

Detailed Scheme

ACADEMIC YEAR 2019-2020

**Dr. Ambedkar Institute of Technology
Bangalore**

III - IV (2018-2022 BATCH)



B.E

Department Of Information Science and Engineering

Vision

- To create **D**ynamic, **R**esourceful, **A**dept and **I**nnovative **T**echnical professionals to meet global challenges.

Mission

- To offer state-of-the-art undergraduate, postgraduate and doctoral programmes in the fields of Engineering, Technology and Management.
- To generate new knowledge by engaging faculty and students in research, development and innovation
- To provide strong theoretical foundation to the students, supported by extensive practical training to meet industry requirements.
- To install moral and ethical values with social and professional commitment.

DEPARTMENT VISION AND MISSION

Vision:

- Imparting quality technical education and preparing professionals to meet Information Technological challenges globally.

Mission:

- Prepare highly capable Information Science engineers through best practices.
- Encourage students to pursue higher education for further growth in the learning process and to promote research in the frontier areas of Information Technology.
- Educate students to take up social and professional responsibilities with ethical values for the betterment of the society.

PROGRAMME EDUCATIONAL OBJECTIVES (PEOS)

PEO1: Graduates will have the ability to become successful computing professionals in the area of Information Science and Engineering.

PEO2: Graduates will be equipped to enhance their knowledge through core engineering and latest technological skills to promote lifelong learning.

PEO3: Graduates will be able to take up social, technical and entrepreneurial challenges in inter disciplinary and multi disciplinary fields.

PROGRAM SPECIFIC OBJECTIVES(PSOS)

PSO1:Students should be able to understand, analyze and adopt principles of programming paradigms by using latest technologies such as Cloud computing, Big data analytics, AI ,Machine Learning and IoT based applications for solving real-world problems.

PSO2:Students should be able to acquire and demonstrate the team work, professional ethics, competence and communication skills while developing software products.

PROGRAMME OUTCOMES (POs)

1. **Engineering knowledge:** Apply the knowledge of mathematics science engineering fundamentals and an mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems 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 g activities with an understanding of the limitations.
6. **The engineer and society:** Apply reasoning informed by Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities 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 g solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development 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 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, 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 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 Recognize the need for, and have the preparation and ability to engage in independent and lifelong learning in the broadest context of technological change.

Dr. Ambedkar Institute of Technology, Bengaluru-560 056

SCHEME OF TEACHING AND EXAMINATION from Academic Year 2019-20

B.E INFORMATION SCIENCE AND ENGINEERING

Outcome Based Education (OBE) and Choice Based Credit System (CBCS)

III SEMESTER

Sl. No	Course and Course Code		Course Title	Teaching Department	Teaching Hours /Week			Examination				Credits
					Theory Lecture	Tutorial	Practical / Drawing	Duration in hours	CIE Marks	SEE Marks	Total Marks	
					L	T	P					
1	BC	18MA31	Discrete Mathematics and Numerical Methods	Mathematics	2	2	--	03	50	50	100	3
2	PC	18IS31	Computer Organization and Architecture	ISE	4	0	--	03	50	50	100	4
3	PC	18IS32	Data Structures with C	ISE	4	0	--	03	50	50	100	4
4	PC	18IS33	Unix and Shell Programming	ISE	3	2	--	03	50	50	100	4
5	PC	18IS34	Digital principles and logic design	ISE	3	0	--	03	50	50	100	3
6	PC	18IS35	Software Engineering	ISE	3	0	--	03	50	50	100	3
7	PC	18ISL36	Data structure with C Lab	ISE	--		2	03	50	50	100	1
8	PC	18ISL37	Digital principles and logic design Lab	ISE	--		2	03	50	50	100	1
9	HS	18HS31/32	Constitution of India Professional Ethics and Human Rights// Env. Studies	Hu/Civ	1	--	--	02	50	50	100	1
10	MC	18HS33	Soft skills (MC)	Humanities	04		--	03	50	-	50	0
TOTAL					24	04	04	29	500	450	950	24

Course prescribed to lateral entry Diploma holders admitted to III semester of Engineering programs

11	MC	18MAD31	Advance Mathematics - I	Mathematics	02	01	--	03	50		50	0
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Note: HODs are informed to accommodate one more laboratory in addition to the above courses if needed, without altering the total number of credits (TOTAL: 24).

(a) **The mandatory non – credit courses** Advance Mathematics I and II prescribed at III and IV semesters respectively, to lateral entry Diploma holders admitted to III semester of BE programs shall compulsorily be registered during respective semesters to complete all the formalities of the course and appear for SEE examination.

(b) **The mandatory non – credit courses** Advance Mathematics I and II, prescribed to lateral entrant Diploma holders admitted to III semester of BE programs, are to be completed to secure eligibility to VII semester. However, they are not considered for vertical progression from II year to III year of the programme but considered as head of passing along with credit courses of the programme to eligibility to VII semester

Note: BC: Science Course, PC: Professional Core. Hu: Humanities, MC: Mandatory Course.

HEAD DEPT. OF INFORMATION SCIENCE & ENGG.

Dr. Ambedkar Institute of Technology, Bengaluru-56
SCHEME OF TEACHING AND EXAMINATION from Academic Year 2019-20
B.E INFORMATION SCIENCE AND ENGINEERING
Outcome Based Education (OBE) and Choice Based Credit System (CBCS)

