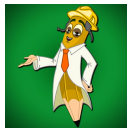




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**ANNA UNIVERSITY, CHENNAI
AFFILIATED INSTITUTIONS
B.TECH INFORMATION TECHNOLOGY
REGULATIONS – 2017
CHOICE BASED CREDIT SYSTEM**

PROGRAM EDUCATIONAL OBJECTIVES (PEOs)

1. To ensure graduates will be proficient in utilizing the fundamental knowledge of basic sciences, mathematics and Information Technology for the applications relevant to various streams of Engineering and Technology.
2. To enrich graduates with the core competencies necessary for applying knowledge of computers and telecommunications equipment to store, retrieve, transmit, manipulate and analyze data in the context of business enterprise.
3. To enable graduates to think logically, pursue lifelong learning and will have the capacity to understand technical issues related to computing systems and to design optimal solutions.
4. To enable graduates to develop hardware and software systems by understanding the importance of social, business and environmental needs in the human context.
5. To enable graduates to gain employment in organizations and establish themselves as professionals by applying their technical skills to solve real world problems and meet the diversified needs of industry, academia and research.

PROGRAM OUTCOMES (POs)

ENGINEERING GRADUATES WILL BE ABLE TO:

1. **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
2. **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.
3. **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.
4. **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
5. **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.
6. **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.

7. **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.
8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
9. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
10. **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.
11. **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.
12. **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)

1. To create, select, and apply appropriate techniques, resources, modern engineering and IT tools including prediction and modelling to complex engineering activities with an understanding of the limitations.
2. To manage complex IT projects with consideration of the human, financial, ethical and environmental factors and an understanding of risk management processes, and operational and policy implications.

MAPPING OF PROGRAMME EDUCATIONAL OBJECTIVES WITH PROGRAMME OUTCOMES

A broad relation between the programme objective and the outcomes is given in the following table

PROGRAMME EDUCATIONAL OBJECTIVES	PROGRAMME OUTCOMES											
	A	B	C	D	E	F	G	H	I	J	K	L
1	3	2										
2	3	3	1	1								2
3			3			1						3
4			3		1	2	3	1				
5				3				1	1	2	2	1

MAPPING OF PROGRAM SPECIFIC OBJECTIVES WITH PROGRAMME OUTCOMES

A broad relation between the Program Specific Objectives and the outcomes is given in the following table

PROGRAM SPECIFIC OBJECTIVES	PROGRAMME OUTCOMES											
	A	B	C	D	E	F	G	H	I	J	K	L
1	3	2			3				2	2		
2				3			3	3			3	

Contribution

1: Reasonable

2: Significant

3: Strong

SEMESTER I

Sl. No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Communicative English									3	3	2	2
2.	Engineering Mathematics I	3	3	3						2			2
3.	Engineering Physics	3	3	3				2					1
4.	Engineering Chemistry	3	2	2				3					1
5.	Problem Solving and Python Programming	3	2	2		3							2
6.	Engineering Graphics	3	3				2						2
7.	Problem Solving and Python Programming Laboratory	3	3	3		3							2
8.	Physics and Chemistry Laboratory	3	3										

SEMESTER II													
S.No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Technical English									3	3	2	2
2.	Engineering Mathematics II	3	3	3						2			2
3.	Physics for Information Science	3	3	2				2					2
4.	Basic Electrical, Electronics and Measurement Engineering	3	2										
5.	Information Technology Essentials	3	3	3		3					2	1	2
6.	Programming in C	3	3	3		2							2
7.	Engineering Practices Laboratory	3	3				3						1
8.	C Programming Laboratory	3	3	3		3							2
9.	Information Technology Essentials Laboratory	3	3	3		3					2	2	2

SEMESTER III

Sl. No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Discrete Mathematics	3	3	2									1
2.	Digital Principles and System Design	3	3	3									
3.	Data Structures	3	3	3									
4.	Object Oriented Programming	2	2	3		3							
5.	Analog and Digital Communication	3	3	2									
6.	Data Structures Laboratory	3	3	3		2							
7.	Object Oriented Programming Laboratory	3	2	3		3							
8.	Digital Systems Laboratory	3	3	3		2							
9.	Interpersonal Skills/Listening & Speaking									3	3	1	2

SEMESTER IV

Sl. No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Probability and Statistics	3	3	3									
2.	Computer Architecture	3	2	3									
3.	Database Management Systems	3	2	3									
4.	Design and Analysis of Algorithms	3	3	2	2								
5.	Operating Systems	3	1	3									
6.	Environmental Science and Engineering							3					
7.	Database Management Systems Laboratory	3	2	3		2							
8.	Operating Systems Laboratory	3	1	3		2							
9.	Advanced Reading and Writing									3	3	1	2

SEMESTER V

Sl. No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Algebra and Number Theory	3	3	2									
2.	Computer Networks	3	1	2									
3.	Microprocessors and Microcontrollers	3	2	3									
4.	Web Technology	3	1	1		3							
5.	Software Engineering	3	1	2							3		
6.	Microprocessors and Microcontrollers Laboratory	3	2	3		2							
7.	Networks Laboratory	3	1	2		2							
8.	Web Technology Laboratory	3	1	1		3							

SEMESTER VI

Sl. No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Computational Intelligence	3	3	3	3		2						
2.	Object Oriented Analysis and Design	3	3	3	3								
3.	Mobile Communication	3	2	3									
4.	Big Data Analytics	3	3	3	3		2						
5.	Computer Graphics and Multimedia	3		3		2							
6.	Mobile Application Development Laboratory	1		2		3							
7.	Object Oriented Analysis and Design Laboratory	3	3	3	2	3							
8.	Mini Project	3	3	3	1	3	3	3					

SEMESTER VII

Sl. No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Principles of Management								2	2	3	3	2
2.	Cryptography and Network Security	3	3	3	2		2						
3.	Cloud Computing	2	3	3	2		2						
4.	Open Elective II												
5.	Professional Elective II												
6.	Professional Elective III												
7.	FOSS and Cloud Computing Laboratory	2	3	3	2	3	2						
8.	Security Laboratory	3	3	3	2		3						

SEMESTER VIII

Sl. No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Professional Elective IV												
2.	Professional Elective V												
3.	Project Work	3	3	3	3	3	2	2	1	3	3	3	2

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

Sl. No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Software Testing	2	2		3								
2.	Graph Theory and Applications	3	3	2	3								
3.	Digital Signal Processing	3	3	3	3		2	2					
4.	Information Storage and Management	3	3										
5.	Agile Methodologies	3				3				3	3	3	
6.	Embedded Systems	2	2	3			2	3					
7.	Intellectual Property Rights								3		3	3	
8.													

ELECTIVE - II

Sl. No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Web Development Frameworks	2		3		3							
2.	Machine Learning Techniques	3	3	3	2		2						
3.	Formal Languages and Automata Theory	3	3	3	3		2						
4.	Internet of Things	2		2		3	3	3					
5.	Software Project Management	2	2	2						3	3	3	
6.	Service Oriented Architecture	3	3	3			2	2					
7.	Total Quality Management								3	2	3	3	3
8.													

ELECTIVE - III

Sl. No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Human Computer Interaction	3	3	3	2		3						
2.	C# and .Net Programming	2		3		3							
3.	Wireless Ad hoc and Sensor Networks	3	3	3									
4.	Foundation Skills in Integrated Product Development	3	3	3	2		2	2				3	
5.	Advanced Topics on Databases	3	3	3	2								
6.	Disaster Management	2	2	2			3	3					

ELECTIVE - IV

Sl. No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Social Network Analysis	3	3	3	3								
2.	Soft Computing	2	3	3	3								
3.	Cyber Forensics	3	3	3	3								
4.	Information Security	3	3	3	3								
5.	Digital Image Processing	3	3	3	3								
6.	Network Management	2	3	3	3								
7.	Professional Ethics in Engineering								3				3

ELECTIVE - V

Sl. No	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1.	Information Retrieval Techniques	3	3	3									
2.	Green Computing	3	3	3			3	3					
3.	Natural Language Processing	3	3	3	3								
4.	Speech Processing	3	3	3	3								
5.	Web Design and Management	3		3									
6.	Electronic Commerce	3	1	1								3	3
7.	Fundamentals of Nano Science	3	3	3									

ANNA UNIVERSITY, CHENNAI
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REGULATIONS – 2017
CHOICE BASED CREDIT SYSTEM
I - VIII SEMESTERS CURRICULA AND SYLLABI

SEMESTER I

Sl. 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

Sl. 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.	IT8201	Information Technology Essentials	PC	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
9.	IT8211	Information Technology Essentials Laboratory	PC	2	0	0	2	1
TOTAL				30	20	0	10	25

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.	EC8394	Analog and Digital Communication	PC	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.	MA8391	Probability and Statistics	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.	GE8291	Environmental Science and Engineering	HS	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.	IT8501	Web Technology	PC	3	3	0	0	3
5.	CS8494	Software Engineering	PC	3	3	0	0	3
6.		Open Elective I	OE	3	3	0	0	3
PRACTICALS								
7.	EC8681	Microprocessors and Microcontrollers Laboratory	PC	4	0	0	4	2
8.	CS8581	Networks Laboratory	PC	4	0	0	4	2
9.	IT8511	Web Technology Laboratory	PC	4	0	0	4	2
TOTAL				31	19	0	12	25

