), "Green computing: Large Scale energy efficiency", CRC Press

CS8076**GPU ARCHITECTURE AND PROGRAMMING****L T P C
3 0 0 3****OBJECTIVES:**

- To understand the basics of GPU architectures
- To write programs for massively parallel processors
- To understand the issues in mapping algorithms for GPUs
- To introduce different GPU programming models

UNIT I GPU ARCHITECTURE**12**

Evolution of GPU architectures - Understanding Parallelism with GPU –Typical GPU Architecture - CUDA Hardware Overview - Threads, Blocks, Grids, Warps, Scheduling - Memory Handling with CUDA: Shared Memory, Global Memory, Constant Memory and Texture Memory.

UNIT II CUDA PROGRAMMING**8**

Using CUDA - Multi GPU - Multi GPU Solutions - Optimizing CUDA Applications: Problem Decomposition, Memory Considerations, Transfers, Thread Usage, Resource Contentions.

UNIT III PROGRAMMING ISSUES**8**

Common Problems: CUDA Error Handling, Parallel Programming Issues, Synchronization, Algorithmic Issues, Finding and Avoiding Errors.

UNIT IV OPENCL BASICS**8**

OpenCL Standard – Kernels – Host Device Interaction – Execution Environment – Memory Model – Basic OpenCL Examples.

UNIT V ALGORITHMS ON GPU**9**

Parallel Patterns: Convolution, Prefix Sum, Sparse Matrix - Matrix Multiplication - Programming Heterogeneous Cluster.

TOTAL: 45 PERIODS**OUTCOMES:**

Upon completion of the course, the students will be able to

- Describe GPU Architecture
- Write programs using CUDA, identify issues and debug them
- Implement efficient algorithms in GPUs for common application kernels, such as matrix multiplication
- Write simple programs using OpenCL
- Identify efficient parallel programming patterns to solve problems

TEXT BOOKS:

1. Shane Cook, CUDA Programming: —A Developer's Guide to Parallel Computing with GPUs (Applications of GPU Computing), First Edition, Morgan Kaufmann, 2012.
2. David R. Kaeli, Perhaad Mistry, Dana Schaa, Dong Ping Zhang, "Heterogeneous computing with OpenCL", 3rd Edition, Morgan Kauffman, 2015.

REFERENCES:

1. Nicholas Wilt, —CUDA Handbook: A Comprehensive Guide to GPU Programming, Addison - Wesley, 2013.
2. Jason Sanders, Edward Kandrot, —CUDA by Example: An Introduction to General Purpose GPU ProgrammingII, Addison - Wesley, 2010.
3. David B. Kirk, Wen-mei W. Hwu, Programming Massively Parallel Processors - A Hands-on Approach, Third Edition, Morgan Kaufmann, 2016.
4. http://www.nvidia.com/object/cuda_home_new.html
5. <http://www.openCL.org>

CS8084**NATURAL LANGUAGE PROCESSING****L T P C
3 0 0 3****OBJECTIVES:**

- To learn the fundamentals of natural language processing
- To understand the use of CFG and PCFG in NLP
- To understand the role of semantics of sentences and pragmatics
- To apply the NLP techniques to IR applications

UNIT I INTRODUCTION**9**

Origins and challenges of NLP – Language Modeling: Grammar-based LM, Statistical LM - Regular Expressions, Finite-State Automata – English Morphology, Transducers for lexicon and rules, Tokenization, Detecting and Correcting Spelling Errors, Minimum Edit Distance

UNIT II WORD LEVEL ANALYSIS**9**

Unsmoothed N-grams, Evaluating N-grams, Smoothing, Interpolation and Backoff – Word Classes, Part-of-Speech Tagging, Rule-based, Stochastic and Transformation-based tagging, Issues in PoS tagging – Hidden Markov and Maximum Entropy models.

UNIT III SYNTACTIC ANALYSIS**9**

Context-Free Grammars, Grammar rules for English, Treebanks, Normal Forms for grammar – Dependency Grammar – Syntactic Parsing, Ambiguity, Dynamic Programming parsing – Shallow parsing – Probabilistic CFG, Probabilistic CYK, Probabilistic Lexicalized CFGs - Feature structures, Unification of feature structures.

UNIT IV SEMANTICS AND PRAGMATICS**10**

Requirements for representation, First-Order Logic, Description Logics – Syntax-Driven Semantic analysis, Semantic attachments – Word Senses, Relations between Senses, Thematic Roles, selectional restrictions – Word Sense Disambiguation, WSD using Supervised, Dictionary & Thesaurus, Bootstrapping methods – Word Similarity using Thesaurus and Distributional methods.

UNIT V DISCOURSE ANALYSIS AND LEXICAL RESOURCES**8**

Discourse segmentation, Coherence – Reference Phenomena, Anaphora Resolution using Hobbs and Centering Algorithm – Coreference Resolution – Resources: Porter Stemmer, Lemmatizer, Penn Treebank, Brill's Tagger, WordNet, PropBank, FrameNet, Brown Corpus, British National Corpus (BNC).

TOTAL :45 PERIODS

UNIT IV SIMD ALGORITHMS -II **9**
 Hypercube SIMD Model - Parallel Algorithms for Selection- Odd-Even Merge Sort- Bitonic Sort- Matrix Multiplication Shuffle Exchange SIMD Model - Parallel Algorithms for Reduction -Bitonic Merge Sort - Matrix Multiplication - Minimum Cost Spanning Tree

UNIT V MIMD ALGORITHMS **9**
 UMA Multiprocessor Model -Parallel Summing on Multiprocessor- Matrix Multiplication on Multiprocessors and Multicomputer - Parallel Quick Sort - Mapping Data to Processors.

TOTAL : 45 PERIODS

OUTCOMES:

Upon completion of this course, the students should be able to

- Develop parallel algorithms for standard problems and applications.
- Analyse efficiency of different parallel algorithms.

TEXT BOOKS:

1. Michael J. Quinn, "Parallel Computing : Theory & Practice", Tata McGraw Hill Edition, Second edition, 2017.
2. Ellis Horowitz, Sartaj Sahni and Sanguthevar Rajasekaran, "Fundamentals of Computer Algorithms", University press, Second edition , 2011.
3. V Rajaraman, C Siva Ram Murthy, " Parallel computers- Architecture and Programming ", PHI learning, 2016.

REFERENCES:

1. Ananth Grame, George Karpis, Vipin Kumar and Anshul Gupta, "Introduction to Parallel Computing", 2nd Edition, Addison Wesley, 2003.
2. M Sasikumar, Dinesh Shikhare and P Ravi Prakash , " Introduction to Parallel Processing", PHI learning , 2013.
3. S.G.Akl, "The Design and Analysis of Parallel Algorithms", PHI, 1989.

IT8077

SPEECH PROCESSING

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the fundamentals of the speech processing
- Explore the various speech models
- Gather knowledge about the phonetics and pronunciation processing
- Perform wavelet analysis of speech
- To understand the concepts of speech recognition

UNIT I INTRODUCTION **9**

Introduction - knowledge in speech and language processing - ambiguity - models and algorithms - language - thought - understanding - regular expression and automata - words & transducers – N grams

UNIT II SPEECH MODELLING **9**

Word classes and part of speech tagging – hidden markov model – computing likelihood: the forward algorithm – training hidden markov model – maximum entropy model – transformation-based tagging – evaluation and error analysis – issues in part of speech tagging – noisy channel model for spelling

UNIT III SPEECH PRONUNCIATION AND SIGNAL PROCESSING **9**

Phonetics - speech sounds and phonetic transcription - articulatory phonetics - phonological categories and pronunciation variation - acoustic phonetics and signals - phonetic resources - articulatory and gestural phonology

UNIT IV SPEECH IDENTIFICATION**9**

Speech synthesis - text normalization - phonetic analysis - prosodic analysis – diphone waveform synthesis - unit selection waveform synthesis - evaluation

UNIT V SPEECH RECOGNITION**9**

Automatic speech recognition - architecture - applying hidden markov model - feature extraction: mfcc vectors - computing acoustic likelihoods - search and decoding - embedded training - multipass decoding: n-best lists and lattices- a* ('stack') decoding - context-dependent acoustic models: triphones - discriminative training - speech recognition by humans

TOTAL : 45 PERIODS**OUTCOMES:**

On Successful completion of the course ,Students will be able to

- Create new algorithms with speech processing
- Derive new speech models
- Perform various language phonetic analysis
- Create a new speech identification system
- Generate a new speech recognition system

TEXT BOOK:

1. Daniel Jurafsky and James H. Martin, " Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics and Speech Recognition", Person education,2013.