IV SEMESTER

Sl. No	Course and Course code		Course Title	Teaching Department	Teaching Hours /Week			Examination				Credits
					Theory Lecture	Tutorial	Practical/ Drawing	Duration in hours	CIE Marks	SEE Marks	Total Marks	
					L	T	P					
1	BC	18MA41	Probability, Queuing Theory and Reliability	Mathematics	2	2	--	03	50	50	100	3
2	PC	18IS41	Microcontroller and Embedded Systems	ISE	3	0	--	03	50	50	100	3
3	PC	18IS42	Design and Analysis of Algorithm	ISE	4	0	--	03	50	50	100	4
4	PC	18IS43	Object Oriented Concepts	ISE	4	0	--	03	50	50	100	4
5	PC	18IS44	Python Programming	ISE	3	0	--	03	50	50	100	3
6	PC	18IS45	Computer Networks	ISE	3	2	--	03	50	50	100	4
7	PC	18ISL46	Object Oriented Concepts Lab	ISE	--		2	03	50	50	100	1
8	PC	18ISL47	Design and Analysis of Algorithm Laboratory	ISE	--		2	03	50	50	100	1
9	HS	18HS41/42	Constitution of India Professional Ethics and Human Rights/ Env. Studies	Hum/Civ	1	--	--	02	50	50	100	1
10	MC	18HS43	Employability skills (MC)	Humanities	04		--	03	50	-	50	0
TOTAL					24	04	04	29	500	450	950	24

Course prescribed to lateral entry Diploma holders admitted to III semester of Engineering programs

11	MC	18MAD41	Advance Mathematics - II	Mathematics	02	01	--	03	50		50	0
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Note: HODs are informed to accommodate one more laboratory in addition to the above courses if needed, without altering the total number of credits (TOTAL: 24).

(a) The mandatory non – credit courses Advance Mathematics I and II prescribed at III and IV semesters respectively, to lateral entrant Diploma holders admitted to III semester of BE programs shall compulsorily be registered during respective semesters to complete all the formalities of the course and appear for SEE examination.

(b) The mandatory non – credit courses Advance Mathematics I and II, prescribed to lateral entrant Diploma holders admitted to III semester of BE programs, are to be completed to secure eligibility to VII semester. However, they are not considered for vertical progression from II year to III year of the programme but considered as head of passing along with credit courses of the programme to eligibility to VII semester.


Note: BC: Science Course, PC: Professional Core, Hu: Humanities, MC: Mandatory Course.

ENV: Environmental Studies, CIP: Constitution of India Professional Ethics and Human Rights

HEAD DEPT. OF INFORMATION SCIENCE & ENGG

III SEMESTER

For THIRD Semester B E (For CS/IS branch only)

	SUBJECT TITLE: DISCRETE MATHEMATICS & NUMERICAL METHODS		
	Subject Code : 18MA31CS/IS	Number of Credits: 3 = 2 : 1 : 0 (L : T : P)	No of lecture hours per week: 04 (L=2+T=2)
	Exam Duration: 3 Hrs	Exam Marks: CIE +Assignment + SEE = 45 + 5 + 50 = 100	Total No. of lecture hours: 39
Course objectives: To enhance the student's ability to think logically, mathematically and algorithmically many basic computer related concepts and provide a coherent development in the field of Discrete Structures and Numerical methods.			
Unit No.	Syllabus Content	No. of hours	
		Theory	Tutorial
1	Logics and Quantifiers: Basic Connectives and Truth Tables, Logic equivalence – The Laws of Logic, Logical Implication –	05	02
2	Lattices and Boolean Algebra: Relation and ordering, partially ordered sets, Lattices as poset, properties of lattices, complete lattices, bounds of lattices, distributive lattice and	06	02
3	Groups: Binary algebra, Semigroups and monoids, Groups, Examples and Elementary Properties, Subgroups, Homomorphisms, Isomorphisms, and Cyclic Groups, Cosets,	06	02
4	Solutions of algebraic and transcendental equations: Regula-Falsi method and Newton-Raphson method. Interpolation: Interpolation using Newton's forward and backward difference formulae. Interpolation with unequal	06	02
5	Numerical differentiation, integration and solutions of ODE'S: Numerical differentiation using Newton's forward and backward difference formulae. Numerical Integration: Simpson's 1/3 rd , 3/8 th rules and Weddle's rule. Solutions of first ODE's: Euler's modified method, Runge-Kutta fourth order method, Milne's and Adams Bashforth methods.	06	02

Course Outcomes: After the successful completion of the course the students are able to:

CO1: Demonstrate understanding of how to read and annotate an outline of a proof and able to write a logical proof of a statement.

CO2: Create rigorous mathematical arguments to logical gates and develop an algorithm.

CO3: Apply algebraic structures in codes in cryptography.

CO4: Compare the viability of different approaches to the numerical solution of problems arising in finding roots of equations, interpolation and approximation, numerical differentiation and integration, and solution of ODE's.

CO5: Develop a variety of numerical algorithms using appropriate technology/programming languages.

Course Outcomes (CO) Mapping with Programme Outcomes (PO)

CO1: PO1, PO2

CO2: PO1, PO2

CO3: PO1, PO2

CO4: PO1, PO2

CO5: PO1, PO2, PO4

TEXTBOOKS:

1. Ralph P. Grimaldi: Discrete and Combinatorial Mathematics, 5th Edition, Pearson Education, 2004.

2. J. P. Tremblay and R. Manohar, Discrete Mathematical Structures with Applications to Computer Science”, ,Tata McGraw-Hill

3. B.S. Grewal, Higher Engineering Mathematics (Latest Edition, 2016), Khanna Publishers, New Delhi

REFERENCE BOOKS/Web sources:

1. Kenneth H. Rosen: Discrete Mathematics and its Applications, 6th Edition, McGraw Hill, 2007.

2. D.S. Malik and M.K.Sen: Discrete Mathematical Structures: Theory and Applications, Thomson, 2004.

3. H.K.Dass and Er. RajnishVerma, Advanced Engineering Mathematics (Latest Edn, 2015), S Chand Publisher, New Delhi

QUESTION PAPER PATTERN:

The Semester End Examination (SEE) is for 100 marks.

1. There shall be five full questions (one question for each unit) carrying 20 marks each and all are Compulsory.
2. There shall be internal choice in all the Units.

Note: Three assignments are evaluated for 5 marks.