SEMESTER VI

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	IT8601	Computational Intelligence	PC	3	3	0	0	3
2.	CS8592	Object Oriented Analysis and Design	PC	3	3	0	0	3
3.	IT8602	Mobile Communication	PC	3	3	0	0	3
4.	CS8091	Big Data Analytics	PC	3	3	0	0	3
5.	CS8092	Computer Graphics and Multimedia	PC	3	3	0	0	3
6.		Professional Elective I	PE	3	3	0	0	3
PRACTICALS								
7.	CS8662	Mobile Application Development Laboratory	PC	4	0	0	4	2
8.	CS8582	Object Oriented Analysis and Design Laboratory	PC	4	0	0	4	2
9.	IT8611	Mini Project	EEC	2	0	0	2	1
TOTAL				28	18	0	10	23

SEMESTER VII

Sl.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.		Professional Elective III	PE	3	3	0	0	3
PRACTICALS								
7.	IT8711	FOSS and Cloud Computing Laboratory	PC	4	0	0	4	2
8.	IT8761	Security Laboratory	PC	4	0	0	4	2
TOTAL				26	18	0	8	22

SEMESTER VIII

Sl. 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.	IT8811	Project Work	EEC	20	0	0	20	10
TOTAL				26	6	0	20	16

TOTAL NO. OF CREDITS: 184

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.	MA8251	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.	MA8391	Probability and Statistics	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.	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.	IT8201	Information Technology Essentials	PC	3	3	0	0	3
2.	IT8211	Information Technology Essentials Laboratory	PC	2	0	0	2	1
3.	CS8251	Programming in C	PC	3	3	0	0	3
4.	CS8261	C Programming Laboratory	PC	4	0	0	4	2
5.	CS8391	Data Structures	PC	3	3	0	0	3
6.	CS8392	Object Oriented Programming	PC	3	3	0	0	3
7.	EC8394	Analog and Digital Communication	PC	3	3	0	0	3
8.	CS8381	Data Structures Laboratory	PC	4	0	0	4	2
9.	CS8383	Object Oriented Programming Laboratory	PC	4	0	0	4	2
10.	CS8491	Computer Architecture	PC	3	3	0	0	3
11.	CS8492	Database Management Systems	PC	3	3	0	0	3
12.	CS8451	Design and Analysis of Algorithms	PC	3	3	0	0	3
13.	CS8493	Operating Systems	PC	3	3	0	0	3
14.	CS8481	Database Management Systems Laboratory	PC	4	0	0	4	2
15.	CS8461	Operating Systems Laboratory	PC	4	0	0	4	2
16.	CS8591	Computer Networks	PC	3	3	0	0	3
17.	EC8691	Microprocessors and Microcontrollers	PC	3	3	0	0	3
18.	IT8501	Web Technology	PC	3	3	0	0	3
19.	CS8494	Software Engineering	PC	3	3	0	0	3
20.	EC8681	Microprocessors and Microcontrollers Laboratory	PC	4	0	0	4	2
21.	CS8581	Networks Laboratory	PC	4	0	0	4	2
22.	IT8511	Web Technology Laboratory	PC	4	0	0	4	2
23.	IT8601	Computational Intelligence	PC	3	3	0	0	3
24.	CS8592	Object Oriented Analysis and Design	PC	3	3	0	0	3
25.	IT8602	Mobile Communication	PC	3	3	0	0	3
26.	CS8091	Big Data Analytics	PC	3	3	0	0	3
27.	CS8092	Computer Graphics and Multimedia	PC	3	3	0	0	3
28.	CS8662	Mobile Application Development Laboratory	PC	4	0	0	4	2

29.	CS8582	Object Oriented Analysis and Design Laboratory	PC	4	0	0	4	2
30.	CS8792	Cryptography and Network Security	PC	3	3	0	0	3
31.	CS8791	Cloud Computing	PC	3	3	0	0	3
32.	IT8711	FOSS and Cloud Computing Laboratory	PC	4	0	0	4	2
33.	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.	IT8076	Software Testing	PE	3	3	0	0	3
2.	CS8077	Graph Theory and Applications	PE	3	3	0	0	3
3.	IT8071	Digital Signal Processing	PE	3	3	0	0	3
4.	IT8001	Information Storage and Management	PE	3	3	0	0	3
5.	CS8072	Agile Methodologies	PE	3	3	0	0	3
6.	IT8072	Embedded Systems	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.	IT8002	Web Development Frameworks	PE	3	3	0	0	3
2.	CS8082	Machine Learning Techniques	PE	3	3	0	0	3
3.	IT8003	Formal Languages and Automata Theory	PE	3	3	0	0	3
4.	CS8081	Internet of Things	PE	3	3	0	0	3
5.	IT8075	Software Project Management	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.	CS8079	Human Computer Interaction	PE	3	3	0	0	3
2.	CS8073	C# and .Net Programming	PE	3	3	0	0	3
3.	CS8088	Wireless Adhoc and Sensor Networks	PE	3	3	0	0	3
4.	GE8072	Foundation Skills in Integrated Product Development	PE	3	3	0	0	3
5.	CS8071	Advanced Topics on Databases	PE	3	3	0	0	3
6.	GE8074	Human Rights	PE	3	3	0	0	3
7.	GE8071	Disaster Management	PE	3	3	0	0	3

**SEMESTER VIII
ELECTIVE - IV**

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	CS8085	Social Network Analysis	PE	3	3	0	0	3
2.	CS8086	Soft Computing	PE	3	3	0	0	3
3.	CS8074	Cyber Forensics	PE	3	3	0	0	3
4.	IT8073	Information Security	PE	3	3	0	0	3
5.	EC8093	Digital Image Processing	PE	3	3	0	0	3
6.	IT8004	Network Management	PE	3	3	0	0	3
7.	GE8076	Professional Ethics in Engineering	PE	3	3	0	0	3

**SEMESTER VIII
ELECTIVE - V**

Sl.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.	CS8084	Natural Language Processing	PE	3	3	0	0	3
4.	IT8077	Speech Processing	PE	3	3	0	0	3
5.	IT8078	Web Design and Management	PE	3	3	0	0	3
6.	IT8005	Electronic Commerce	PE	3	3	0	0	3
7.	GE8073	Fundamentals of Nano Science	PE	3	3	0	0	3

***Professional Electives are grouped according to elective number as was done previously.**

EMPLOYABILITY ENHANCEMENT COURSES (EEC)

Sl.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.	IT8611	Mini Project	EEC	2	0	0	2	1
4.	IT8811	Project Work	EEC	20	0	0	20	10

SUMMARY

S.NO.	SUBJECT AREA	CREDITS AS PER SEMESTER								CREDITS TOTAL	Percentage
		I	II	III	IV	V	VI	VII	VIII		
1.	HS	4	4		3			3		14	8.6%
2.	BS	12	7	4	4	4				31	16.84%
3.	ES	9	5	6						20	11.41%
4.	PC		9	13	16	18	19	10		85	45.56%
5.	PE					3	3	6	6	18	8.15%
6.	OE							3		3	3.26%
7.	EEC			1	1		1		10	13	7.0%
	Total	25	25	24	24	25	23	22	16	184	
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**. Cengage Learning, 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 conductions 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:

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

REFERENCES:

- Friedrich Emich, "Engineering Chemistry", Scientific International PVT, LTD, New Delhi, 2014.
- Prasanta Rath, "Engineering Chemistry", Cengage Learning India PVT, LTD, Delhi, 2015.
- 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, immutability, string functions and methods, string module; Lists as arrays. Illustrative programs: square root, gcd, exponentiation, sum an array of numbers, linear search, binary search.

UNIT IV LISTS, TUPLES, DICTIONARIES 9

Lists: list operations, list slices, list methods, list loop, mutability, aliasing, cloning lists, list parameters; Tuples: tuple assignment, tuple as return value; Dictionaries: operations and methods; advanced list processing - list comprehension; Illustrative programs: selection sort, insertion sort, mergesort, histogram.

UNIT V FILES, MODULES, PACKAGES 9

Files and exception: text files, reading and writing files, format operator; command line arguments, errors and exceptions, handling exceptions, modules, packages; Illustrative programs: word count, copy file.

OUTCOMES:

Upon completion of the course, students will be able to

- Develop algorithmic solutions to simple computational problems
- Read, write, execute by hand simple Python programs.
- Structure simple Python programs for solving problems.
- Decompose a Python program into functions.
- Represent compound data using Python lists, tuples, dictionaries.
- Read and write data from/to files in Python Programs.

TOTAL : 45 PERIODS

TEXT BOOKS:

1. Allen B. Downey, ``Think Python: How to Think Like a Computer Scientist'', 2nd edition, Updated for Python 3, Shroff/O'Reilly Publishers, 2016 (<http://greenteapress.com/wp/think-python/>)
2. Guido van Rossum and Fred L. Drake Jr, "An Introduction to Python – Revised and updated for Python 3.2, Network Theory Ltd., 2011.