REFERENCES

1. Kai-Fu Lee, "Automatic Speech Recognition", The Springer International Series in Engineering and Computer Science, 1999.
2. Himanshu Chaurasiya, "Soft Computing Implementation of Automatic Speech Recognition", LAP Lambert Academic Publishing, 2010.
3. Claudio Becchetti, Klucio Prina Ricotti, "Speech Recognition: Theory and C++ implementation",Wiley publications 2008.
4. Ikrami Eldirawy , Wesam Ashour, "Visual Speech Recognition", Wiley publications , 2011

GE8073**FUNDAMENTALS OF NANOSCIENCE****L T P C****3 0 0 3****OBJECTIVES:**

To learn about basis of nanomaterial science, preparation method, types and application

UNIT I INTRODUCTION**8**

Nanoscale Science and Technology- Implications for Physics, Chemistry, Biology and Engineering-Classifications of nanostructured materials- nano particles- quantum dots, nanowires- ultra-thinfilms-multilayered materials. Length Scales involved and effect on properties: Mechanical, Electronic, Optical, Magnetic and Thermal properties. Introduction to properties and motivation for study (qualitative only).

UNIT II GENERAL METHODS OF PREPARATION**9**

Bottom-up Synthesis-Top-down Approach: Co-Precipitation, Ultrasonication, Mechanical Milling, Colloidal routes, Self-assembly, Vapour phase deposition, MOCVD, Sputtering, Evaporation, Molecular Beam Epitaxy, Atomic Layer Epitaxy, MOMBE.

UNIT III NANOMATERIALS**12**

Nanoforms of Carbon - Buckminster fullerene- graphene and carbon nanotube, Single wall carbon Nanotubes (SWCNT) and Multi wall carbon nanotubes (MWCNT)- methods of synthesis(arc-growth, laser ablation, CVD routes, Plasma CVD), structure-property Relationships applications- Nanometal oxides-ZnO, TiO₂,MgO, ZrO₂, NiO, nanoalumina, CaO, AgTiO₂, Ferrites, Nanoclays-functionalization and applications-Quantum wires, Quantum dots-preparation, properties and applications.

UNIT IV CHARACTERIZATION TECHNIQUES**9**

X-ray diffraction technique, Scanning Electron Microscopy - environmental techniques, Transmission Electron Microscopy including high-resolution imaging, Surface Analysis techniques-AFM, SPM, STM, SNOM, ESCA, SIMS-Nanoindentation.

UNIT V APPLICATIONS**7**

NanoInfoTech: Information storage- nanocomputer, molecular switch, super chip, nanocrystal, Nanobiotechlogy: nanoprobes in medical diagnostics and biotechnology, Nano medicines, Targetted drug delivery, Bioimaging - Micro Electro Mechanical Systems (MEMS), Nano Electro Mechanical Systems (NEMS)- Nanosensors, nano crystalline silver for bacterial inhibition, Nanoparticles for sunbarrier products - In Photostat, printing, solar cell, battery.

TOTAL: 45 PERIODS**OUTCOMES:**

- Will familiarize about the science of nanomaterials
- Will demonstrate the preparation of nanomaterials
- Will develop knowledge in characteristic nanomaterial

TEXT BOOKS :

1. A.S. Edelstein and R.C. Cammearata, eds., "Nanomaterials: Synthesis, Properties and Applications", Institute of Physics Publishing, Bristol and Philadelphia, 1996.
2. N John Dinardo, "Nanoscale Charecterisation of surfaces & Interfaces", 2nd edition, Weinheim Cambridge, Wiley-VCH, 2000.

REFERENCES:

1. G Timp, "Nanotechnology", AIP press/Springer, 1999.
2. Akhlesh Lakhtakia,"The Hand Book of Nano Technology, Nanometer Structure, Theory, Modeling and Simulations". Prentice-Hall of India (P) Ltd, New Delhi, 2007.

SB8008

MACHINE LEARNING

L	T	P	C
1	0	2	2

COURSE OBJECTIVE

The objective of this course is to provide a view of data science, machine learning, basic implementation using Python and how machine learning is applied in various domains in the industry

Pre-requisite courses:**Pre-requisite Knowledge****Courses Available on Springboard**

Probability and Statistics

Probability and StatisticsProbabilty distribution using PythonStatistical Inerence using Python

Python Programming Language

Programming Fundamentals using Python - Part 1

Linear Algebra

Basics of Linear Algebra

Regression Analysis

Regression Analysis**UNIT I INTRODUCTION TO ARTIFICIAL INTELLIGENCE****6**

Why AI? - What is AI? - AI in Practice - AI in Business - AI Platforms.

UNIT II INTRODUCTION TO DATA SCIENCE**4**

Data Science: The Data Revolution - Components of Data Science - Data Science in Action – Conclusion.

UNIT III PYTHON FOR DATA SCIENCE**14**

Why Python Libraries – NumPy - Introduction to NumPy - Operations on NumPy – Pandas – Introduction to Pandas – Introduction to Pandas Object – Working with datasets – Pandas Plots - Matplotlib – Introduction to Matplotlib – Types of Plots – Scikit-learn – Machine Learning using sklearn. [Practical hands-on exercises using NumPy, Pandas, Matplotlib]

UNIT IV DATA VISUALIZATION USING PYTHON**6**

Data visualization using Python: Data Visualization: Developing insights from data using Basic Plots using Matplotlib (Box, Scatter, Line, Bar, Pie, Histogram), Statistical analysis using Heatmap, Kernel Density plot using Seaborn, Network Graphs, Choropleth Map Using Plotly, Word Cloud. [Practical hands-on exercises for creating charts]

UNIT V EXPLORE MACHINE LEARNING USING PYTHON**15**

Introduction to Machine Learning - Regression – Classification – Clustering – Introduction to Artificial Neural Network. [Hands-on Exercises for Practicing Machine Learning Models Using Capstone Project]

TOTAL: 45 PERIODS**SUGGESTED ACTIVITIES**

- Continuous / Self-Assessment (MCQ)
- Capstone Project – Build a ML model using a given numerical COVID'19 dataset, predict the number of confirmed cases for next ten days in different areas of the world

SUGGESTED EVALUATION METHODS

- Video Proctored Exam
- Self-Assessment

COURSE OUTCOMES

On completion of the course, students will be able to:

- CO1 : Demonstrate fundamental understanding of the history of artificial intelligence (AI) and its foundations.
- CO2 : Apply basic principles of AI in solutions that require problem solving, inference, perception, knowledge representation, and learning.
- CO3 : Assess and select appropriate data analysis models for solving real-world problem.
- CO4 : Demonstrate the importance of data visualization, design, and use of visual components.

REFERENCE

1. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_8840337130015322000_shared/overview (Introduction to AI)
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_12666306402263577000_shared/overview (Introduction to Data Science)
3. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01333063698060902494_shared/overview (Python for Data Science)
4. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0126051913436938241455_shared/overview (Data visualization using Python)
5. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012600400790749184237_shared/overview (Explore Machine Learning Using Python)

Mode of Delivery	Online (Self-Learning)
Software Configuration to be arranged in Institution Premises	o Python and related libraries
Hardware Configuration to be arranged in Institution Premises	o Windows 10, 16GB RAM
Course Evaluation	Online Assessment
Multiple Hybrid Branch of Students	Applicable for Mechanical/Chemical
Internship/Placement Opportunities	https://infytq.onwingspan.com/
NOS Alignment	Yes- Infosys Industry Standard
Train-the-Trainer	Faculty Enablement Program
Commercials	Free of Cost

SB8013 **AUGMENTED REALITY & VIRTUAL REALITY DEVELOPMENT** L T P C

1 0 2 2

In response to the the Expression of Interest (Eoi) invitation by Tamil Nadu Skill Development Corporation , the receipt of which is hereby duly acknowledged, we, the undersigned intend to submit the following proposal in response to the Eoi for selection of Skill Training provider for Naan Mudhalvan Program of Government of TamilNadu

Course Topic: Augmented Reality & Virtual Reality Development

Target Group		Engineering students –5th Semester (CSC, IT, EEE, ECE)	
Subject	AR VR Development specific to CS, IT, EEE, ECE	Total duration of the training in Hours	45 hours (2 credits)
Theory Class Training in Hrs	15 hours (1 credit)	Practical class Training in Hrs	30 hours (1 credit)
Theory class focus area	Basic introduction, 3D design, metaverse, NFT, Block chain, business cases, use models	Practical class focus area	AR VR development for CS & other departments
Total credits	2 credits	Type of training	Hybrid

About the training Program:

Students will learn the fundamentals of AR & VR and introduction to application development through unity and other software.