Sub Title : COMPUTER ORGANIZATION AND ARCHITECTURE		
Sub Code: 18IS31	No. of Credits:4=4: 0 : 0 (L-T-P)	No.of Lecture Hours/Week: 4
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. Presents the basic structure and operation of a digital computer.
2. To understand the basics of assembly language.
3. Implement assembly programs that accomplish basic computational and I/O operations.
4. Acquire knowledge of semiconductor memories, cache memory and virtual memory.
5. Analyze the concepts of CPU Bus structures and Pipelining.

UNIT No	Syllabus Content	No of Hours
1	<p>Basic Structure of Computers: Computer Types, Functional Units, Basic Operational Concepts, Bus Structures, Performance – Processor Clock, Basic Performance Equation, Pipelining and Superscalar Operation, Clock Rate, Instruction Set: CISC and RISC, Performance Measurement.</p> <p>Numbers, Arithmetic Operations and Characters, Memory Location and Addresses, Memory Operations, Instructions and Instruction Sequencing, Addressing Modes, Assembly Language.</p> <p>Text book 1: Chapter 1-1.1,1.2,1.3,1.4,1.6(1.6.1,1.6.2,1.6.3,1.6.4,1.6.5,1.6.7) Chapter2-2.1,2.2,2.3,2.4,2.5,2.6</p>	12
2	<p>Input / Output Organization: Accessing I/O Devices, Interrupts – Interrupt Hardware, Enabling and Disabling Interrupts, Handling Multiple Devices, Controlling Device Requests, Exceptions, Direct Memory Access, Buses, Interface Circuits, Standard I/O Interfaces – PCI Bus, SCSI Bus, USB.</p> <p>Text book 1: Chapter4 – 4.1, 4.2 (4.2.1 to 4.2.5), 4.4, 4.5, 4.6, 4.7</p>	10
3	<p>Memory System: Basic Concepts, Semiconductor RAM Memories, Read Only Memories, Speed, Size, and Cost, Cache Memories – Mapping Functions, Replacement Algorithms, Performance Considerations, Virtual Memories, Secondary Storage.</p> <p>Text book 1: Chapter5 – 5.1 to 5.7, 5.9.</p>	10
4	<p>Arithmetic: Numbers, Arithmetic Operations and Characters, Addition and Subtraction of Signed Numbers, Design of Fast Adders, Multiplication of Positive Numbers, Signed Operand Multiplication, Fast Multiplication, Integer Division, Floating-point Numbers and Operations.</p> <p>Text book 1: Chapter6 – 6.1 to 6.7</p>	10
5	<p>Basic Processing Unit: Some Fundamental Concepts, Execution of a Complete Instruction, Multiple Bus Organization, Hard-wired Control, Micro programmed Control. Pipelining, Embedded Systems and Large Computer Systems: Basic Concepts of pipelining, Examples of Embedded</p>	10

	Systems, Processor chips for embedded applications, Simple Microcontroller.	
	Text book 1: Chapter7, Chapter8 – 8.1, Chapter9 – 9.1, 9.2, 9.3	

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After the completion of the course students will be able to

CO1: Analyze functional units of a computer, its operational concepts, addressing modes, internal organization of a system through practicing with an assembly language

CO2:Analyze and design I/O devices, interrupts and I/O interfaces.

CO3: Analyze and design of memory unit including SRAM, DRAM, cache mapping techniques and basics of virtual memory.

CO4:Design basic processing unit and implement execution of complete instruction.

CO5:Implement basic and intermediate concepts of pipelining.

COs	Mapping with POs
CO1	PO1,PO2,PO3,PO4
CO2	PO1,PO2, PO3, PO4
CO3	PO1,PO2, PO3, PO4, PO5
CO4	PO1,PO2, PO3, PO4, PO5
CO5	PO1,PO2, PO3, PO4

TEXT BOOKS:

1. Carl Hamacher, Zvonko Vranesic, Safwat Zaky, Computer Organization, 5th Edition, Tata McGraw Hill, 2002. (Listed topics only from Chapters 1, 2, 4, 5, 6, 7, 8, 9 and12).

REFERENCE BOOKS / WEBLINKS:

1. William Stallings: Computer Organization & Architecture, March ,2012.
2. NPTEL:<http://nptel.ac.in/courses/106106092/>
3. <http://freevideolectures.com/Course/2277/Computer-Organization#>

Sub Title : DATA STRUCTURES WITH C		
Sub Code: 18IS32	No. of Credits:4=4: 0 : 0 (L-T-P)	No.of Lecture Hours/Week: 4
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. To become familiar with the concept of pointers and its usage in dynamic memory allocation.
2. To study and understand the representation and implementation of linear data structures.
3. To classify and comprehend the consequences of using non linear data structures in implementing a system .
4. To identify the suitable data structure during application development
5. To gain knowledge of sorting, searching and hashing techniques .

UNIT No	Syllabus Content	No of Hours
1	<p>Introduction: Data Structures, Classifications (Primitive & Non Primitive), Data structure Operations, Review of Arrays, Structures, Self-Referential Structures, and Unions. Pointers and Dynamic Memory Allocation Functions. Representation of Linear Arrays in Memory, Dynamically allocated arrays.</p> <p>Array Operations: Traversing, inserting, deleting, searching, and sorting. Multidimensional Arrays, Polynomials and Sparse Matrices.</p> <p>Strings: Basic Terminology, Storing, Operations and Pattern Matching algorithms. Programming Examples.</p> <p>T 1: 1.2, 2.2 - 2.7 T 2: 1.1 - 1.4, 3.1 - 3.3, 3.5, 3.7 , 4.1 - 4.9, 4.14 R3: 1.4</p>	12
2	<p>Stacks: Definition, Stack Operations, Array Representation of Stacks, Stacks using Dynamic Arrays, Stack Applications: Polish notation, Infix to postfix conversion, evaluation of postfix expression.</p> <p>Recursion - Factorial, GCD, Fibonacci Sequence, Tower of Hanoi, Ackerman's function.</p> <p>Queues: Definition, Array Representation, Queue Operations, Circular Queues, Circular queues using Dynamic arrays, Dequeues, Priority Queues, A Mazing Problem. Multiple Stacks and Queues. Programming Examples.</p> <p>T 1: 3.1 -3.7 T 2: 6.1 -6.3, 6.5, 6.7-6.10, 6.12, 6.13</p>	10
3	<p>Linked Lists: Definition, Representation of linked lists in Memory, Memory allocation; Garbage Collection. Linked list operations: Traversing, Searching, Insertion, and Deletion. Doubly Linked lists, Circular linked lists, and header linked lists. Linked Stacks and Queues.</p> <p>Applications of Linked lists – Polynomials, Sparse matrix representation. Programming Examples.</p> <p>T 1: 4.1 – 4.6, 4.8 T 2: 5: 5.1 – 5.10</p>	10
4	<p>Trees: Terminology, Binary Trees, Properties of Binary trees, Array and linked Representation of Binary Trees, Binary Tree Traversals - Inorder, postorder, preorder; Additional Binary tree operations, Threaded binary trees, Binary Search Trees – Definition, Insertion, Deletion, Traversal,</p>	10