REFERENCES:

1. John V Guttag, "Introduction to Computation and Programming Using Python", Revised and expanded Edition, MIT Press , 2013
2. Robert Sedgewick, Kevin Wayne, Robert Dondero, "Introduction to Programming in Python: An Inter-disciplinary Approach, Pearson India Education Services Pvt. Ltd., 2016.
3. Timothy A. Budd, "Exploring Python", Mc-Graw Hill Education (India) Private Ltd., 2015.
4. Kenneth A. Lambert, "Fundamentals of Python: First Programs", CENGAGE Learning, 2012.
5. Charles Dierbach, "Introduction to Computer Science using Python: A Computational Problem-Solving Focus, Wiley India Edition, 2013.
6. Paul Gries, Jennifer Campbell and Jason Montojo, "Practical Programming: An Introduction to Computer Science using Python 3", Second edition, Pragmatic Programmers, LLC, 2013.

GE8152

ENGINEERING GRAPHICS

L T P C
2 0 4 4

OBJECTIVES:

- To develop in students, graphic skills for communication of concepts, ideas and design of Engineering products.
- To expose them to existing national standards related to technical drawings.

CONCEPTS AND CONVENTIONS (Not for Examination)

1

Importance of graphics in engineering applications – Use of drafting instruments – BIS conventions and specifications – Size, layout and folding of drawing sheets – Lettering and 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

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.

TOTAL :60 PERIODS

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

TEXTBOOKS:

1. 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 specialisation.

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 Specialization 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:

- Eigenvalues 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.

PH 8252

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.

REFERENCES:

1. Garcia, N. & Damask, A. "Physics for Computer Science Students". Springer-Verlag, 2012.
2. Hanson, G.W. "Fundamentals of Nanoelectronics". Pearson Education, 2009.
3. Rogers, B., Adams, J. & Pennathur, S. "Nanotechnology: Understanding Small Systems". CRC Press, 2014.

BE8255

BASIC ELECTRICAL, ELECTRONICS AND MEASUREMENT ENGINEERING

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

OBJECTIVES:

- To understand the fundamentals of electronic circuit constructions.
- To learn the fundamental laws, theorems of electrical circuits and also to analyse them
- To study the basic principles of electrical machines and their performance
- To study the different energy sources, protective devices and their field applications
- To understand the principles and operation of measuring instruments and transducers

UNIT I ELECTRICAL CIRCUITS ANALYSIS

9

Ohms Law, Kirchhoff's Law-Instantaneous power- series and parallel circuit analysis with resistive, capacitive and inductive network - nodal analysis, mesh analysis- network theorems - Thevenins theorem, Norton theorem, maximum power transfer theorem and superposition theorem, three phase supply-Instantaneous, Reactive and apparent power-star delta conversion.

UNIT II ELECTRICAL MACHINES

9

DC and AC ROTATING MACHINES: Types, Construction, principle, Emf and torque equation, application Speed Control- Basics of Stepper Motor – Brushless DC motors- Transformers-Introduction- types and construction, working principle of Ideal transformer-Emf equation- All day efficiency calculation.

UNIT III UTILIZATION OF ELECTRICAL POWER

9

Renewable energy sources-wind and solar panels. Illumination by lamps- Sodium Vapour, Mercury vapour, Fluorescent tube. Domestic refrigerator and air conditioner-Electric circuit, construction and working principle. Batteries-NiCd, Pb Acid and Li ion-Charge and Discharge Characteristics. Protection-need for earthing, fuses and circuit breakers.Energy Tariff calculation for domestic loads.

UNIT IV ELECTRONIC CIRCUITS

9

PN Junction-VI Characteristics of Diode, zener diode, Transistors configurations - amplifiers. Op amps- Amplifiers, oscillator,rectifiers, differentiator, integrator, ADC, DAC. Multi vibrator using 555 Timer IC . Voltage regulator IC using LM 723,LM 317.

UNIT V ELECTRICAL MEASUREMENT

9

Characteristic of measurement-errors in measurement, torque in indicating instruments- moving coil and moving iron meters, Energy meter and watt meter. Transducers- classification-thermo electric, RTD, Strain gauge, LVDT, LDR and piezoelectric. Oscilloscope-CRO.

TOTAL: 45 PERIODS

OUTCOMES:

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

- Discuss the essentials of electric circuits and analysis.
- Discuss the basic operation of electric machines and transformers
- Introduction of renewable sources and common domestic loads.
- To understand the fundamentals of electronic circuit constructions.
- Introduction to measurement and metering for electric circuits.

TEXT BOOKS:

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

REFERENCES:

1. S.B. Lal Seksena 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.

IT8201

INFORMATION TECHNOLOGY ESSENTIALS

L T P C
3 0 0 3

OBJECTIVES:

- To introduce the concept of Internet, Networks and its working principles.
- To know scripting languages.
- To understand various applications related to Information Technology.

UNIT I WEB ESSENTIALS

9

Creating a Website - Working principle of a Website - Browser fundamentals - Authoring tools - Types of servers: Application Server - Web Server - Database Server

UNIT II SCRIPTING ESSENTIALS

9

Need for Scripting languages - Types of scripting languages - Client side scripting - Server side scripting - PHP - Working principle of PHP - PHP Variables - Constants - Operators – Flow Control and Looping - Arrays - Strings - Functions - File Handling - PHP and MySQL - PHP and HTML - Cookies - Simple PHP scripts

UNIT III NETWORKING ESSENTIALS

9

Fundamental computer network concepts - Types of computer networks - Network layers - TCP/IP model - Wireless Local Area Network - Ethernet - WiFi - Network Routing - Switching - Network components

UNIT IV MOBILE COMMUNICATION ESSENTIALS

9

Cell phone working fundamentals - Cell phone frequencies & channels - Digital cell phone components - Generations of cellular networks - Cell phone network technologies / architecture - Voice calls & SMS

UNIT V APPLICATION ESSENTIALS

9

Creation of simple interactive applications - Simple database applications - Multimedia applications - Design and development of information systems – Personal Information System – Information retrieval system – Social networking applications

TOTAL: 45 PERIODS

OUTCOMES:

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

- Design and deploy web-sites
- Design and deploy simple web-applications
- Create simple database applications
- Develop information system
- Describe the basics of networking and mobile communications

TEXT BOOKS:

1. Robin Nixon, "Learning PHP, MySQL, JavaScript, CSS & HTML5" Third Edition, O'REILLY, 2014.
2. James F. Kurose, "Computer Networking: A Top-Down Approach", Sixth Edition, Pearson, 2012.

REFERENCES:

1. Gottapu Sasibhushana Rao, "Mobile Cellular Communication", Pearson, 2012.
2. R. Kelly Rainer , Casey G. Cegielski , Brad Prince, Introduction to Information Systems, Fifth Edition, Wiley Publication, 2014.
3. it-ebooks.org

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

TOTAL : 45 PERIODS

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.

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 |
| | <ol style="list-style-type: none"> 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 |
| | <ol style="list-style-type: none"> 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 numberSort 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.

IT8211

INFORMATION TECHNOLOGY ESSENTIALS LABORATORY

L T P C
0 0 2 1

OBJECTIVES:

- To write simple scripts for the creation of web sites
 - To create various information technology enabled applications
1. Creation of interactive web sites - Design using HTML and authoring tools
 2. Creation of simple PHP scripts - Dynamism in web sites
 3. Handling multimedia content in web sites
 4. Database applications using PHP and MySQL
 5. Study of computer networking components
 6. Creation of information retrieval system using web, PHP and MySQL
 7. Study of Technologies associated with mobile devices
 8. Creation of Personal Information System

TOTAL: 30 PERIODS

OUTCOMES:

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

- Design interactive websites using basic HTML tags, different styles, links and with all
- Basic control elements.
- Create client side and server side programs using scripts using PHP.
- Design dynamic web sites and handle multimedia components
- Create applications with PHP connected to database.
- Create Personal Information System
- Implement the technologies behind computer networks and mobile communication.

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 SYNCHRONOUS SEQUENTIAL LOGIC 12

Sequential Circuits - Storage Elements: Latches , Flip-Flops - Analysis of Clocked Sequential Circuits - State Reduction and Assignment - Design Procedure - Registers and Counters - HDL Models of Sequential Circuits.

UNIT IV ASYNCHRONOUS SEQUENTIAL LOGIC 12

Analysis and Design of Asynchronous Sequential Circuits – Reduction of State and Flow Tables – Race-free State Assignment – Hazards.

UNIT V MEMORY AND PROGRAMMABLE LOGIC 12

RAM – Memory Decoding – Error Detection and Correction - ROM - Programmable Logic Array – Programmable Array Logic – Sequential Programmable Devices.

TOTAL : 60 PERIODS

OUTCOMES:

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

- Simplify Boolean functions using KMap
- Design and Analyze Combinational and Sequential Circuits
- Implement designs using Programmable Logic Devices
- Write HDL code for combinational and Sequential Circuits

TEXT BOOK:

1. M. Morris R. Mano, Michael D. Ciletti, “Digital Design: With an Introduction to the Verilog HDL, VHDL, and SystemVerilog”, 6th Edition, Pearson Education, 2017.