Training Objective:

1. Introduce students to the concept of AR,VR, digital twins and Metaverse
2. Familiarise students with the HW and SW used in the field of AR & VR
3. Develop an understanding of the structure and architecture involved in the AR VR & metaverse application development
4. Develop AR VR application specific to their engineering field

Unit – IV Level Design for AR VR using Unity

3

Basic concepts of Level designing, Level mapping – Level creation techniques – Grey boxing techniques, Focus on the layout and composition – Prioritize assets based on block out – Accessing Unity asset store – importing FBX assets – Building a level for VR/AR, Level Optimization

Lab component:

6

- Level Creation using Unity

Outcome: Develop Level design within considerations of Unity Real-time rendering concepts

Unit – V Solution Design for AR VR

3

Design process – mood board – design specification document – technical project management – AR architecture & frameworks – ARKit – Arcore – Vuforia – VR architecture & frameworks – HTC – Windows Mixed reality – Oculus – XR and definition – XR over cloud – Emerging trends in AR VR MR

Lab component:

6

- Mini Project on the Selected AR or VR device

Outcome: Design, Develop & Deploy AR or VR application in devices after building design flow that reflects user experiences

Training Hours - 15 Hrs (Theory) + 30 Hrs (Practical) = 45 Hrs

Course Delivery Plan

Sl. No	Hourly Content Plan	Delivery Tools	Delivery Mode	Project/ Exercises	T/P
1	Fundamental AR VR concepts and characteristics, Nature of virtuality, Introduction to Metaverse	PowerPoint, Live Instructor Sessions	Online	Create a digital profile	T
2	Introduction to AR VR hardware and software, Hardware features, analogue, digital, haptics, and trackers systems	PowerPoint, Live Instructor Sessions	Online	Write about the haptics profile of mobile	T

3	AR VR applications across different industries, Digital twin, Web3.0, NFT, Blockchain & Crypto	PowerPoint, Live Instructor Sessions	Online	Write a report of AR VR in day-to-day usage	T
4	Installing Unity	Recorded video with instructor voice over	Online	Setup Unity IDE and other dependency	P
5	Taxonomy of Interactive Applications - immersive nature of AR VR technology	PowerPoint, Live Instructor Sessions	Online	Report on Immersion vs interactivity	T
6	creative storytelling - gaming industry applications - concept for game - building a prototype	PowerPoint, Live Instructor Sessions	Online	Story Map and User Journey	T
7	Consider Graphic styles and optimisation - communication and collaboration – Digital distribution – google play – iOS Store – Mac store.	PowerPoint, Live Instructor Sessions	Online	Choose and define a art style, with a relevant distribution platform	T
8	Create your first 3D level in Unity	Recorded Video/ PowerPoint	Online	Install blender and create a primitive shape	P
9	Create your first 3D level in Unity	Recorded Video/ PowerPoint	Online	Create static meshes and detail meshes	P
10	Create your first 3D level in Unity	Recorded Video/ PowerPoint	Online	Create Materials and optimise textures	P
11	Create your first 3D level in Unity	Recorded Video/ PowerPoint	Online	Enable and build colliders and other physics	P
12	Create your first 3D level in Unity	Recorded Video/ PowerPoint	Online	Animate objects and setup state machines	P
13	Create your first 3D level in Unity	Recorded Video/ PowerPoint	Online	Bake and build lighting	P

14	Introduction to Variables, Conditions, Loops, Patterns, - Scope of variables – OOPS in Realtime environments	PowerPoint, Live Instructor Sessions	Online	Simple programs for numerical operations	T
15	Program states – Device considerations – Input systems – Hardware and Haptics feedback	PowerPoint, Live Instructor Sessions	Online	Flow chart expressing input and feedback systems	T
16	Setting IDE – Scripting vs Programming – Enumeration – Memory management – Handling exceptions – Device considerations	PowerPoint, Live Instructor Sessions	Online	Data structures & Programming patterns	T
17	C# Unity functions and variables, Addition of two numbers and printing a series of numbers	PowerPoint, Live Instructor Sessions	Online	Lab programs on numerical operations	P
18	String operations in C# and finding greatest numbers	PowerPoint, Live Instructor Sessions	Online	Lab programs on string operations	P
19	Controlled Loops, enumerations & coroutines in C#	PowerPoint, Live Instructor Sessions	Online	Lab programs on program states	P
20	Translate, rotate, and scale objects using code	PowerPoint, Live Instructor Sessions	Online	Lab programs on vector operations	P
21	Awake, Start, Update, FixedUpdate and LateUpdate	PowerPoint, Live Instructor Sessions	Online	Lab program about coroutines	P
22	Vehicle moving and input handling	PowerPoint, Live Instructor Sessions	Online	Lab programs on input operations	P
23	Basic concepts of Level designing – Level sketching, Level creation techniques.	PowerPoint, Live Instructor Sessions	Online	Select and define a 3D model layers	T
24	Level design using Greybox – Focus on the layout and	PowerPoint, Live Instructor Sessions	Online	Find examples of unwrapping and list them	T

	composition – Prioritize assets based on block out.				
25	Basic Animation using Mixmo, Building Scene for VR/AR, Optimization	PowerPoint, Live Instructor Sessions	Online	Explain zoetrope and its function	T
26	3D Asset importation using Unity Asset store	PowerPoint, Live Instructor Sessions	Online	Create a simple 3D digital identity	P
27	Design process – mood board – design specification document – technical project management	PowerPoint, Live Instructor Sessions	Online	Create a project plan for the given design document	T
28	AR architecture & frameworks – ARKit – Arcore – Vuforia –	PowerPoint, Live Instructor Sessions	Online	Compare various AR types and submit a report	T
29	VR architecture & frameworks – HTC – Windows Mixed reality – Oculus – XR and definition – XR over cloud – Emerging trends in AR VR MR	PowerPoint, Live Instructor Sessions	Online	List and build a list of new VR headsets in market	T
30	3D asset importation for AR using Unity asset store	PowerPoint, Live Instructor Sessions	Online	Build a simple AR space model through textures and Image markers	P
31	Experience with AR VR	PowerPoint, Live Instructor Sessions	Onsite	Experience VR Horizon line, cyber sickness	P
32	Experience with AR VR	PowerPoint, Live Instructor Sessions	Onsite	Experience space to comfort ratio	P
33	3D VR Asset from Unity asset store & create an environment	PowerPoint, Live Instructor Sessions	Onsite	Create your 3D asset with Kit bashing	P
34	3D Integration with Unity Engine	PowerPoint, Live Instructor Sessions	Onsite	Create your 3D Project and create your level	P

35	AR Project – Vuforia Integration	PowerPoint, Live Instructor Sessions	Onsite	Setup Vuforia and link developer setup	P
36	AR Project – Vuforia Integration	PowerPoint, Live Instructor Sessions	Onsite	Create markers and build & test on device	P
37	VR Project Setup – Oculus/Carboard Integration	PowerPoint, Live Instructor Sessions	Onsite	Install VR Framework and level optimisation	P
38	VR Project Setup – Oculus/Carboard Integration	PowerPoint, Live Instructor Sessions	Onsite	Complete Manager and Interaction script for deployment.	P
39	VR Mini Project (scope mentioned in the next section)	Selected Device	Onsite		P
40	VR Mini Project (scope mentioned in the next section)	Selected Device	Onsite		P
41	VR Mini Project (scope mentioned in the next section)	Selected Device	Onsite		P
42	VR Mini Project (scope mentioned in the next section)	Selected Device	Onsite		P
43	VR Mini Project	Selected Device	Onsite		P
44	VR Mini Project	Selected Device	Onsite		P
45	Photogrammetric Modelling	iPhone, PowerPoint, Agisoft	Onsite		P

COURSE OUTCOMES:

On successful completion of the course, students will be able to:

LO1: Create a 3D model in blender of any given object and apply texturing and animation.