	Searching, Application of Trees-Evaluation of Expression , Programming Examples T 1: 5.1 –5.5, 5.7 T 2: 7.1 – 7.9	
5	Graphs: Definitions, Terminologies, Matrix and Adjacency List Representation Of Graphs, Elementary Graph operations, Traversal methods: Breadth First Search and Depth First Search. Sorting and Searching: Insertion Sort, Radix sort, Address Calculation Sort. Sorting and Searching: Insertion Sort, Radix sort, Address Calculation Sort. Hashing: Hash Table organizations, Hashing Functions, Static and Dynamic Hashing. Files and Their Organization: Data Hierarchy, File Attributes, Text Files and Binary Files, Basic File Operations, File Organizations and Indexing. T 1: 7, 8.1, 9.1, 9.2, 9.3	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After the completion of the course students will be able to

CO1: Implement pointers in memory allocation , data structure functions.

CO2: Classify common data structures and implement them.

CO3: Apply appropriate algorithm for problem solving after identifying the appropriate linear data structure.

CO4: Design efficient programs by choosing the most apt non linear data structure.

COs	Mapping with POs
CO1	PO3,PO4,PO9,PO10
CO2	PO2,PO3,PO4,PO9,PO12
CO3	PO2,PO3,PO4,PO9,PO12
CO4	PO2,PO3,PO4,PO9,PO12

TEXT BOOKS:

1. Ellis Horowitz and Sartaj Sahni, Fundamentals of Data Structures in C, 2nd Ed, Universities Press,2014.

2. Seymour Lipschutz, Data Structures Schaum's Outlines, Revised 1st Ed, McGraw Hill, 2014.

REFERENCE BOOKS / WEBLINKS:

1. Gilberg & Forouzan, Data Structures: A Pseudo-code approach with C, 2nd Ed, Cengage Learning,2014
2. Reema Thareja, Data Structures using C, 3rd Ed, Oxford press, 2012.
3. Jean-Paul Tremblay & Paul G. Sorenson, An Introduction to Data Structures with Applications, 2nd Ed, McGraw Hill, 2013
4. A M Tenenbaum, Data Structures using C, PHI, 1989
5. Robert Kruse, Data Structures and Program Design in C, 2nd Ed, PHI, 1996.

Sub Title : UNIX AND SHELL PROGRAMMING		
Sub Code: 18IS33	No. of Credits:4= 3: 1 : 0 (L-T-P)	No. of Lecture Hours/Week :4
Exam Duration : 3 hours	Exam Marks: CIE + Assignment + SEE = 45 + 5 + 50 = 100	Total No. of Contact Hours : 52

<p>Course Objectives:</p> <ol style="list-style-type: none"> 1. Understand and execute the different types of unix command related to file, protection and security. 2. Develop shell programs using command substitution, positional parameters and control structures . 3. Implementation of SED and AWK commands. 4. Develop simple programs using PERL and AWK scripts.
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Unit No.	Syllabus Content	No of Hours
1	<p>Introduction. The UNIX operating system, UNIX architecture, Features of UNIX, Command usage:- locating commands, internal and external commands, Man Browsing the manual pages ,Understanding the man documentation</p> <p>File system: - the file, what is in a file name?, The parent child relationship ,The HOME variable: the Home directory, Pwd: checking your current directory,Cd: changing the current directory Mkdir : making directories, Rmdir: removing current directories, Absolute pathnames Relative pathnames, Ls :listing directory contents, Unix file system.</p> <p>Basic file attributes: Ls -l: listing file attributes, the -d option: listing directory attributes,File ownership, File permission , Chmode: changing file permission (relative and absolute method), Directory permission, changing file ownership, chown, chgrp.</p> <p>The vi editor: Vi basics, three modes of vi editor ,Input mode –entering and replacing text, Saving text and quitting –the ex mode,Navigation, Editing text,Undoing last editing instructions, Repeating the last command, Searching for a pattern substitution.</p> <p>The shell: The shells interpretive cycle, shell offering, pattern matching. Escaping and quoting: Redirection: the three standard files,/dev/null and dev/tty: two special files,Pipe, Tee: creating a tee, Command substitution, Shell variables</p>	11
2	<p>The process: Process basics, Ps:process status, System process, mechanism of process creation,Internal and external commands, Process states and Zombies, Running jobs in background,Nice: job executing with low priority, Killing processes with signals, Job control , at and batch: execute later,cron:running jobs periodically,Time: timing processes</p> <p>Customizing the environment: The shells, Environmental variables, the common environmental variables,aliases,in-line command editing , The initialization scripts.</p> <p>More file attributes: File systems and Inodes, Hard links,Symbolic links and ln, The directory,Umask: Default file and directory permission, Modification and access times,Find: locating files,</p> <p>Simple filters: The sample database, Pr:printing files,Head: displaying the beginning of a file, Tail: displaying the end of a file,Cut: slitting a file vertically,Paste : pasting files,Sort: ordering a file, Uniq: locate repeated and non repeated lines, Tr:translating characters.</p>	11