REFERENCES

1. G. K. Kharate, Digital Electronics, Oxford University Press, 2010
2. John F. Wakerly, Digital Design Principles and Practices, Fifth Edition, Pearson Education, 2017.
3. Charles H. Roth Jr, Larry L. Kinney, Fundamentals of Logic Design, Sixth Edition, CENGAGE Learning, 2013
4. Donald D. Givone, Digital Principles and Designll, Tata Mc Graw Hill, 2003.

CS8391

DATA STRUCTURES

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

OBJECTIVES:

- To understand the concepts of ADTs
- To Learn linear data structures – lists, stacks, and queues
- To understand sorting, searching and hashing algorithms
- To apply Tree and Graph structures

UNIT I	LINEAR DATA STRUCTURES – LIST	9
Abstract Data Types (ADTs) – List ADT – array-based implementation – linked list implementation – singly linked lists- circularly linked lists- doubly-linked lists – applications of lists –Polynomial Manipulation – All operations (Insertion, Deletion, Merge, Traversal).		
UNIT II	LINEAR DATA STRUCTURES – STACKS, QUEUES	9
Stack ADT – Operations - Applications - Evaluating arithmetic expressions- Conversion of Infix to postfix expression - Queue ADT – Operations - Circular Queue – Priority Queue - deQueue – applications of queues.		
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

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, ArrayLists - 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.

EC8394

ANALOG AND DIGITAL COMMUNICATION

L T P C
3 0 0 3

OBJECTIVES:

The student should be made to:

- Understand analog and digital communication techniques.
- Learn data and pulse communication techniques.
- Be familiarized with source and Error control coding.
- Gain knowledge on multi-user radio communication.

UNIT I ANALOG COMMUNICATION

9

Introduction to Communication Systems - Modulation – Types - Need for Modulation. Theory of Amplitude Modulation - Evolution and Description of SSB Techniques - Theory of Frequency and Phase Modulation – Comparison of Analog Communication Systems (AM – FM – PM).

UNIT II PULSE AND DATA COMMUNICATION

9

Pulse Communication: Pulse Amplitude Modulation (PAM) – Pulse Time Modulation (PTM) – Pulse code Modulation (PCM) - Comparison of various Pulse Communication System (PAM – PTM – PCM).

Data Communication: History of Data Communication - Standards Organizations for Data Communication- Data Communication Circuits - Data Communication Codes - Data communication Hardware - serial and parallel interfaces.

UNIT III DIGITAL COMMUNICATION

9

Amplitude Shift Keying (ASK) – Frequency Shift Keying (FSK)–Phase Shift Keying (PSK) – BPSK – QPSK – Quadrature Amplitude Modulation (QAM) – 8 QAM – 16 QAM – Bandwidth Efficiency– Comparison of various Digital Communication System (ASK – FSK – PSK – QAM).

UNIT IV SOURCE AND ERROR CONTROL CODING

9

Entropy, Source encoding theorem, Shannon fano coding, Huffman coding, mutual information, channel capacity, Error Control Coding, linear block codes, cyclic codes - ARQ Techniques.

UNIT V MULTI-USER RADIO COMMUNICATION

9

Global System for Mobile Communications (GSM) - Code division multiple access (CDMA) – Cellular Concept and Frequency Reuse - Channel Assignment and Handover Techniques - Overview of Multiple Access Schemes - Satellite Communication - Bluetooth.

TOTAL: 45 PERIODS

OUTCOMES:

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

- Apply analog and digital communication techniques.
- Use data and pulse communication techniques.
- Analyze Source and Error control coding.
- Utilize multi-user radio communication.

TEXT BOOK:

1. Wayne Tomasi, "Advanced Electronic Communication Systems", 6th Edition, Pearson Education, 2009.

REFERENCES:

1. Simon Haykin, "Communication Systems", 4th Edition, John Wiley & Sons, 2004
2. Rappaport T.S, "Wireless Communications: Principles and Practice", 2nd Edition, Pearson Education, 2007
3. H.Taub, D L Schilling and G Saha, "Principles of Communication", 3rd Edition, Pearson Education, 2007.
4. B. P.Lathi, "Modern Analog and Digital Communication Systems", 3rd Edition, Oxford University Press, 2007.
5. Blake, "Electronic Communication Systems", Thomson Delmar Publications, 2002.
6. Martin S.Roden, "Analog and Digital Communication System", 3rd Edition, Prentice Hall of India, 2002.
7. B.Sklar, "Digital Communication Fundamentals and Applications" 2nd Edition 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 Array List. 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.

HS8381	INTERPERSONAL SKILLS/LISTENING&SPEAKING	L	T	P	C
		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

MA8391

PROBABILITY AND STATISTICS

L	T	P	C
4	0	0	4

OBJECTIVES:

- This course aims at providing the required skill to apply the statistical tools in engineering problems.
- To introduce the basic concepts of probability and random variables.
- To introduce the basic concepts of two dimensional random variables.
- To acquaint the knowledge of testing of hypothesis for small and large samples which plays an important role in real life problems.
- To introduce the basic concepts of classifications of design of experiments which plays very important roles in the field of agriculture and statistical quality control.

UNIT I PROBABILITY AND RANDOM VARIABLES

12

Probability – The 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 TESTING OF HYPOTHESIS

12

Sampling distributions - Estimation of parameters - Statistical hypothesis - Large sample tests based on Normal distribution for single mean and difference of means -Tests based on t, Chi-square and F distributions for mean, variance and proportion - Contingency table (test for independent) - Goodness of fit.

UNIT IV DESIGN OF EXPERIMENTS

12

One way and Two way classifications - Completely randomized design – Randomized block design – Latin square design - 2^2 factorial design.

UNIT V STATISTICAL QUALITY CONTROL

12

Control charts for measurements (X and R charts) – Control charts for attributes (p, c and np charts) – Tolerance limits - Acceptance sampling.

TOTAL : 60 PERIODS

OUTCOMES:

Upon successful completion of the course, students will 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 testing of hypothesis for small and large samples in real life problems.
- Apply the basic concepts of classifications of design of experiments in the field of agriculture and statistical quality control.
- Have the notion of sampling distributions and statistical techniques used in engineering and management problems.

TEXT BOOKS:

1. Johnson, R.A., Miller, I and Freund J., "Miller and Freund's Probability and Statistics for Engineers", Pearson Education, Asia, 8th Edition, 2015.
2. Milton. J. S. and Arnold. J.C., "Introduction to Probability and Statistics", Tata McGraw Hill, 4th Edition, 2007.

REFERENCES:

1. Devore. J.L., "Probability and Statistics for Engineering and the Sciences", Cengage Learning, New Delhi, 8th Edition, 2014.
2. Papoulis, A. and Unnikrishnapillai, S., "Probability, Random Variables and Stochastic Processes", McGraw Hill Education India, 4th Edition, New Delhi, 2010.
3. Ross, S.M., "Introduction to Probability and Statistics for Engineers and Scientists", 3rd Edition, Elsevier, 2004.
4. Spiegel. M.R., Schiller. J. and Srinivasan, R.A., "Schaum's Outline of Theory and Problems of Probability and Statistics", Tata McGraw Hill Edition, 2004.
5. Walpole. R.E., Myers. R.H., Myers. S.L. and Ye. K., "Probability and Statistics for Engineers and Scientists", Pearson Education, Asia, 8th Edition, 2007.

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, 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.

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, 2015.
4. <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", Mc Graw 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.

GE8291

ENVIRONMENTAL SCIENCE AND ENGINEERING

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

OBJECTIVES:

- To the study of nature and the facts about environment.
- To find and implement 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
<p>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 – Bio geographical 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.</p> <p>Field Study of Common Plants, Insects, Birds</p> <p>Field Study of Simple Ecosystems – Pond, River, Hill Slopes, etc.</p>		
UNIT II	ENVIRONMENTAL POLLUTION	8
<p>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 – Soil 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.</p> <p>Field Study of Local Polluted Site – Urban / Rural / Industrial / Agricultural.</p>		
UNIT III	NATURAL RESOURCES	10
<p>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.</p> <p>Field Study of Local Area to Document Environmental Assets – River / Forest / Grassland / Hill / Mountain.</p>		
UNIT IV	SOCIAL ISSUES AND THE ENVIRONMENT	7
<p>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.</p>		

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:

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

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 environment at infant stage.
- Ignorance and incomplete knowledge has lead to misconceptions.
- Development and improvement in standard of living has lead to serious environmental disasters.

TEXT BOOKS:

1. Gilbert M. Masters, "Introduction to Environmental Engineering and Science", Second Edition, Pearson Education 2004.
2. Benny Joseph, "Environmental Science and Engineering", Tata McGraw-Hill, 2006.