LO 2: Convert the 3D asset in blender into a ready-to-use model for unity.

LO 3 : Apply functionalities to the model such as movement, rotation, etc., by importing appropriate AR/VR plugins and setup any lighting if required in Unity.

LO4 : Create AR/VR application for visualizing through any AR/VR devices.

STUDENTS ASSESSMENT :

Model a simple conference room with furniture, electrical devices (Light, Fan,Switches), etc, and develop a marker-less based Augmented Reality and/or Virtual Reality application.

There will one assignment & MCQ planned at the end of each unit and one final project which will be used for the final exam marks.

Evaluation Plan & Grading Criteria:

Continuous Learning Assignment :

Unit	Unit -I	Unit-II	Unit – III	Unit IV	Unit V	Total
MCQ	10 Questions	10 Questions	10 Questions	10 Questions	10 Questions	
Points	10	10	10	10	10	50
Assignment	1. Report on AR/VR HW. 2. Install Unity & configure	Create a design journey document	Convert the given program to realtime Program	Create a level with all required optimizations	Submit your AR Marker for AR application	
Points	10	10	10	10	10	50
Total						100

Summative or Final Mandatory Project at the end of the course (Unit 5):

Criteria	Idea	Technology structure	Mechanics	Code optimization	Final Build	Total
Points	20	20	20	20	20	100

Mandatory Project details:

Identify a content from your field of study and convert the learning content into an interactive VR experience in your field. Follow the steps below to complete the pipeline requirements.

- The content plan, Experience design, technical specifications, Test cases are to be defined before start of Production
- Choose Target devices and the right VR framework and explain the procedure to be followed
- Create any assets required and integrate them in any VR tool of your choice
- Build the experience using programming concepts for handling inputs
- Create a test group and record findings for publishing the final report

Mode of Delivery: Hybrid

Hybrid of 45 hours with:

- 22.5 hours of physical practical/lab classes
- 15 hours of on-line theory classes
- 7.5 hours of on-line lab classes

Execution: A total of 5 weeks

- 1 week of on-line training
- 4 weeks of Physical training across 4 clusters with 25 colleges per cluster
 - Each college will get 5 days of physical training with 4.5 hrs per day for a total of 22.5 hours.
 - Similar training will be provided to 25 colleges in parallel.
- A total of 5 weeks will be required to finish the training
 - Each cluster of 25 colleges will get 1 week of on-line & 1 week of physical training.

Hardware & Software to be used:

- Hardware/Devices that will be demonstrated to the students: Oculus Quest VR, Google VR, Smartphone AR, and Smartphone VR
- Software Licenses that will be taught/used: Blender based tools/plugins, GIMP/Photoshop, Unity with c#, Visual Studio, Vuforia, Oculus SDKS
- All software chosen are open source or free for students. It would be available for students even after the course
- Smartphone hardware available with the students can be used to develop and AR VR applications even after the course. Specialized VR hardware like Oculus Quest can be accessed at 50 AR VR locations in TN and the college can also invest.

SB8014

FULL STACK

L	T	P	C
2	0	2	4

COURSE OBJECTIVE

The objective of this course is to provide a view of design principles to present ideas, information, products, and services on websites and how to apply programming principles to the construction of website and effective use of available resources for website projects.

PRE-REQUISITE COURSES:

Pre-requisite Knowledge	Courses Available on Springboard
HTML5	HTML 5
Javascript	Javascript
Typescript	Typescript

UNIT-I ANGULAR 36

Getting Started with Angular - Angular Development Environment Setup - Creating Components and Modules – Templates – Directives - Data Binding – Pipes - Nested Components – Forms - Services – Routing - Angular Capstone Projects [Hands-on Exercises for Web Application Development Using Capstone Project]

UNIT-II NODE.JS AND EXPRESS. JS 12

Node.js: Why and What Node.js - How to use Node.js - Create a web server in Node.js - Node Package Manager - Modular programming in Node.js - Restarting Node Application - File Operations. Express.js: Express Development Environment - defining a route - Handling Routes - Route and Query Parameters - How Middleware works - Chaining of Middleware's - Types of Middleware's - connecting to MongoDB with Mongoose - Validation Types and Defaults – Models - CRUD Operations - API Development - Why Session management – Cookies – Sessions - Why and What Security - Helmet Middleware - Using a Template Engine Middleware - Stylus CSS Pre-processor. [Hands-on Exercises to practice the topics using problem statements]

UNIT-III MONGO DB 12

MongoDB: Introduction Module Overview- Document Database Overview- Understanding JSON- MongoDB Structure and Architecture- MongoDB Remote Management- Installing MongoDB on the local computer (Mac or Windows)- Introduction to MongoDB Cloud- Create MongoDB Atlas Cluster- GUI tools Overview- Install and Configure MongoDB Compass- Introduction to the MongoDB Shell- MongoDB Shell JavaScript Engine- MongoDB Shell JavaScript Syntax- Introduction to the MongoDB Data Types- Introduction to the CRUD Operations on documents- Create and Delete Databases and Collections- Introduction to MongoDB Queries.[Demos to practice the topics mentioned]

TOTAL: 60 PERIODS**SUGGESTED ACTIVITIES****CONTINUOUS / SELF-ASSESSMENT (MCQ)**

Capstone Project - Develop an Ecommerce site or similar web applications with cross platform responsiveness. The application must possess search, sort, review, rating, ordering features and be connected with a database to be published across HTTP and HTTPS protocols.

SUGGESTED EVALUATION METHODS

Video Proctored Exam

Self-Assessment

COURSE OUTCOMES

On completion of the course, students will be able to,

- CO1 : Develop component-based application using Angular Components.
 CO2 : Create Angular forms and bind them with model data using data binding.
 CO3 : Explain Node.js and identify when to use, create and run Node.js.
 CO4 : Design schema using advanced queries.

REFERENCE

- 1 https://infyspringboard.onwingspan.com/web/en/app/toc/lex_20858515543254600000_shared/overview (Angular)
- 2 https://infyspringboard.onwingspan.com/en/app/toc/lex_32407835671946760000_shared/overview (Node.js & Express.js)
- 3 https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_013177169294712832113_shared/overview (MongoDB)

Mode of Delivery	Online (Self-Learning)
Software Configuration to be arranged in Institution Premises	Node.js Typescript Angular CLI Visual studio code MongoDB
Hardware Configuration to be arranged in Instituion Premises	Windows 10, 16GB RAM
Course Evaluation	Online Assessment
Multiple Hybrid Branch of Students	Applicable for IT/CSE
Internship/Placement Opportunities	https://infytq.onwingspan.com/
NOS Alignment	Yes- Infosys Industry Standard
Train-the-Trainer	Faculty Enablement Program
Commercials	Free of Cost

SB8016

Big Data Analytics

L T P C

1 0 2 2

COURSE OBJECTIVES:

Module	Outcomes	No. of hours of theory	No. of hours of labs
Introduction to Big Data & Hadoop	Identify the various types of data Store large amount of data into HDFS Process data using Hadoop Navigate through Hadoop Web UI Analyse various metrics using Hadoop Web UI Run various Hadoop Terminal Commands Ingest structured data into HDFS using Sqoop.	2	4
InMemory Computation for Big Data	Differentiate between Disk-based and In-memory Processing Systems Use Spark in Different Deployment Modes Run Spark applications on Spark shell Configure Spark properties & view them in Web UI Perform data loading and saving through RDDs Write Spark applications using RDDs concepts Query structured data inside Spark programs using Spark SQL	3	6

SQL Like Query Processing Engine for Big Data: Hive	Write Hive Queries & Hive Scripts Execute Hive Queries on top of HDFS Create Dynamic and Static Partitions Create Buckets for Data Sampling Perform various Joins in Hive Perform ETL operations & data analytics using Hive Implement Partitioning, Bucketing, and Indexing in Hive Use various file formats in Hive	3	6
Real time Big Data Processing	Ingest unstructured data into HDFS using Flume Perform real-time data processing using Spark Work with various Kafka Command Line Tools Create data pipelines using Kafka	5	10

EVALUATION PROCESS:

Assessment Methodology

- Learning = practical application of various tools covered in the course
- Course Assessment
 - Multiple Choice Questions
- Assessments are auto graded
- Learning effectiveness for any learner
 - Completion of all the course modules and assessments
- A short project will be provided to the students at the end of the course for assessment
 - Faculty in the college should guide the students locally to help them clarify their queries
 - Faculty also should assess the project & provide marks to Veranda for consolidation

- Sample project (indicative to demonstrate the complexity) is shared as separate files for reference

Continuous Evaluation

- Self-paced video consumption through LMS portal
- Hands-on practice through practical labs
- Graded assessments (MCQs) after every module of course content
- Module Assessment
 - Real-time scenario based MCQs
- Course-completion certification

MCQ based assessment help the learner their interviews.