3	<p>Filters using regular expression: Introduction,grep: searching for a pattern,Basic regular expression(BRE), Extended regular expression(ERE) and egrep,Sed: the stream editor, Line addressing, using multiple instructions,Context addressingWriting selected lines to a file, Text editing,Substitution, basic regular expression</p> <p>Essential shell programming: Shell script, Read: making scripts interactive, Using command line arguments, Exit and exit status of command, Logical operator && and - conditional execution</p> <p>The if conditional, Using test and [] to evaluate expressions, The case conditional, Expr:computation and string handling , \$ 0: calling a script by different names,While: looping, For : looping with a list , Set and shift :manipulating the positional parameter,The header document , Trap :interrupting a program, Debugging shell script with set -x, Sample validation and entry scripts.</p>	10
4	<p>Awk-advanced filter: Simple awk filtering, Splitting a line into fields, Printf: formatting output,Variables and expressions, The comparison operators, Number processing,Variables, The -f option : storing awk programs in a file,The BEGIN and END section, Built in variables,Arrays, functions,Control flow – the if statement,Looping with for, Looping with while</p>	10
5	<p>Perl-the master manipulator: Perl preliminaries, The chop function, Variables and operators,The string handling functions, Specifying filenames in command line, \$-: the default variable,Current line number (\$) and range operator (..), Lists and arrays, Foreach:looping through a list,Split:, join,dec2bin.pl,grep,associative arrays,Regular expressions and substitution,File handling, file tests, subroutines</p>	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After the completion of the above course students will be able to

CO1: Develop simple command level codes for file, process, redirection, piping, protection and security

CO2: Demonstrate the usage of shell using shell positional parameters and command substitution.

CO3: Demonstrate different types of SED addressing and AWK filtering.

CO4: Develop PERL programs for string usage, file concept and arrays handling.

COs	Mapping with POs
CO1	PO1, PO2,PO3,PO4
CO2	PO1,PO2,PO3,PO4,PO5
CO3	PO1,PO2,PO3,PO4,PO5
CO4	PO1,PO2,PO3,PO4,PO5,PO7

TEXT BOOK:

UNIX –Concepts and Applications, Sumitabha Das, 4 thEdition, Tata Mc GrawHill, 2006. (Chapters 1.2, 2, 4, 6, 7, 8, 9, 10, 11, 12, 13, 14, 18, 19)

REFERENCE BOOKS:

1. UNIX and Shell Programming, Behrouz A. Forouzan and Richard F. Gilberg, Thomson, 2005.
2. Unix & Shell Programming, M.G. Venkateshmurthy, Pearson Education, 2005.

Sub Title : DIGITAL PRINCIPLES AND LOGIC DESIGN		
Sub Code: 18IS34	No. of Credits:3=3: 0 : 0 (L-T-P)	No.of Lecture Hours/Week: 3
Exam Duration : 3 hours	Exam Marks: CIE + Assignment + SEE = 45 + 5 + 50 = 100	Total No. of Contact Hours : 39

Course Objectives:

1. To understand how to work with variety of digital logic gates along with their operations using truth table and logic diagram.
2. To understand and apply minimization techniques for designing optimized digital circuits along with HDL implementation.
3. To analyze and design cost effective combinational and sequential circuits for given problems.
4. To analyze and design a synchronous and asynchronous counter.
5. To analyze and design a sequential circuit.

Unit No.	Syllabus Content	No. of Hours
1	<p>Digital Principles: Definitions for Digital Signals, Digital Waveforms, Digital Logic. Digital Logic: Overview of basic gates and universal gates, AND-OR-Invert Gates, Positive and Negative Logic. T1:1.1,1.2,1.3,2.1,2.2,2.3,2.4</p> <p>Combinational Logic Circuits: Boolean Laws and Theorems ,Sum-of-Products Method, Truth Table to Karnaugh Map, Pairs, Quads, and Octets , , Karnaugh Simplifications for 4 variables, Don't-care Conditions, Product-of-Sum, Product-of-sums Simplification ,Simplification using Quine McClusky Method. T1:3.1 to 3.9.</p>	8
	<p>Data-Processing Circuits: Multiplexers, Demultiplexers, 1-of-16 Decoder, Encoders, Magnitude Comparator, HDL Implementation of Data Processing Circuits. T1:4.1,4.2,4.3,4.6,4.9,4.14</p>	8
3	<p>Flip-Flops: Flip-flops: RS FLIP-FLOPs , Gated FLIP-FLOPs Edge-triggered RS FLIP-FLOPs, Edge-triggered D FLIP-FLOPs, Edge-triggered JK FLIP-FLOPs, JK Master-slave FLIP-FLOPs; JK Master-slave FLIP-FLOP, Various Representations of FLIP-FLOPs, Conversion of FLIP-FLOPs: A Synthesis Example, HDL Implementation of Flip-flops. T1:8.1 to 8.8, 8.10,8.12</p> <p>Registers: Types of Registers, Applications of Shift Registers, Register Implementation using HDL. T1:9.1,9.7</p>	8
4	<p>Counters: Asynchronous Counters ,Synchronous Counters, Decade Counters ,Counter Design as a Synthesis problem, Counter Design using HDL. T1:10.1,10.3,10.5,10.7,10.9</p>	08
5	<p>Design of Synchronous and Asynchronous Sequential Circuits: Design of Synchronous Sequential Circuit: Model Selection, State Transition Diagram, State Synthesis Table, Design Equations and Circuit Diagram, State Reduction Technique. T1:11.1 to 11.4,11.7</p>	07

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After the completion of the course students will be able to

CO1: Comprehend the fundamental concepts and principles of digital design.

CO2: Design and analyze cost effective combinational circuits and apply concept of Minimization of Boolean functions using different methods. Implement HDL programming.

CO3: Design, analyze and implement various data processing circuits and describe behavior of various digital circuits.

CO4: Design and analyze synchronous and asynchronous counters.

CO5: Design and analyze sequential logic circuits using different models.