REFERENCES:

1. R.K. Trivedi, "Handbook of Environmental Laws, Rules, Guidelines, Compliances and Standards", Vol. I and II, Enviro Media.
2. Cunningham, W.P. Cooper, T.H. Gorhani, 'Environmental Encyclopedia', Jaico Publishing, 2001.
3. Dharmendra S. Sengar, "Environmental law", Prentice Hall, 2007.
4. Rajagopalan.R, "Environmental Studies-From Crisis to Cure", Oxford University Press 2005.

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 Llss. **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

IT8501

WEB TECHNOLOGY

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand about client-server communication and protocols used during communication.
- To design interactive web pages using Scripting languages.
- To learn server side programming using servlets and JSP.
- To develop web pages using XML/XSLT.

UNIT I **WEB SITE BASICS AND HTML**

9

Web Essentials: Clients, Servers, and Communication. The Internet-Basic Internet Protocols -The World Wide Web-HTTP request message-response message-Web Clients Web Servers. Markup Languages: XHTML. An Introduction to HTML History-Versions-Basic XHTML Syntax and Semantics-Some Fundamental HTML Elements-Relative URLs-Lists-tables-Frames-Forms-HTML 5.0.

UNIT II **CSS AND CLIENT SIDE SCRIPTING**

9

Style Sheets: CSS-Introduction to Cascading Style Sheets-Features-Core Syntax-Style Sheets and HTML- Style Rule Cascading and Inheritance-Text Properties-Box Model Normal Flow Box Layout-Beyond the Normal Flow-CSS3.0. Client-Side Programming: The JavaScript Language-History and Versions Introduction JavaScript in Perspective-Syntax-Variables and Data Types-Statements-Operators-Literals-Functions-Objects-Arrays-Built-in Objects-JavaScript Debuggers.

UNIT III **SERVER SIDE SCRIPTING**

9

Host Objects: Browsers and the DOM-Introduction to the Document Object Model DOM History and Levels-Intrinsic Event Handling-Modifying Element Style-The Document Tree-DOM Event Handling-Accommodating Noncompliant Browsers Properties of window. Server-Side Programming: Java Servlets- Architecture -Overview-A Servlet-Generating Dynamic Content-Life Cycle- Parameter Data-Sessions-Cookies-URL Rewriting-Other Capabilities-Data Storage Servlets and Concurrency-Databases and Java Servlets.

UNIT IV **JSP AND XML**

9

Separating Programming and Presentation: JSP Technology Introduction-JSP and Servlets-Running JSP Applications Basic JSP-JavaBeans Classes and JSP-Tag Libraries and Files-Support for the Model-View-Controller Paradigm- Databases and JSP. Representing Web Data: XML-Documents and Vocabularies-Versions and Declaration-Namespaces- DOM based XML processing Event-oriented Parsing: SAX-Transforming XML Documents-Selecting XML Data: XPATH-Template based Transformations: XSLT-Displaying XML Documents in Browsers.

UNIT V **AJAX AND WEB SERVICES**

9

AJAX: Ajax Client Server Architecture-XML Http Request Object-Call Back Methods. Web Services: JAX-RPC-Concepts-Writing a Java Web Service-Writing a Java Web Service Client-Describing Web Services: WSDL- Representing Data Types: XML Schema-Communicating Object Data: SOAP Related Technologies-Software Installation-Storing Java Objects as Files.

TOTAL 45 PERIODS

OUTCOMES:

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

- Design simple web pages using markup languages like HTML and XHTML.
- Create dynamic web pages using DHTML and java script that is easy to navigate and use.
- Program server side web pages that have to process request from client side web pages.
- Represent web data using XML and develop web pages using JSP.
- Understand various web services and how these web services interact.

TEXT BOOK:

1. Jeffrey C. Jackson, "Web Technologies--A Computer Science Perspective", Pearson Education, 2006.

REFERENCES

1. Robert. W. Sebesta, "Programming the World Wide Web", Fourth Edition, Pearson Education, 2007 .
2. Deitel, Deitel, Goldberg, "Internet & World Wide Web How To Program", Third Edition, Pearson Education, 2006.
3. Marty Hall and Larry Brown, "Core Web Programming" Second Edition, Volume I and II, Pearson Education, 2001.
4. Bates, "Developing Web Applications", Wiley, 2006

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/>.

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

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:

- | | |
|--|----|
| 2. C / C++ / Java / Python / Equivalent Compiler | 30 |
| 3. Network simulator like NS2/Glomosim/OPNET/ Packet Tracer / Equivalent | |

IT8511

WEB TECHNOLOGY LABORATORY

L	T	P	C
0	0	4	2

OBJECTIVES:

- To design interactive web pages using Scripting languages.
- To learn server side programming using servlets and JSP.
- To develop web pages using XML/XSLT.

LIST OF EXPERIMENTS

1. Create a web page with the following using HTML.
 - i) To embed an image map in a web page.
 - ii) To fix the hot spots.
 - iii) Show all the related information when the hot spots are clicked
2. Create a web page with all types of Cascading style sheets.
3. Client Side Scripts for Validating Web Form Controls using DHTML.

4. Installation of Apache Tomcat web server.
5. Write programs in Java using Servlets:
To invoke servlets from HTML forms.
Session Tracking.
6. Write programs in Java to create three-tier applications using JSP and Databases
 - 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.
7. Programs using XML – Schema – XSLT/XSL.
8. Programs using DOM and SAX parsers.
9. Programs using AJAX.
10. Consider a case where we have two web Services- an airline service and a travel agent and the travel agent is searching for an airline. Implement this scenario using Web Services and Data base.

TOTAL: 60PERIODS

OUTCOMES:

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

- Design simple web pages using markup languages like HTML and XHTML.
- Create dynamic web pages using DHTML and java script that is easy to navigate and use.
- Program server side web pages that have to process request from client side web pages.
- Represent web data using XML and develop web pages using JSP.
- Understand various web services and how these web services interact.

SOFTWARE REQUIRED:

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

IT8601

COMPUTATIONAL INTELLIGENCE

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

OBJECTIVES:

- To provide a strong foundation on fundamental concepts in Computational Intelligence.
- To enable Problem-solving through various searching techniques.
- To apply these techniques in applications which involve perception, reasoning and learning.
- To apply Computational Intelligence techniques for information retrieval
- To apply Computational Intelligence techniques primarily for machine learning.

UNIT I INTRODUCTION

9

Introduction to Artificial Intelligence-Search-Heuristic Search-A* algorithm-Game Playing- Alpha-Beta Pruning-Expert systems-Inference-Rules-Forward Chaining and Backward Chaining- Genetic Algorithms.

UNIT II KNOWLEDGE REPRESENTATION AND REASONING

9

Proposition Logic - First Order Predicate Logic – 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 - Prolog Programming.

UNIT III **UNCERTAINTY**

9

Non monotonic reasoning-Fuzzy Logic-Fuzzy rules-fuzzy inference-Temporal Logic-Temporal Reasoning-Neural Networks-Neuro-fuzzy Inference.

UNIT IV **LEARNING**

9

Probability basics - Bayes Rule and its Applications - Bayesian Networks – Exact and Approximate Inference in Bayesian Networks - Hidden Markov Models - Forms of Learning - Supervised Learning - Learning Decision Trees – Regression and Classification with Linear Models - Artificial Neural Networks – Nonparametric Models - Support Vector Machines - Statistical Learning - Learning with Complete Data - Learning with Hidden Variables- The EM Algorithm – Reinforcement Learning

UNIT V **INTELLIGENCE AND APPLICATIONS**

9

Natural language processing-Morphological Analysis-Syntax analysis-Semantic Analysis-All applications – Language Models - Information Retrieval – Information Extraction - Machine Translation – Machine Learning - Symbol-Based – Machine Learning: Connectionist – Machine Learning.

TOTAL: 45 PERIODS

OUTCOMES:

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

- Provide a basic exposition to the goals and methods of Computational Intelligence.
- Study of the design of intelligent computational techniques.
- Apply the Intelligent techniques for problem solving
- Improve problem solving skills using the acquired knowledge in the areas of, reasoning, natural language understanding, computer vision, automatic programming and machine learning.

TEXT BOOKS:

1. Stuart Russell, Peter Norvig, “Artificial Intelligence: A Modern Approach”, Third Edition, Pearson Education / Prentice Hall of India, 2010.
2. Elaine Rich and Kevin Knight, “Artificial Intelligence”, Third Edition, Tata McGraw-Hill, 2010.

REFERENCES:

1. Patrick H. Winston. "Artificial Intelligence", Third edition, Pearson Edition, 2006.
2. Dan W. Patterson, “Introduction to Artificial Intelligence and Expert Systems”, PHI, 2006.
3. Nils J. Nilsson, “Artificial Intelligence: A new Synthesis”, Harcourt Asia Pvt. Ltd., 2000.

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, a n d 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.