EVALUATION PARAMETERS:

SR. NO	ASPECT OF DESCRIPTION	EXTRA ASPECT OF DESCRIPTION	MAXIMUM MARKS
1	Data Identification	Identify whether the data is structured, semi-structured or unstructured	5
2	Data Ingestion	Ingesting Structured or unstructured data using Sqoop and Flume	6
3	Data pre-processing	Data cleaning and Data transformation	5
4	Data Store	Storing pre-processed data into HDFS	4
5	Data processing	Processing data to get meaningful insights using Spark and Kafka	5
		TOTAL	25

Hardware Requirement:

- Laptop --
- 16 GB RAM
- 250 HDD
- Minimum i5 8th gen X64 bit
- Internet connectivity – 100 Mbps and above

SB8017

Cloud Essentials

L T P C
1 0 2 2**COURSE OBJECTIVES:**

After the completion of respective modules, learners will be able to:

Module	Outcomes	No. of hours of theory	No. of hours of labs
Linux	Work with various Linux commands Manage and perform user administration Differentiate between IPV4 and IPV6 address	2	4
Cloud Computing Fundamentals	Explain the concept of Virtualization Define Cloud Computing Categorize different Cloud Computing service models Categorize different Cloud Computing deployment models Describe AWS Global Infrastructure Work with AWS CLI Identity and Access Management	2	4
Architecting Cloud Solutions	Create EC2 compute instances Store data into S3 buckets Create a virtual private network Query data using various database services such as RDS Configure various AWS core services such as EC2, RDS, VPC, S3	4	8

<p>Managing Cloud Solutions</p>	<p>Monitor various AWS resources using CloudWatch Perform load balancing and auto scaling Manage and optimize cloud cost Build resilient and robust cloud architectures</p>	<p>4</p>	<p>8</p>
<p>Migrating to Cloud</p>	<p>Gather information about various on-premise resources using application discovery Perform homogeneous and heterogeneous database migration to AWS cloud Migrate on-premise resources to AWS cloud Migrate application to AWS cloud</p>	<p>3</p>	<p>6</p>

EVALUATION PROCESS:

Assessment Methodology

- Learning = practical application of various tools covered in the course
- Course Assessment
 - Multiple Choice Questions
- Assessments are auto graded
- Learning effectiveness for any learner
 - Completion of all the course modules and assessments
- A short project will be provided to the students at the end of the course for assessment
 - Faculty in the college should guide the students locally to help them clarify their queries
 - Faculty also should assess the project & provide marks to Veranda for consolidation

- Sample project (indicative to demonstrate the complexity) is shared as separate files for reference

Continuous Evaluation

- Self-paced video consumption through LMS portal
- Hands-on practice through practical labs
- Graded assessments (MCQs) after every module of course content
- Module Assessment
 - Real-time scenario based MCQs
- Course-completion certification

MCQ based assessment help the learner their interviews.

EVALUATION PARAMETERS:

SR. NO	ASPECT OF DESCRIPTION	EXTRA ASPECT OF DESCRIPTION	MAXIMUM MARKS
1	Linux	Implement Linux Commands to work with AWS CLI	5
2	Cloud Computing	Identify cloud service and deployment model	5
3	Cloud Solution Designing	Identify and configure various AWS services for a given requirement	5
4	Monitor cloud resources	Monitor AWS resources and design scalable solutions	5
5	Cost Optimization	Optimize the cloud solution cost	5
		TOTAL	25

Hardware Requirement:

- Laptop --
- 16 GB RAM
- 250 HDD
- Minimum i5 8th gen X64 bit

- Internet connectivity – 100 Mbps and above

Additional Requirements:

All students should activate individual cloud accounts (AWS, Azure or Google) using their credit cards. Veranda will add a session to the course to educate the students how to activate/deactivate the account.

PROJECTS:

Background: A start-up company wants to host its Python and React-based application (Backend: Python API and Frontend React) using AWS. But they are not familiar with the AWS cloud platform. They want to ensure that the application is secure, scalable, highly available, and cost-efficient. As a solutions architect, you have to design a proper solution to meet their below requirements.

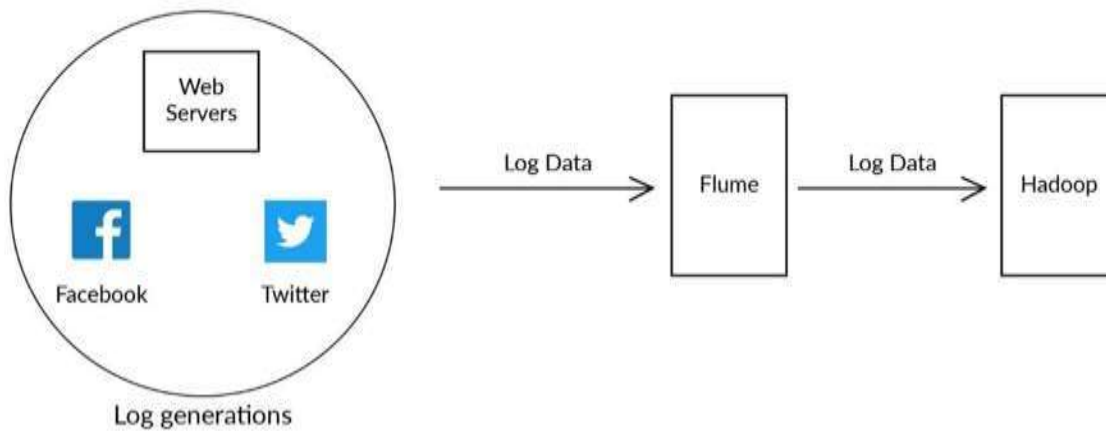
Goal: To architect a solution that is secure, scalable, highly available, and cost-effective using AWS.

Requirements:

- They are concerned about the security of the application, so they have decided to isolate their network from the rest of the customers virtually. Set-up a secure virtual network where the only frontend of application is accessible by users and not the database
- Execute the React application code using AWS Elastic Beanstalk. Ensure that the source code of Web application is automatically picked, pushed to the master branch, and deployed on the servers
- Ensure all the UI images served to the frontend application code are provisioned via a secure storage unit
- There should be enough backups for both the Web and Database server, so if the set-up crashes, we can launch a new one from the disaster recovery backups
- They are uncertain about the traffic pattern that how low or high it can be, so they want the Web application to be running on at least two EC2 instances all time, and when there is a high load, they must burst up to four instances in total
- The Web application should be highly available, even if any VM fails to respond to queries, there should be a mechanism to switch the connection to another healthy VM automatically
- The Web application should also be cached globally, so users worldwide can access it with low latency

Problem Statement: Real-time Data Collection Imagine you are a Big Data Engineer, and you need to fetch logs from the web servers into your Hadoop Cluster for doing some analyses to generate some business insights.

Log Collection Using Flumes



The following figure illustrates a scenario where we need to ingest logs from sources like web servers, facebook, twitter, etc. into the Hadoop clusters and then use the ingested data as required.

As a Big Data Engineer, your task is to ingest the logs generated by the given LogGenerator.jar file into HDFS using the two Flume agents.

NOTE: 1. Configure the Flume agent 1 to consolidate the logs from the spoolDir source to an Avro sink. 2. Configure the Flume agent 2 to consolidate the logs from the Avro source to an HDFS sink.