COs	Mapping with POs
CO1	PO1,PO2, PO4,PO5,PO7
CO2	PO1,PO2, PO4,PO5
CO3	PO1, PO2,PO4,PO5,
CO4	PO1,PO2,PO3, PO4,
CO5	PO1,PO2, PO4,PO5, PO7

TEXT BOOK:

Donald P Leach, Albert Paul Malvino & Goutam Saha: Digital Principles and Applications, 7th Edition, Tata McGraw Hill, 2011.

REFERENCE BOOKS:

1. Stephen Brown, Zvonko Vranesic: Fundamentals of Digital Logic Design with VHDL, 2nd Edition, Tata McGraw Hill, 2005.
2. Charles H. Roth: Fundamentals of Logic Design, Jr., 5th Edition, Thomson, 2004.
3. Ronald J. Tocci, Neal S. Widmer, Gregory L. Moss: Digital Systems Principles and Applications, 10th Edition, Pearson Education, 2007.
4. R D Sudhaker Samuel, *K.S. Nandini Prasad*: Logic Design, 1st edition, Elsevier Publication, 2013.

Sub Title : SOFTWARE ENGINEERING		
SubCode:18IS35	No. of Credits:3=3 : 0 : 0 (L-T-P)	No. of Lecture Hours/Week: 3
Exam Duration : 3 hours	Exam Marks: CIE + Assignment + SEE = 45 + 5 + 50 = 100	Total No. of Contact Hours : 39

Course objectives:

1. Comprehend software process, process models, activities involved in software engineering process.
2. Identify requirements engineering process and write the functional and non-function requirements.
3. Explore various design concepts using structural, object oriented designs.
4. Explore rapid software development and rapid application development.
5. Carry out software testing and formal verification and validation of software.

Unit No.	Syllabus	No of Hours
1	Overview: FAQ's about software engineering, Professional and ethical responsibility. Socio-Technical systems: Emergent system properties; Systems engineering. Software Processes: Process activities; The Rational Unified Process; Agile methods, Plan-driven and agile development, XP, Scrum, Computer Aided Software Engineering. Chapter:1,2,3	8
2	Requirements: Software Requirements: Functional and Non-functional requirements; User requirements; System requirements; The software requirements document. Requirements Engineering Processes: Feasibility studies; Requirements elicitation and analysis; Requirements validation; Requirements management. Chapter:4	8
3	System modeling: System Models: Context models; Behavioral models; Object models; Structured methods. Software Design: Architectural Design: Architectural design decisions; System organization; Modular decomposition styles; Control styles. Object-Oriented design: Objects and Object Classes; An Object-Oriented design process; Object-oriented design using the UML. Chapter:5,6	8
4	Design patterns ,Implementation issues, Design evolution. Development: Rapid Software Development: Rapid application development. Open source development. Software Evolution: Program evolution dynamics; Software maintenance. Chapter:7,9	7
5	Verification and Validation: Verification and Validation: Planning; Software inspections; Automated static analysis; Verification and formal methods. Software Management: Project Management; Risk management. Project planning: software pricing; Project scheduling; Agile Planning; Estimation techniques. Chapter:22,23,24	8

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

CO1: Implement professional and ethical responsibility of a software engineer.

CO2: Analyse and Design client/customer requirement.

CO3: Design and Develop Software using Object-oriented concepts.

CO4: Development techniques for Rapid S/W development

CO5: Test Software using conventional verification and validation techniques and provide software quality assurance.

Cos	Mapping with POs
CO1	PO2,PO6,PO8,PO12
CO2	PO1,PO2,PO5
CO3	PO1,PO2,PO3,PO5
CO4	PO2,PO3,PO6
CO5	PO2,PO3,PO4,PO7,PO11

Text Books:

1. Ian Sommerville: Software Engineering, 9th Edition, Pearson Education, 2012. (Listed topics only from Chapters 1,2,3,4, 5,6, 7, 8, 9,10,11, 22, 23 and 24)

Reference Books:

1. Roger S. Pressman: Software Engineering-A Practitioners approach, 7th Edition, Tata McGraw Hill
2. Pankaj Jalote: An Integrated Approach to Software Engineering, Wiley India
3. <http://agilemanifesto.org/>
4. <http://www.jamesshore.com/Agile-Book>

Sub Title : DATA STRUCTURES WITH C LAB		
Sub Code:: 18ISL36	No. of Credits:1= 0:0:1 (L-T-P)	No. of lecture hours/week : 2
Exam Duration : 3 hours	Exam Marks: CIE + SEE = 50 + 50 = 100	

Course Objectives:

1. To understand design and implement the concept of stack using recursive techniques.
2. To Implement the application of stacks in converting an expression from infix to postfix notation and evaluate postfix expressions.
3. Design common data structures and implement linear queue, circular queue, priority queue
4. To understand the importance of implementing data structures like stacks using linked list, queues using linked list, doubly linked lists and circular linked list.
5. To traverse a non linear data structure like a Binary Search Tree.

I. LIST OF PROGRAMS

- 1 Design develop and implement menu driven C program to perform following set of operations on Stack of integers (using array of maximum size MAX)
 - i) Push ii) Pop iii) Display iv) Exit
 The program should print appropriate messages for stack overflow, stack underflow, and stack empty.
- 2 Design , develop and implement a program in C to convert and print a given valid parenthesized or parenthesize free infix expression to postfix expression. The expression consists of single character operands and the binary operators + (plus), - (minus), * (multiply) , / (divide), % (mod) and ^ (power) .
- 3 Design , develop and implement a program in C to evaluate a valid suffix/postfix expression using stack. Assume that the suffix/postfix expression is read as a single line consisting of positive single digit operands and binary arithmetic operators. The arithmetic operators are + (add), - (subtract), * (multiply) and / (divide), % (mod) and ^ (power) .
- 4 Design develop and implement menu driven C program to perform following set of operations on queue of integers using an array.
 - i) Insert ii) Delete iii) Display iv) Exit
 The program should print appropriate messages for queue overflow, queue underflow, and queue empty.
- 5 Design develop and implement menu driven C program to perform following set of operations on circular queue of integers using an array.
 - i) Insert ii) Delete iii) Display iv) Exit
 The program should print appropriate messages for circular queue overflow, circular queue underflow, and circular queue empty.
- 6 Design, Develop and Implement a menu driven program in C for the following operations on Singly Linked List (SLL) of Student Data with the fields: *USN, Name, Branch, Sem, PhNo*
 - i. Create a SLL of N Students Data by using *front insertion*.
 - ii. Display the status of SLL and count the number of nodes in it
 - iii. Perform Insertion at End of SLL

- iv. Perform Deletion at End of SLL
- v. Exit

The program should print appropriate messages for dynamic stack overflow, underflow and empty.