IT8602

MOBILE COMMUNICATION

L	T	P	C
3	0	0	3

OBJECTIVES:

The student should be made to:

- Understand the basic concepts of mobile computing
- Understand Wireless LAN, Bluetooth and WiFi Technologies
- Be familiar with the network protocol stack
- Learn the basics of mobile telecommunication system
- Be exposed to Ad-Hoc networks

UNIT I INTRODUCTION

9

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

UNIT II MOBILE TELECOMMUNICATION SYSTEM

9

GSM – Architecture – Protocols – Connection Establishment – Frequency Allocation – Routing – Mobility Management – Security –GPRS- UMTS- Architecture

UNIT III WIRELESS NETWORKS

9

Wireless LANs and PANs – IEEE 802.11 Standard – Architecture – Services – Blue Tooth- Wi-Fi – WiMAX

UNIT IV MOBILE NETWORK LAYER

9

Mobile IP – DHCP – AdHoc– Proactive and Reactive Routing Protocols – Multicast Routing- Vehicular Ad Hoc networks (VANET) –MANET Vs VANET – Security

UNIT V MOBILE TRANSPORT AND APPLICATION LAYER

9

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

TOTAL:45 PERIODS

OUTCOMES:

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

- Explain the basics of mobile telecommunication system
- Illustrate the generations of telecommunication systems in wireless network
- Understand the architecture of Wireless LAN technologies
- Determine the functionality of network layer and Identify a routing protocol for a given Ad hoc networks
- Explain the functionality of Transport and Application layer

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, Tata Mc Graw Hill Edition, 2006.
4. C.K.Toth, "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 Dev Center : <http://developer.windowsphone.com>
8. BlackBerry Developer : <http://developer.blackberry.com>

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.

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, Vandom, 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, Kelvin Sung, 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/>

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 EQUIPMENTS 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.

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

MG8591

PRINCIPLES OF MANAGEMENT

L T 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 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. Forouzan, 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.

IT8711

FOSS AND CLOUD COMPUTING LABORATORY

L T P C
0 0 4 2

OBJECTIVES:

- To learn and develop applications using gcc and make
- To learn and use version control systems
- 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
- Use gcc to compile c-programs. Split the programs to different modules and create an application using make command.
- Use version control systems command to clone, commit, push, fetch, pull, checkout, reset, and delete repositories.
- Install Virtualbox/VMware Workstation with different flavours of linux or windows OS on top of windows7 or 8.
- Install a C compiler in the virtual machine created using virtual box and execute Simple Programs
- Install Google App Engine. Create *hello world* app and other simple web applications using python/java.
- Use GAE launcher to launch the web applications.
- Simulate a cloud scenario using CloudSim and run a scheduling algorithm that is not present in CloudSim.
- Find a procedure to transfer the files from one virtual machine to another virtual machine.
- Find a procedure to launch virtual machine using trystack (Online Openstack Demo Version)
- 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
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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) Caesar 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.

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 Gopalaswamy Ramesh, "Software Testing – Principles and Practices", Pearson Education, 2006.
2. Ron Patton, "Software Testing", Second Edition, Sams Publishing, Pearson Education, 2007.

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.

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.

9

UNIT V

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 BR) 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 BR) 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. Schaffer 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.

IT8001

INFORMATION STORAGE AND MANAGEMENT

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the basic components of Storage System Environment.
- To understand the Storage Area Network Characteristics and Components.
- To examine emerging technologies including IP-SAN.
- To describe the different backup and recovery topologies and their role in providing disaster recovery and business continuity capabilities.
- To understand the local and remote replication technologies.

UNIT I STORAGE SYSTEMS

9

Introduction to Information Storage and Management: Information Storage, Evolution of Storage Technology and Architecture, Data Center Infrastructure, Key Challenges in Managing Information, Information Lifecycle. **Storage System Environment:** Components of the Host. **RAID:** Implementation of RAID, RAID Array Components, RAID Levels, RAID Comparison, RAID Impact on Disk Performance, Hot Spares. **Intelligent Storage System:** Components, Intelligent Storage Array.

UNIT II STORAGE NETWORKING TECHNOLOGIES 9

Direct-Attached Storage and Introduction to SCSI: Types of DAS, DAS Benefits and Limitations, Disk Drive Interfaces, Introduction to Parallel SCSI, SCSI Command Model. **Storage Area Networks:** Fiber Channel, SAN Evolution, SAN Components, Fiber Channel Connectivity, Fiber Channel Ports, Fiber Channel Architecture, Zoning, Fiber Channel Login Types, Fiber Channel Topologies. **Network Attached Storage:** Benefits of NAS, NAS File I/Components of NAS, NAS Implementations, NAS-Implementations, NAS File Sharing Protocols, NAS I/O Operations.

UNIT III ADVANCED STORAGE NETWORKING AND VIRTUALIZATION 9

IP SAN: iSCSI, FCIP. **Content-Addressed Storage:** Fixed Content and Archives, Types of Archives, Features and Benefits of CAS, CAS Architecture, Object Storage and Retrieval in CAS, CAS Examples. **Storage Virtualization:** Forms of Virtualization, NIA Storage Virtualization Taxonomy, Storage Virtualization Configurations, Storage Virtualization Challenges, Types of Storage Virtualization.

UNIT IV BUSINESS CONTINUITY 9

Introduction to Business Continuity: Information Availability, BC Terminology, BC Planning Lifecycle, Failure Analysis, Business Impact Analysis, BC Technology Solutions. **Backup and Recovery:** Backup Purpose, Considerations, Granularity, Recovery Considerations, Backup Methods and Process, Backup and Restore Operations, Backup Topologies, Backup in NAS Environments, Backup Technologies.

UNIT V REPLICATION 9

Local Replication: Source and Target, Uses of Local Replicas, Data Consistency, Local Replication Technologies, Restore and Restart Considerations, Creating Multiple Replicas, Management Interface. **Remote Replication:** Modes of Remote Replication and its Technologies, Network Infrastructure.

TOTAL : 45 PERIODS

OUTCOMES:

On Successful completion of the course ,Students will be able to

- Understand the logical and physical components of a Storage infrastructure.
- Evaluate storage architectures, including storage subsystems, DAS, SAN, NAS, and CAS.
- Understand the various forms and types of Storage Virtualization.
- Describe the different role in providing disaster recovery and business continuity capabilities.
- Distinguish different remote replication technologies.

TEXT BOOK:

1. EMC Corporation, Information Storage and Management, Wiley, India.

REFERENCES:

1. Robert Spalding, "Storage Networks: The Complete Reference ", Tata McGraw Hill, Osborne, 2003.
2. Marc Farley, "Building Storage Networks", Tata McGraw Hill, Osborne, 2001.
3. Meeta Gupta, Storage Area Networks Fundamentals, Pearson Education Limited, 2002.

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.

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", 2nd 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.

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.

IT8002

WEB DEVELOPMENT FRAMEWORKS

L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

- Understand the fundamentals of web framework
- Know the concept of Java web framework
- Learn the technologies of Python web framework
- Be exposed to the concepts of Web framework
- Be familiar with Web framework

UNIT I FUNDAMENTALS OF WEB FRAMEWORK

9

Web framework-History-Types of framework architectures-Model-view-controller (MVC)-Three-tier organization-Introduction to frameworks-Framework applications -General-purpose website frameworks-Server-side-Client-side-Features

UNIT II JAVA WEB FRAMEWORK

9

Java Web Frameworks-Struts-The Struts Framework- The Struts Tag Libraries- - Struts Configuration Files- Applying Struts-

UNIT III STRUTS 2

9

Struts and Agile Development -Basic Configuration.-Actions and Action Support.-Results and Result Types.-OGNL, the Value Stack, and Custom Tags-Form Tags-Form Validation and Type Conversion-Exceptions and Logging-Getting Started with JavaScript-Advanced JavaScript, the DOM, and CSS-Themes and Templates-Rich Internet Applications.

UNIT IV PYTHON WEB FRAMEWORKS

9

Introduction to Python Frameworks-Web 2.0, Python, and Frameworks-The Role of AJAX in Web 2.0-Web 2.0 with Traditional Python-Introducing the Frameworks-Web Application Frameworks-MVC in Web Application Frameworks-Common Web Application Framework Capabilities

UNIT V TURBOGears WEB FRAMEWORK

9

Introduction to TurboGears-TurboGears History-Main TurboGears Components-Alternate Components-MVC Architecture in TurboGears-Creating an Example Application-The Controller and View-Introduction to Django-Django History-Django Components-Alternate Components-MVC Architecture in Django-Creating an Example Application

TOTAL : 45 PERIODS

OUTCOMES:

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

- Analyze the fundamentals of web framework
- Use the concept of Java web framework
- Implement the concept using Struts framework
- Apply the concept of python web framework to the problem solutions.
- Critically analyze the various Web frameworks.