SB8033

NETWORK ENGINEERING

L T P C
1 0 2 2**COURSE CONTENT:****UNIT I Basics of Networking and Protocols 3 + 6**

Networking – Components, types, Internet Connections, Requirements of a reliable network, Internet Connections – LAN, WAN Interconnection Network trends - BYOD, online collaboration, video, and cloud computing, Network security threats, Basic Switch and End Device Configuration - Cisco IOS Access, IOS Navigation, command structure of Cisco IOS software, Basic Device Configuration - Configuring a Cisco IOS device using CLI, Save Configurations, Ports and Addresses, Configuring IP Addressing, Verify Connectivity

Network Protocols – Rules, protocol suites, role of standards organizations in establishing protocols for network interoperability, TCP/IP model and the OSI model in standardization of communication process, Data Encapsulation, Data Access

UNIT II Introduction to data layer, physical layer 3 + 6

Physical layer protocols, services, and network media support communications across data networks, Physical Layer Characteristic, Copper Cabling, UTP Cabling, Fiber-Optic Cabling, Connection using wired and wireless media

Number systems: decimal, binary, and hexadecimal systems - Data Link Layer- media access control in the data link layer in communication across networks - The characteristics of media access control methods on WAN and LAN topologies, the characteristics and functions of the data link frame - Ethernet Switching - Ethernet Frame, Ethernet MAC Address, MAC Address Table, Switch Speeds and Forwarding Methods

UNIT III Introduction to Network layer and Addressing 3 + 6

Network Layer: Network Layer Characteristics, IPv4 & IPv6 Packet, routing tables to direct packets to a destination network in network devices , function of fields in the routing table of a router. MAC & IP addressing, ARP, Operation of IPv6 neighbor discovery - Basic Router Configuration- Configure Initial Router Setting, Interfaces on a Cisco IOS router, default Gateway IPv4 Addressing - IPv4 Address Structure - public, private, and reserved IPv4 addresses., IPv4 Unicast, Broadcast, and Multicast, Types of IPv4 Addresses, Network Segmentation, Subnet an IPv4 Network - a /24 prefix, a /16 and /8 prefix - Variable Length Subnet Masking, VLSM addressing scheme - IPv6 Addressing – Implementation & the need for IPv6 addressing, Representation, IPv6 Address types. GUA and LLA Static Configuration - configuring static global unicast and linklocal IPv6 network addresses. Dynamic Addressing for IPv6 LLAs – Configuration of link-local addresses, IPv6 Multicast Addresses, Subnetting an IPv6 Network

UNIT IV Introduction to Transport layer 3 + 6

ICMP Messages- how ICMP is used to test network connectivity, Ping and Traceroute Testing - Transport Layer - Operations of transport layer protocols in supporting end-to-end communication. Transportation of Data - the purpose of the transport layer in managing the transportation of data in end-to-end communication - Characteristics of the TCP & UDP, Port Numbers of TCP & UDP, TCP Communication Process - TCP session establishment and termination processes facilitate reliable communication, Reliability and Flow Control, UDP Communication - the UDP client processes to establish communication with a server.

UNIT V Introduction to Application Layer & Network Security**3 + 6**

Application Layer - operation of application layer protocols in providing support to end-user applications - Application, Presentation, and Session - functions of the application layer, session layer, and presentation layer work together to provide network services to end user applications.

- Operation of end user application in a peer-to-peer network, Web and Email Protocols, IP Addressing Services - DNS and DHCP operation, File Sharing Services – File transfer Protocols

- Network Security Fundamentals - Security Threats and Vulnerabilities, Network Attacks - security vulnerabilities, Network Attack Mitigation - general mitigation techniques, Device Security

- Configuring network devices with device hardening features to mitigate security threats.

- Building a Small Network - Devices in a Small Network, protocols and applications used in a small network, Scale to Larger Network - how a small network serves as the basis of larger networks - Verify Connectivity – Using the output of the ping and tracert commands to verify connectivity and establish relative network performance - Host and IOS Commands, Troubleshooting Methodologies & Scenarios

TOTAL : 45 PERIODS**COURSE OUTCOME:**

- Configure a Cisco IOS device using CLI.
- Configure a host device with an IP address.
- Configure initial settings on a Cisco IOS router.
- Implement initial settings including passwords, IP addressing, and default gateway parameters on a network switch and end devices.
- Configure devices to use the default gateway.
- Configure two active interfaces on a Cisco IOS router.
- Implement a VLSM addressing scheme.
- Configure link-local addresses dynamically.
- Implement a subnetted IPv6 addressing scheme.
- Configure switches and routers with device hardening features to enhance security.
- Configure network devices with device hardening features to mitigate security threats.
- Troubleshoot issues with devices in the network.

HARDWARE REQUIREMENT:

- 2 x ISR4221/K9 Routers
- 2 x WS-C2960+24TC-L Catalyst switches
- 1 wireless router (generic brand) with WPA2 support
- Ethernet patch cables
- PCs - minimum system requirements
 - o CPU: Intel Pentium 4, 2.53 GHz or equivalent
 - o OS: Microsoft Windows 7, Microsoft Windows 8.1, Microsoft Windows 10, Ubuntu 14.04 LTS, macOS High Sierra and Mojave
 - o RAM: 4 GB
 - o Storage: 500 MB of free disk space
 - o Display resolution: 1024 x 768
 - o Language fonts supporting Unicode encoding (if viewing in languages other than English)
 - o Latest video card drivers and operating system updates
- Internet connection for lab and study PCs
- Optional equipment for connecting to a WLAN
 - o 1 printer or integrated printer/scanner/copier for the class to share

o Smartphones and tablets are desirable for use with the labs

SOFTWARE REQUIREMENT

- Cisco IOS versions:
 - Routers: Version 15.0 or higher, IP Base feature set
 - Switches: Version 15.0 or higher, lanbaseK9 feature set
- Packet Tracer 8.0
- Open-source server software:
 - For various services and protocols, such as Telnet, SSH, HTTP, DHCP, FTP, TFTP, etc.
- Tera Term source SSH client software for lab PCs.
- Oracle VirtualBox, most recent version.
- Wireshark version 2.5 or higher.

INDUSTRY USE CASE:

1. Create network and assign Static IP address to the host using Supernetting and subnetting.
2. Design a network using VLANs, Wireless LANs and InterVLAN routing.
3. Design a simple firewall for host and network.
4. Configure and troubleshoot redundancy on a switched network using EtherChannel.
5. Simulation of Transport Layer Protocols and analysis of congestion control techniques in network
6. Develop a DNS client server and DHCP server to resolve the given host name or IP address
7. Implementation of Layers for security protocols and server configuration

SB8040 PROFESSIONAL READINESS FOR INNOVATION, EMPLOYMENT AND ENTREPRENEURSHIP

L T P C
1 0 2 2

COURSE LEARNING OBJECTIVES

- To empower the students with technical skills to require solving a real-world challenge
- To train the students on the approach to building solutions by applying critical thinking and problem-solving capabilities in a collaborative environment.
- To mentor the students in building proof-of-concept solutions by applying design thinking concepts.
- To introduce the standard project development methodologies followed in the industry to the students
- To develop the professional skills like teamwork, leadership qualities, communication in the students
- To enhance the employability of students in order to get them internships and job opportunities

Course Content:

Artificial Intelligence

- Introduction to Artificial Intelligence
- Python for Artificial Intelligence
- Data Wrangling Techniques
- Introduction to Neural Networks
- Tensorflow & Keras
- Convolutional Neural Networks
- Natural Language Processing
- Build and Deploy AI Applications

Data Science

- Introduction to Data Science
- Python for Data science
- Data Wrangling Techniques
- Data visualization
- Supervised Learning - Regression
- Supervised Learning – Classification
- Unsupervised Learning
- IBM Cloud & Watson Services Build and Deploy Machine Learning Applications

Data Analytics & Visualizations

- Introduction to Data Analytics
- Python for Data Analysis
- Extract data from database, txt files, webscrapping
- Data Visualization using Matplotlib, seaborn
- Data Visualization using Plotly
- Data Visualization using Pygal, Bokeh etc.
- Build Visualization Dashboards & Stories

Internet of Things (IoT)

- Introduction to Internet of Things (IoT)
- Building Blocks of IoT
- Design an IoT Device
- Getting Started with Arduino UNO & Tinkercad Platform
- Getting started with ESP32
- Integrate TMP36 Sensor with Arduino UNO
- Integrate Ultrasonic Sensor with Arduino UNO
- Integrate Servo Motor with Arduino UNO
- IoT Communication Technologies
- IoT protocols
- HTTP & MQTT Practical's
- Introduction to Python

- Python - Collection Data Types, Functions
- Modules Files I/O
- Getting started with Raspberry PI
- Raspberry Pi as a Gateway
- Introduction to Cloud
- IBM Cloud & IoT Platform Architecture
- Create and Configure IBM IoT Platform
- IBM Watson IoT Platform Hands-on with online simulator
- Getting Started Node-RED Service
- Web Application Development using Node-RED Service
- Mobile Application Development using MIT App Inventor
- IBM Cloudant DB & its Practical's
- Introduction to Computer Vision with Python
- Introduction to IBM Watson AI & Building Intelligent Devices

Cloud Application Developer Modern Application Development

- Hands-on with web application development
- Python – Flask Framework
- IBM DB2
- IBM Object Storage
- IBM Watson Assistant
- Containers & Kubernetes
- IBM Container Register

TOTAL : 45 PERIODS

Course Outcomes

- Understand the leading technologies and apply them for solving real-world problems
- Understand the concepts of design thinking and agile methodologies
- Develop professional skills like teamwork, time management, communication and project management skills
- Understand various digital tools & best practices followed in the industry
- Develop the products from scratch i.e. idea to working prototype
- Industry course completion certificate from IB

SB8037

FULL STACK DEVELOPMENTL T P C
1 0 2 2**COURSE OBJECTIVE**

The objective of this course is to provide conceptual understanding of how full stack development can be used to innovate and improve tech processes. This course will allow you to learn how to create full-stack web applications using frontend and backend JavaScript technologies. Learn both the theoretical and practical implementation of full stack web development solutions.