- 7 Design, Develop and Implement a menu driven program in C for the following operations on Singly Linked List (SLL) of Student Data with the fields: *USN, Name, Branch, Sem, PhNo*
- i. Create a SLL of N Students Data by using *front insertion*.
 - ii. Display the status of SLL and count the number of nodes in it
 - iii. Perform Insertion at End of SLL
 - iv. Perform Deletion at front end of SLL
 - v. Exit

The program should print appropriate messages for dynamic queue overflow, underflow and empty

- 8 Design, Develop and Implement a menu driven Program in C for the following operations on Doubly Linked List (DLL) of Employee Data with the fields: *SSN, Name, Dept, Designation, Sal, PhNo*
- i. Create a DLL of N Employees Data by using *end insertion*.
 - ii. Display the status of DLL and count the number of nodes in it
 - iii. Perform Insertion and Deletion at End of DLL
 - iv. Perform Insertion and Deletion at Front of DLL
 - v. Exit

- 9 Design, Develop and Implement a menu driven Program in C for the following operations on Binary Search Tree (BST) of Integers .
- a. Create a BST of N Integers: 6, 9, 5, 2, 8, 15, 24, 14, 7, 8, 5, 2
 - b. Traverse the BST in Inorder, Preorder and Post Order
 - c. Search the BST for a given element (KEY) and report the appropriate message
 - d. Exit

- 10 Design, Develop and Implement a Program in C for the following operations on Singly Circular Linked List (SCLL) with header nodes.

Represent and Evaluate a Polynomial:

$$P(x,y,z) = 6x^2y^2z - 4yz^5 + 3x^3yz + 2xy^5z - 2xyz^3$$

II. OPEN ENDED QUESTIONS

Design and implement a solution to the following in C.

1. Design, Develop and Implement a menu driven Program in C for the following array operations.
 - i. Creating an array of N Integer Elements
 - ii. Display of array Elements with Suitable Headings
 - iii. Inserting an Element (ELEM) at a given valid Position (POS)
 - iv. Deleting an Element at a given valid Position (POS)
 - v. Exit.
2. Design, Develop and Implement a Program in C for the following operations on Strings.

- i. Read a main String (STR), a Pattern String (PAT) and a Replace String (REP)
- ii. Perform Pattern Matching Operation: Find and Replace all occurrences of PAT in
- iii. STR with REP if PAT exists in STR. Report suitable messages in case PAT does not exist in STR

3. Design, Develop and Implement a Program in C for the following operations on Singly Circular Linked List (SCLL) with header nodes

- i. Represent a Polynomial $P(x,y,z)$
- ii. Find the sum of two polynomials $POLY1(x,y,z)$ and $POLY2(x,y,z)$ and store the result in $POLYSUM(x,y,z)$
- iii. Display the polynomial $P(x,y,z)$

NOTE:

1. Student is permitted to submit open ended solution to any other open ended question apart from the list above . But it has to be approved by the staff in charge.
2. In the examination each student picks one question from a lot of all 10 questions

Course Outcomes:

After the completion of the above course students will be able to

CO1: Design and develop stack, an application providing solution to convert infix to postfix expression using stack and also design a solution to evaluate postfix expression.

CO2: Implement queues like linear queue, circular queue .

CO3: Design and develop solution to implement the following : singly linked list, stacks using linked list, queues using linked list, doubly linked list and circular linked list.

CO4: Design the solution to traverse a Non linear data structure like a Binary Search Tree.

COs	Mapping with POs
CO1	PO2,PO3,PO4,PO7,PO9,PO12
CO2	PO3,PO4,PO7,PO9,PO12
CO3	PO2,PO3,PO4,PO7,PO9,PO12
CO4	PO3,PO4,PO7,PO9,PO12

Sub Title : DIGITAL PRINCIPLES AND LOGIC DESIGN LAB		
Sub Code:18ISL37	No. of Credits:1=0 : 0 : 1 (L-T-P)	No. of lecture hours/week : 2
Exam Duration : 3 hours	Exam Marks: CIE + SEE = 50 + 50 = 100	

Course Objectives:

1. Acquire basic skills and confidence to design, analyze, and implement circuits involving various digital logic gates.
2. To design, implement and analyze combinational logic circuits.
3. To design, implement and analyze sequential logic circuits.
4. Realization of one, two bit magnitude comparator.
5. Simulation and analysis of various logic circuits using VERILOG/VHDL.

I. LIST OF EXPERIMENTS

- 1
 - a) Realization of Binary to Gray code conversion using basic gates.
 - b) Write VHDL/Verilog code to realize all the logic gates.
- 2
 - a) Simplification of given Boolean expression by K Map method and its realization using logic gates and/or universal gates.
 - b) Write Verilog/VHDL code to realize simplified boolean expression obtained by K map method.
- 3
 - a) Realize full adder using 3-to-8 decoder IC and 4 input NAND gates.
 - b) Write the Verilog/VHDL code for a full adder. Simulate and verify it's working.
- 4
 - a) Realize full subtractor using logic gates.
 - b) Write VHDL code for full subtractor. Simulate and verify its working.
- 5
 - a) Given any 4-variable logic expression simplify using multiplexer IC.
 - b) Write the Verilog /VHDL code for an 8:1 multiplexer. Simulate and verify its working.
- 6
 - a) Realize one bit magnitude comparator using basic gates.
 - b) Write Verilog /VHDL code for two bit magnitude comparator.
- 7
 - a) Realize a J-K Master/Slave Flip-Flop using NAND gates and verify its truth table
 - b) Write the Verilog/VHDL code for D Flip-Flop with positive-edge triggering. Simulate and verify it's working.
- 8
 - a) Design and implement mod-n ($n < 8$) synchronous up counter using J-K Flip-Flop ICs.
 - b) Write the Verilog/VHDL code for JK flip flop with negative triggering .Simulate and verify it's working.
- 9
 - a) Design and implement a ring counter using 4-bit shift register.
 - b) Write the Verilog/VHDL code for switched tail counter. Simulate and verify it's working.