TEXT BOOKS:

1. James Holmes," Struts The Complete Reference", 2nd Edition, Mc.Graw Hill Professional 2006
2. Donald Brown, Chad Michael Davis, Scott Stanlick ,"Struts 2 In Action" Dreamtech press 2008
3. Dana Moore, Raymond Budd, William Wright, "Professional Python Frameworks Web 2.0 John wiley & sons, 2008
4. Programming with Django and TurboGears", Wiley Publishing
5. Carlos De La Guardia,"Python Web Frameworks", O'Reilly

REFERENCES:

1. Sue Spielman ,"The Struts Framework 1: A Practical guide for Java Programmers", 1st Edition. Elsevier 2002
2. Adrian Holovaty ,Jacob Kaplan-Moss, "The Definitive Guide to Django: Web Development Done Right", Apress, 2009
3. Mark Ramm,"Rapid Web applications with TurboGears", Prentice Hall.2009

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 learn the new approaches 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 Bases 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
- Apply specific supervised or unsupervised machine learning algorithm for a particular problem
- Analyse and suggest the appropriate machine learning approach for the various types of problem
- Design and make modifications to existing machine learning algorithms to suit an individual application
- Provide useful case studies on the advanced machine learning algorithms

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.

OBJECTIVES:

- To understand a finite automata for a given language.
- To understand the relation between grammar and language
- To understand the basic principles of working of a compiler
- To study about the type checking procedure during the compilation
- To understand the storage structure of the running program

UNIT I AUTOMATA
9

Introduction to formal proof – Additional forms of proof – Inductive proofs –Finite Automata (FA) – Deterministic Finite Automata (DFA) – Non-deterministic Finite Automata (NFA) – Finite Automata with Epsilon transitions- Equivalence and minimization of Automata.

UNIT II CONTEXT FREE GRAMMARS AND LANGUAGES
9

Context-Free Grammar (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- Normal forms for CFG – Pumping Lemma for CFL – Closure Properties of CFL – Turing Machines – Programming Techniques for TM.

UNIT III BASICS OF COMPILATION
9

Compilers – Analysis of source program – Phases of a compiler – Grouping of phases – Compiler construction tools – Lexical Analyzer : Token Specification – Token Recognition – A language for Specifying lexical analyzer – Top down parser : Table implementation of Predictive Parser – Bottom up Parser : SLR(1) Parser – Parser generators.

UNIT IV TYPE CHECKING AND RUNTIME ENVIRONMENTS
9

Syntax directed definitions – Construction of syntax trees – Type systems – Specification of a simple type checker- Equivalence of type expressions – Type conversions – Attribute grammar for a simple type checking system – Runtime Environments: Source language issues – Storage organization – Storage allocation strategies – Parameter passing.

UNIT V CODE GENERATION AND OPTIMIZATION
9

Issues in the design of a code generator - The target machine - Run-time storage management - Basic blocks and flow graphs - Next-use information - A simple code generator - Register allocation and assignment - The dag representation of basic blocks - Generating code from DAG – Dynamic programming code generation algorithm – Code generator generators - Code optimization.

TOTAL: 45 PERIODS
OUTCOMES:

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

- Design a finite automaton for a specific language.
- Design a Turing machine.
- Select appropriate grammar for the implementation of compiler phases
- Design a lexical analyzer
- Design a simple parser
- Design and implement techniques used for optimization by a compiler.
- Write a very simple code generator

TEXT BOOKS:

1. J.E. Hopcroft, R. Motwani and J.D. Ullman, "Introduction to Automata Theory, Languages and Computations", Second Edition, Pearson Education, 2007.
2. Alfred V. Aho, Monica S.Lam, Ravi Sethi, Jeffrey D.Ullman, "Compilers :Principles, Techniques and Tools", Second Edition, Pearson Education,2008.

REFERENCES:

1. J.Martin, "Introduction to Languages and the Theory of computation" Third Edition, Tata Mc Graw Hill, 2007
2. Randy Allen, Ken Kennedy, "Optimizing Compilers for Modern Architectures: A Dependence-based Approach", Morgan Kaufmann Publishers, 2002.
3. Steven S. Muchnick, "Advanced Compiler Design and Implementation", Morgan Kaufmann Publishers - Elsevier Science, India, Indian Reprint 2003.
4. Muneeswaran. K, "Compiler Design", Oxford University Press, 2012

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 Raspberry 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 Madisetti, "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" ller, Vlasios Tsiatsis, Catherine Mulligan, Stamatias, 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

IT8075

SOFTWARE PROJECT MANAGEMENT

L	T	P	C
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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. Gopalaswamy Ramesh, “Managing Global Software Projects” – McGraw Hill Education (India), Fourteenth Reprint 2013.

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-Reliable Messaging - 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

OUTCOMES:

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

TEXT BOOK:

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

REFERENCES:

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

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
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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 - PNRP - 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. Waltenegus 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.

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 products and services
- To conceptualize, prototype and develop product management plan for a new product based on the type of the new product and development methodology integrating the hardware, software, controls, electronics and mechanical systems
- To understand requirement engineering and know how to collect, analyze and arrive at requirements for new product development and convert them in to design specification
- To understand system modeling for system, sub-system and their interfaces and arrive at the optimum system specification and characteristics
- To develop documentation, test specifications and coordinate with various teams to validate and sustain up to the EoL (End of Life) support activities for engineering customer

UNIT I FUNDAMENTALS OF PRODUCT DEVELOPMENT 9

Global Trends Analysis and Product decision - Social Trends - Technical Trends-
Economical Trends - Environmental Trends - Political/Policy Trends - **Introduction to
Product Development Methodologies and Management** - Overview of Products and
Services - Types of Product Development - Overview of Product Development methodologies
- Product Life Cycle – Product Development Planning and Management.

UNIT II REQUIREMENTS AND SYSTEM DESIGN 9

Requirement Engineering - Types of Requirements - Requirement Engineering -
traceability Matrix and Analysis - Requirement Management - **System Design & Modeling** -
Introduction to System Modeling - System Optimization - System Specification - Sub-System
Design - Interface Design.

UNIT III DESIGN AND TESTING 9

Conceptualization - Industrial Design and User Interface Design - Introduction to Concept
generation Techniques – **Challenges in Integration of Engineering Disciplines** - Concept
Screening & Evaluation - **Detailed Design** - Component Design and Verification –
Mechanical, Electronics and Software Subsystems - High Level Design/Low Level Design
of S/W Program - Types of Prototypes, S/W Testing- Hardware Schematic, Component
design, Layout and Hardware Testing – **Prototyping** - Introduction to Rapid Prototyping and
Rapid Manufacturing - **System Integration, Testing, Certification and Documentation**

UNIT IV SUSTENANCE ENGINEERING AND END-OF-LIFE (EOL) SUPPORT 9

Introduction to Product verification processes and stages - Introduction to Product Validation
processes and stages - Product Testing Standards and Certification - Product Documentation
- **Sustenance** -Maintenance and Repair – Enhancements - **Product EoL** - Obsolescence
Management – Configuration Management - EoL Disposal

UNIT V BUSINESS DYNAMICS – ENGINEERING SERVICES INDUSTRY 9

The Industry - Engineering Services Industry - Product Development in Industry versus
Academia –**The IPD Essentials** - Introduction to Vertical Specific Product Development
processes -Manufacturing/Purchase and Assembly of Systems - Integration of Mechanical,
Embedded and Software Systems – Product Development Trade-offs - Intellectual Property
Rights and Confidentiality – Security and Configuration Management.

TOTAL: 45 PERIODS

OUTCOMES:

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

- Define, formulate and analyze a problem
- Solve specific problems independently or as part of a team
- Gain knowledge of the Innovation & Product Development process in the Business Context
- Work independently as well as in teams
- 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. Hiriappa 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

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.

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

**LT P C
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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, IAS 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.

CS8085

SOCIAL NETWORK ANALYSIS

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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.

CS8086

SOFT COMPUTING

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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.

CS8074

CYBER FORENSICS

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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.

IT8073

INFORMATION SECURITY

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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

9

9

9

TOTAL 45 PERIODS

9

123

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

IT8004

NETWORK MANAGEMENT

L	T	P	C
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OBJECTIVES:

- Learn definitions of network analysis, architecture, and design and the importance of network analysis
- study about different types of requirements from the user, application, device and network component
- learn how to identify and characterize traffic flows
- learn several concepts about network design process
- Learn about SNMP

UNIT I A SYSTEM APPROACH TO NETWORK DESIGN AND REQUIREMENT ANALYSIS 9

Introduction-Network Service and Service based networks- Systems and services- characterizing the services. Requirement Analysis: Concepts – Background – User Requirements- Application Requirements- Host Requirements-Network Requirements – Requirement Analysis: Guidelines – Requirements gathering and listing- Developing service metrics to measure performance – Characterizing behavior- developing performance threshold – Distinguish between service performance levels.

UNIT II FLOW ANALYSIS 9

Individual and Composite Flows – Critical Flows - Identifying and developing flows – Data sources and sinks – Flow models- Flow prioritization – Flow specification algorithms – Example Applications of Flow Analysis\

UNIT III LOGICAL DESIGN 9

Background- Establishing design goals- Developing criteria for technology evolution- Making technology choices for design-case study- Shared Medium- Switching and Routing: Comparison and contrast- Switching- Routing-Hybrid Routing/Switching Mechanisms – Applying Interconnection Mechanism to Design – Integrating Network management and security into the Design- Defining Network Management- Designing with manageable resources- Network Management Architecture-Security- Security mechanism- Examples- Network Management and security plans- Case study.