This Full Stack Java Developer Course is designed to give you the essence of front-end, middleware, and back-end Java web developer technologies. You will learn to build an end-to-end application, test and deploy code, store data, and much more.

COURSE CONTENT

UNIT I	Software Development Process (Agile & Scrum)	3 + 6
	Software Lifecycle Models - SRS (Software Requirement Specification) - SPS (Software Project Scheduling) - GITHUB (End to End Journey) - Project Management Frameworks like Scrum, Agile etc.	
UNIT II	Introduction to Development Frameworks	3 + 6
	Project Bucketing - Different Shades of Fullstack development - Angular.Js (Introduction) - Vue.Js (Introduction) - React.Js (Introduction) - React.Js - Components and Props - State and Lifecycle - Handling Events - Hooks & Forms	
UNIT III	Front End Development Framework & Tools	3 + 6
	Web client server architecture - HTML Structure Tags – Forms field - Bootstrap – React.Js - jQuery- ajax - Promises - API integration	
UNIT IV	Back End Development Frameworks & Tools	3 + 6
	API Development services - Express.Js -nNode.js – mongoDB - Manual Authentication using JWT, Passport.Js etc	
UNIT V	Full Stack Application Development and Deployment in Cloud (Web, Mobile)	3 + 6
	Computer Networking - Basic Linux Commands - Cloud hosting using AWS - DevOps	

TOTAL : 45 PERIODS**COURSE OUTCOME**

- Planning and implementing the software lifecycle models to have a hands-on understanding with GITHub, agile & Scrum methodologies.
- Implementing the framework i.e react.js to align state & lifecycle, conditional rendering, Hooks etc.
- Implementing the frontend technologies to build client architecture, to integrate APIs using react js.
- Implementing the tech stack like mongoDB, Express.Js & Node.js to build the back-end services.
- Hosting & deployment to ensure the microservices using DevOps, Cloud hosting using AWS.

FOR FURTHER READING:

- Full Stack Web Development for Beginners: Learn Ecommerce Web Development Using HTML5, CSS3, Bootstrap, JavaScript, MySQL, and PHP - By Riaz Ahmed
- A full stack data acquisition, archive and access solution for J-TEXT based on web technologies by Wei Zheng, Yuxing Wang Ming, Zhang Feiyang Wu, Zhou Yang
- Design and development of software stack of an autonomous vehicle using robot operating by Abhisek Omkar Prasada, Pradumn Mishraa, Urja Jaina, Anish Pandey, Anushka Sinhaa, Anil Singh Yadav, Rajan Kumar, Abhishek Sharma, Gaurav Kumar

REFERENCES:

1. The Full Stack Developer: Your Essential Guide to the Everyday Skills Expected of a Modern Full Stack Web Developer - Chris Northwood
2. Hands-On Full Stack Development with spring boot 2 and react by Jua Hinkula
3. React and React Native, Third Edition by Adam Boduch, Roy Derks

ONLINE REFERENCES:

1. Beginner Full Stack Development Course: HTML, CSS, React and Node
<https://www.udemy.com/course/ultimate-web/>
2. Full Stack Web Developer: MEAN Stack <https://intellipaat.com/full-stack-web-developer-mean-stack-certification-training/>

SOFTWARE REQUIREMENT:

Javascript, HTML5, CSS, Bootstrap, JQuery, Node Js, MongoDB, SQLite

INDUSTRY SCOPE:

By completion of this course, the students can get industry scope in website development, frontend and backend development across industries and domains.

20 INDUSTRY USE CASES**1. E-Commerce Website**

An e-commerce website or app is one of the best full-stack development projects you can practice at the advanced level. It is a vast project involving front and back-end technologies and database knowledge for efficient execution and implementation. The project takes time and effort because you must maintain a huge database with multiple product categories and prices.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the accuracy of the Items selected.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to select the articles, especially for those who may have difficulty physically going to market to purchase some.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered items are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the buyer seller Journey and reduce the time and resources required to complete the process

- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for aligning the E-commerce web page at one place with proper categorisation with the help of development scripting.

Task 2: Enable the data with the customer manifestation to enroute the requisite web development with the help of suitable programming language.

Task 3: Design the web server to engage with the operating system user is using.

Task 4: Develop a system which showcases the inserted result on the ground of inputs user made over the webpage.

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

2. Video Conferencing Website and Application

You can try your hands on the video conferencing website and application projects and help develop features like textual chatting, audio-video interactions, video recording, etc. The project requires you to implement your ideas and ensure a creative application or website.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the accuracy of the time-zones according to the countries.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to plan their meetings, especially for those who may have difficulty physically going to meet them in person.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered users are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the caller & receiver Journey and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as registration is verified electronically.

Task1: Develop the framework for creating the video conferencing application/website with the project management tools like JIRA & Trello.

Task 2: Enable the data with the system control of version based servers like GIT & Grunt .

Task 3: Design the database server to resemble the implementation of MongoDB, MySQL etc.

Task 4: Develop a frontend framework which showcases the inserted result JQuery, Javascript and HTML.

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

3. Social Media Website and Application

The present-day world revolves around social media, and we already use many websites and applications. You can try your hands on an efficient full-stack project and develop a social media app or website with unique features to attract users.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the legitimacy of the users onboarded
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to add, remove, post etc. , especially for those who may have difficulty expressing their well-being in terms of words.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered people are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the mutual interaction between two or more individuals and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the social media application/website with the proper implementation of web technologies.

Task 2: Enable and enhance the data with the system control of version based servers i.e MySQL & others

Task 3: Build and Nourish the database server to resemble the implementation of NoSql.

Task 4: Design a unique frontend framework which showcases the valued results with the use of Express JS & IONIC

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

4. Content Management Tool and System

Content Management Tool or System is a significant factor that plays a crucial role in creating blogs. You can use the full stack development items and other drag-and-drop interfaces to create a web page that helps you add text, images, videos, and other elements required to create a blog.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the accuracy of the articles written.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to select the articles, especially for those who may have difficulty physically going to market to purchase books.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more enriching, as all the written articles are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the traction and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the content management website using the tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite & NOSql etc.

Task 4: Develop a frontend framework which showcases the inserted result with Express JS & IONIC

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

5. Project Management Tool

A project management tool is one of the toughest full-stack projects and requires many features for proper execution. The project includes a framework of social media sites where users can communicate with one another. The users also get the functionality to assign tasks to others and comment on the dashboard at their convenience.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the basics of the projects and their guidelines.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for users to select the project, especially for those who may have difficulty physically going on-site or doing remote work.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered users are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the user & UI Interaction and reduce the time and resources required to complete the process.

- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the project management application/website with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite.

Task 4: Develop a frontend framework which showcases the inserted result with IONIC

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

6. To-Do List Projects

A to-do list is one of the simplest and best full-stack projects for beginners. You can create a to-do list efficiently with the feature to add items to the list. You can also provide functionalities to move content from the list after completing the task. The project will help you improve your front-end development skills and learn crucial database operations.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the time & task aligned.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to select their time & manually design their planner especially for those who usually are not able to manage their time efficiently.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered users are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the day to day activities of the user and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the To-Do List Project management application/website with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for creating the To-Do List Project.

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for creating the To-Do List Project.

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

7. Chat Application and Website

Everyone chats with their family members and friends daily, and because of this, chatting applications have become an inevitable part of our lives. Chatting apps are one of the best full-stack beginner projects. You can create a chat application or website to serve the purpose of individual or group chats between networks.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and reply instantly.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to chat & connect especially for those who may have difficulty physically connecting with people.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered users are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the users Journey and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the Chat application/website with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL for creating the Chat application/website.

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for creating the Chat application/website.

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for creating the Chat application/website.

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

8. Portfolio Website

Developers build portfolio websites as full-stack developer sample projects to showcase their skills and impress clients. As a student or professional learning web development, you must practice making portfolio websites to gain knowledge and experience in efficient front-end web development technology.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the accuracy of the portfolios selected.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to select the portfolios.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all the created portfolios are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the buyer seller Journey and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the portfolio website with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for creating the portfolio website.

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for creating the portfolio website.

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

9. Blog Website and Application

A blog website allows users to opine their thoughts and comment on anything and everything. You can make a creative website or application using full-stack technology and take inspiration from other blogs. Ensure that you add proper authentication features so individuals with valid credentials can log in to the platform.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the accuracy of the articles written.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to select the articles, especially for those who may have difficulty physically going to market to purchase books.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more enriching, as all the written articles are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the traction and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the blogging website with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL for creating the blogging website.

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for creating the blogging website.

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for creating the blogging website.

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

10. Application For Grocery Delivery

A grocery delivery website or application is among the best projects for full-stack developers to showcase their talent and skills. You can learn multiple factors related to large-scale full-stack apps or websites by making the grocery delivery application project. It involves back-end knowledge and helps you excel in making major projects in the future.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily select and verify the accuracy of the Items selected.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to select the articles, especially for those who may have difficulty physically going to market to purchase some.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered items are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the buyer seller Journey and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the grocery delivery application with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL for creating the grocery delivery application.

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for creating the grocery delivery application.

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for creating the grocery delivery application.

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

11. Food Delivery Website and Application

A food delivery website or application is slightly different from grocery delivery. However, it also works on the same grounds as the latter and may require full-stack development. You can practice and improve your front- and back-end development skills when making food delivery websites or applications.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the accuracy of the Items selected.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to select the dishes, especially for those who may have difficulty physically going to market to purchase some.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered items are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the buyer seller Journey and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the food delivery application with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for creating the food delivery application.

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for creating the food delivery application.

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

12. Workout Tracker Application

A workout tracking website or application is slightly different from a to-do project framework. However, it also works on the same grounds as the latter and may require full-stack development. You can practice and improve your front- and back-end development skills when making workout tracking applications.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the accuracy of the inputs made.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to select the workout style especially for those who may have difficulty to track their workout routine.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all workout style & patterns are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the UI & user Interaction and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the workout tracking application with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL for creating the workout tracker application

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for creating the workout tracker application

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for creating the workout tracker application.

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

13. Calendar Scheduler Application

A calendar scheduler application is slightly different from a to-do project framework. However, it also works on the same grounds as the latter and may require full-stack development. You can practice and improve your front- and back-end development skills when making calendar scheduler applications.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the time & task aligned.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to select their time & manually design their planner especially for those who usually are not able to manage their time efficiently.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered users are recorded and verified on a publicly-available ledger.

- Develop a full stack-based system that can offer greater efficiency and can streamline the day to day activities of the user and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the calendar scheduler application with the project management tools like Java & kotlin.

Task 2: Enable the data with the system control of version based servers like SQL for creating the calendar scheduler application

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for creating the calendar scheduler application.

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for creating the calendar scheduler application.

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

14. Money Transfer Application

A Money Transfer application is slightly different from a chat project framework. However, it also works on the same grounds as the latter and may require full-stack development. You can practice and improve your front- and back-end development skills when making money transfer applications.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily check and verify the accuracy of the payments made.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to make the transactions, especially for those who may have difficulty physically going in-person to do the needful.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered users are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the Journey between receiver sender and the bank and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the money transfer application with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL for creating the money transfer application

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for creating the money transfer application.

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for creating the money transfer application.

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

15. Internet Banking Application and Website

An Internet Banking application and website is slightly different from a money transfer project framework. However, it also works on the same grounds as the latter and may require full-stack development. You can practice and improve your front- and back-end development skills when making internet banking applications and websites.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily check and verify the accuracy of the payments made.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to make the transactions, especially for those who may have difficulty physically going in-person to do the needful.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered users are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the Journey between receiver sender and the bank and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the internet banking application with the project management tools like Java & kotlin for Internet banking application

Task 2: Enable the data with the system control of version based servers like SQL

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for Internet banking application.

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for Internet banking application.

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

16. Astrology Application and Website

An Astrology application and website is slightly different from a social media project framework. However, it also works on the same grounds as the latter and may require full-stack development. You can practice and improve your front- and back-end development skills when making astrology applications and websites.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the predictions made.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to select the sunshine.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered users are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the UI & user Interaction and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task1: Develop the framework for creating the astrology application with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL for creating astrology application

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for creating astrology applications.

Task 4: Develop a frontend framework which showcases the inserted result with IONIC

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

17. Horoscope Application and Website

A Horoscope application and website is slightly different from a social media project framework. However, it also works on the same grounds as the latter and may require full-stack development. You can practice and improve your front- and back-end development skills when making horoscope applications and websites.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the predictions made.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to select the sunshine.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered users are recorded and verified on a publicly-available ledger.

- Develop a full stack-based system that can offer greater efficiency and can streamline the UI & user Interaction and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task 1: Develop the framework for creating the horoscope application with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL for horoscope application and website

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for horoscope application and website

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for horoscope application and website

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

18. Stock Inventory Application

Stock Inventory Tool or System is a significant factor that plays a crucial role in managing the stock reviewed. You can use the full stack development items and other drag-and-drop interfaces to create a web page that helps you add text, images, videos, and other elements required to create an Inventory.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the accuracy of the items selected.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to select the articles, especially for those who may have difficulty physically maintaining their sale & purchase some.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered items are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the Inventory & user Journey and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task 1: Develop the framework for creating the Stock Inventory application with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for stock inventory application

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for developing the application

Task 5: Implement industry specific data modeling frameworks to enhance the backend specification like Ruby on rails, Laravel for stock inventory application

19. News Media Application

News Media application is a significant factor that plays a crucial role in keeping yourself updated. You can use the full stack development items and other drag-and-drop interfaces to create a web page that helps you add text, images, videos, and other elements required to create a news media application.

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily react and verify the legitimacy of the users onboarded
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to add, remove, post etc. , especially for those who may have difficulty expressing their well-being in terms of words.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered people are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the mutual interaction between two or more individuals and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task 1: Develop the framework for creating the news media application with the project management tools like Java & kotlin for developing the application

Task 2: Enable the data with the system control of version based servers like SQL

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite for the application

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for developing the application

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.

20. Job Search Application

Job Search application is a significant factor that plays a crucial role in keeping yourself updated. You can use the full stack development items and other drag-and-drop interfaces to create a web page that helps you add text, images, videos, and other elements required to create a job search portal

Learning outcome:

- Develop a full stack-based system that can offer high-end webpage through the use of front-end techniques, as well as the visibility to easily post and verify the accuracy of the candidates.
- Develop a full stack-based system that can offer Improved accessibility and can make it easier for people to apply for the jobs, especially for those who may have difficulty physically hustling for applying resumes.
- Develop a full stack-based system that can offer enhanced transparency and can make the user journey more transparent, as all registered users are recorded and verified on a publicly-available ledger.
- Develop a full stack-based system that can offer greater efficiency and can streamline the candidate and recruiter journey and reduce the time and resources required to complete the process.
- Develop a full stack-based system that can offer enhanced accuracy and can reduce the risk of faults and errors in the Journey, as the registration is recorded and verified electronically.

Task 1: Develop the framework for creating the job search portal with the project management tools like Java & kotlin

Task 2: Enable the data with the system control of version based servers like SQL for developing job search application

Task 3: Design the database server to resemble the implementation of MongoDB, SQLite.

Task 4: Develop a frontend framework which showcases the inserted result with IONIC for the application

Task 5: Implement industry specific hosting using cloud at AWS, to ensure the microservices functionality and deployment.