UNIT IV NETWORK DESIGN: PHYSICAL, ADDRESSING AND ROUTING 9

Design Concepts – Design Process - Network Layout – Design Traceability – Design Metrics –Logical Network Design – Topology Design – Bridging, Switching and Routing Protocols- Physical Network Design – Selecting Technologies and Devices for Campus and Enterprise Networks – Optimizing Network Design

UNIT V NETWORK MANAGEMENT AND SNMP PROTOCOL MODEL 9

Network and System management, Network management system platform; Current SNMP Broadband and TMN management, Network management standards. SNMPV1, SNMPV2 system architecture, SNMPV2, structure of management information. SNMPV2 – MIB – SNMPV2 protocol, SNMPV3-Architecture, Application, MIB, security user based security model, access control RMON

TOTAL : 45 PERIODS

OUTCOMES:

On Successful completion of the course ,Students will be able to

- Gather, derive, define and validate real requirements for the specified network.
- Understand different types of requirements from the user, application, device and network component
- Develop traceability between requirements, architecture decisions, and design decisions
- Implement how and where addressing and routing, security, network management, and performance are required in the network.
- Use SNMPv1, v2 and v3 protocols.

TEXT BOOKS:

1. James.D.McCabe, "Practical Computer Network Analysis and Design", 1st Edition, Morgan Kaufman, 1997.
2. Mani Subramanian, "Network Management – Principles & Practice" – 2nd Edition Prentice Hall, 2012.

REFERENCES:

1. Network Analysis, Architecture, and Design By James D. McCabe, Morgan Kaufmann, Third Edition, 2007.ISBN-13: 978-0123704801
2. Computer Networks: A Systems Approach by Larry L. Peterson, Bruce S. Davie - 2007,Elsevier Inc.
3. Top-down Network Design: [a Systems Analysis Approach to Enterprise Network Design] By Priscilla Oppenheimer, Cisco Press , 3rd Edition, ISBN-13: 978-1-58720- 283-4 ISBN-10: 1-58720-283-2
4. J.Radz,"Fundamentals of Computer Network Analysis and Engineering: Basic Approaches for Solving Problems in the Networked Computing Environment", Universe, 2005.
5. Mark Newman, "Networks: An Introduction",Kindle Edition,2010.
6. Laura Chappel and Gerald Combs , "Wireshark 101: Essential Skills for Network Analysis",Kindle Edition,2013.
7. William Stallings., "SNMP, SNMP2, SNMP3 and RMON1 and 2", Pearson Education, 2004.
8. Daw Sudira, "Network Management", Sonali Publications, 2004.

GE8076

PROFESSIONAL ETHICS IN ENGINEERING

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OBJECTIVE:

- 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
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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

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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

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

OUTCOMES:

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

- To tag a given text with basic Language features
- To design an innovative application using NLP components
- To implement a rule based system to tackle morphology/syntax of a language
- To design a tag set to be used for statistical processing for real-time applications
- To compare and contrast the use of different statistical approaches for different types of NLP applications.

TEXT BOOKS:

1. Daniel Jurafsky, James H. Martin—Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics and Speech, Pearson Publication, 2014.
2. Steven Bird, Ewan Klein and Edward Loper, —Natural Language Processing with PythonII, First Edition, O'Reilly Media, 2009.

REFERENCES:

1. Breck Baldwin, —Language Processing with Java and LingPipe Cookbook, Atlantic Publisher, 2015.
2. Richard M Reese, —Natural Language Processing with Javall, O'Reilly Media, 2015.
3. Nitin Indurkha and Fred J. Damerau, —Handbook of Natural Language Processing, Second Edition, Chapman and Hall/CRC Press, 2010.
4. Tanveer Siddiqui, U.S. Tiwary, "Natural Language Processing and Information Retrieval", Oxford University Press, 2008.

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

IT8078

WEB DESIGN AND MANAGEMENT

L	T	P	C
3	0	0	3

OBJECTIVES:

- To Learn the basic concepts in HTML, CSS, Javascript
- To Understand the responsive design and development
- To learn the web project management and maintenance process
- To Design a Website with HTML, JS, CSS / CMS - Word press

UNIT I **WEB DESIGN - HTML MARKUP FOR STRUCTURE**

9

Working of Web - HTML Markup for Structure - Creating simple page - Marking up text - Adding Links - Adding Images - Table Markup - Forms - HTML5

UNIT II **CSS AND JAVASCRIPT**

9

CSS - Formatting text - Colours and Background - Padding, Borders and Margins - Floating and positioning - Page Layout with CSS - Transition, Transforms and Animation - Javascript - Using Java Script

UNIT III **RESPONSIVE WEB DESIGN**

9

Sass for Responsive Web Design - Marking Content with HTML5 - Mobile-First or Desktop-First - CSS Grids, CSS Frameworks, UI Kits, and Flexbox for RWD - Designing small UIs by Large Finger - Images and Videos in Responsive Web Design - Meaningful Typography for Responsive Web Design

UNIT IV **WEB PROJECT MANAGEMENT**

9

Project Life Cycle - Project Definition - Discovery and Requirements - Project Schedule and Budgeting - Running the project - Technical Documentation - Development , Communicaton, Documentation - QA and testing -Deployment - Support and operations

UNIT V **PROJECT CASE STUDY**

9

Using HTML, CSS, JS or using Opensource CMS like Wordpress, design and develop a Website having Aesthetics, Advanced and Minimal UI Transitions based on the project - Host and manage the project live in any public hosting

TOTAL : 45 PERIODS

OUTCOMES:

On Successful completion of the course ,Students will be able to

- Design Website using HTML CSS and JS
- Design Responsive Sites
- Manage, Maintain and Support Web Apps

TEXT BOOKS:

1. Jennifer Niederst Robbins, "Learning Web Design", O'REILLY 4th Edition
2. Ricardo Zea, "Mastering Responsive Web Design", PACKT Publishing, 2015
3. Justin Emond, Chris Steins, "Pro Web Project Management", Apress,2011

REFERENCES:

1. Jon Duckett, "HTML and CSS: Design and Build Websites", John Wiley and Sons, edition 2014
2. Jon Duckett, Jack Moore, "JavaScript & JQuery: Interactive Front-End Web Development", John Wiley and Sons, edition 2014
3. Uttam K. Roy "Web Technologies" Oxford University Press, 13th impression, 2017
4. Wordpress - <http://www.wpbeginner.com/category/wp-tutorials/>

IT8005

ELECTRONIC COMMERCE

L	T	P	C
3	0	0	3

OBJECTIVES:

- To Learn the E-Commerce Platform and its concepts
- To Understand the Technology, infrastructure and Business in E-Commerce
- To Understand the Security and Challenges in E-Commerce
- To Build an Own E-Commerce using Open Source Frameworks

UNIT I INTRODUCTION TO E-COMMERCE AND TECHNOLOGY INFRASTRUCTURE 9

Working of Web - HTML Markup for Structure - Creating simple page - Marking up text - Adding Links - Adding Images - Table Markup - Forms - HTML5

UNIT II BUILDING AN E-COMMERCE WEBSITE, MOBILE SITE AND APPS 9

Systematic approach to build an E-Commerce: Planning, System Analysis, System Design, Building the system, Testing the system, Implementation and Maintenance, Optimize Web Performance – Choosing hardware and software – Other E-Commerce Site tools – Developing a Mobile Website and Mobile App

UNIT III E-COMMERCE SECURITY AND PAYMENT SYSTEMS 9

E-Commerce Security Environment – Security threats in E-Commerce – Technology Solutions: Encryption, Securing Channels of Communication, Protecting Networks, Protecting Servers and Clients – Management Policies, Business Procedure and Public Laws - Payment Systems

UNIT IV BUSINESS CONCEPTS IN E-COMMERCE 9

Digital Commerce Marketing and Advertising strategies and tools – Internet Marketing Technologies – Social Marketing – Mobile Marketing – Location based Marketing – Ethical, Social, Political Issues in E-Commerce

UNIT V PROJECT CASE STUDY 9

Case Study : Identify Key components, strategy, B2B, B2C Models of E-commerce Business model of any e-commerce website - Mini Project : Develop E-Commerce project in any one of Platforms like Woo-Commerce, Magento or Opencart

TOTAL : 45 PERIODS

OUTCOMES:

On Successful completion of the course ,Students will be able to

- Design Website using HTML CSS and JS
- Design Responsive Sites
- Manage, Maintain and Support Web Apps

TEXT BOOK:

1. Kenneth C.Laudon, Carol Guercio Traver “E-Commerce”, Pearson, 10th Edition, 2016

REFERENCES

1. <http://docs.opencart.com/>
2. <http://devdocs.magento.com/>
3. <http://doc.prestashop.com/display/PS15/Developer+tutorials>
4. Robbert Ravensbergen, “Building E-Commerce Solutions with WooCommerce”, PACKT, 2nd Edition

GE8073

FUNDAMENTALS OF NANOSCIENCE

L T P C
3 0 0 3

OBJECTIVE:

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, Nanobiotechnology: nanoprobe in medical diagnostics and biotechnology, Nano medicines, Targeted 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 Characterisation 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.