- 10 a) Design and implement an asynchronous counter using decade counter IC to count up from 0 to n ($n \leq 9$). Display the count value on 7 segment LED display using BCD to 7 segment code converters IC.
- b) Write the Verilog/VHDL code for mod-8 up counter. Simulate and verify it's working.

II. OPEN ENDED QUESTION:

Students can build their own applications using the digital components either hardware or simulation tools (software tools)

NOTE:

1. STUDENT IS PERMITTED TO SUBMIT OPEN ENDED SOLUTION TO ANY OTHER OPEN ENDED QUESTION APART FROM THE LIST ABOVE . BUT IT HAS TO BE APPROVED BY THE STAFF IN CHARGE.
2. IN THE EXAMINATION EACH STUDENT PICKS ONE QUESTION FROM A LOT OF ALL 10 QUESTIONS.

Course Outcomes:

After completion of the course the students will be able to:

CO1: Simplify Boolean expressions and implement optimal Logic circuits.


CO2: Design and realize combinational circuits.

CO3: Design and realize sequential circuits used for variety of applications.

CO4: Apply minimization techniques to design and implement optimized digital circuits.

CO5: Develop HDL programs for combinational and sequential circuits.

COs	Mapping with POs
CO1	PO1,PO2, PO4,PO5 ,PO7
CO2	PO1,PO2, PO4,PO5
CO3	PO1, PO2,PO4,PO5
CO4	PO1,PO2,PO3, PO4
CO5	PO1,PO2, PO4,PO5 , PO7

CONSTITUTION OF INDIA & PROFESSIONAL ETHICS			
	Subject Code: 18HS31	No. of Credits: 1	No of lecture hours per week: 2 Hrs
	Exam Duration: 2 Hrs	Exam Marks: 50	Total No. of lecture hours: 16 hrs per week

Total Text Objectives:

Constitution of India and professional Ethics taught to the students to enable them an insight into the constitution and enlighten them about the fundamental rights, Protection of rights through enforcement of writs. Functions of judiciary, knowledge and importance of election in democratic country procedure of elections to the post of president, members of parliament and state legislative assembly and the function of Parliament, legislative Assembly and their powers.

Professional ethics- The duties and basic responsibilities of engineers towards society and their employer, apply of new ideas and protection of those ideas.

Course Objective

1. The objective of part-I of the syllabus is to know how the Constitution of India was framed and the basic structure of Indian Constitution and the rights given by the Constitution to their Citizens.
2. The objective of part-II.. To inculcate knowledge on election commission in the democratic system. The functions of judiciary in upholding of the Indian Constitution
3. The objective of part-III. Is enlightening them about the system of government adopted in both Central and State and Method of election of representative of Parliament and State Assembly their powers and function and also enlighten them about the term democracy
4. The Objective of part IV. To create awareness on Professional ethics and Human Values
5. The objective of part-V. To inculcate knowledge and exposure on Safety and Risk, Risk Benefit Analysis and have an idea about the Collective Bargaining, Confidentiality, Professional, Employee, Intellectual Property Rights

UNIT NO	SYLLABUS CONTENTS	NO of hours
1	INTRODUCTION Framing of India Constitution, Salient Features of the Constitution, Basic Structure, Preamble of the Constitution, Fundamental Rights- Article(12-35),Art 32 &226, Restrictions under Constitution Fundamental Duties Art (51A).	8
2	Directive Principles Of State Policy,Election commission, Judiciary system-Role of Supreme Court of India and High Court of State	3
3	UNION GOVERNMENT:Executive - President, Prime Minister, council of ministers,Legislature- Parliament, Lok-Sabha , Rajya-Sabha STATE GOVERNMENT:Executive – Governor, Chief Minister, Council of Ministers.Legislative- Legislative Assembly , Legislative Council	5
4	HUMAN VALUES& PROFESSIONAL ETHICS: Morals, values and Ethics – Integrity – Work ethic – Service learning –	5

	Civic virtue – Respect for others – Living peacefully – Caring – Sharing – Honesty – Courage – Valuing time – Cooperation – Commitment – Empathy – Self-confidence.	
5	SAFETY, RESPONSIBILITIES AND RIGHTS : 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) Piracy and plagiarism.	4

Course Outcomes


1. Students come to know that who are all take part in the framing of Indian Constitution and how it was framed, what it contained. The Rights they can enjoy as a citizen of India. Case law gives detailed knowledge to the students about their fundamental rights. Procedure of enforcement of fundamental rights.
2. . Student gets the knowledge about procedure of conducting of election by the election commission, its duties and powers along with powers and functions of judiciary.
3. Student comes to know regarding system of parliamentary form of government .and how the representative of Central and State Government are elected their powers and functions
4. Student comes to know the correct meaning of ethics and their ethical duties and responsibilities and using of honesty in their profession, and the decision making ability.
5. Student gets the knowledge of using the intellectual propret rights and its protection and its application in their profession.

TEXT BOOKS:

1. INTRODUCTION TO THE CONSTITUTION OF INDIA by DURGA DAS BASU. (Students Edition) Prentice – Hall EEE, 19th/20th Edn., 2001.
2. ENGINEERING ETHICS by CHARLES E. HARIES, MICHAEL.S.PRITCHARD AND MICHAEL J. ROBINS THOMPSON ASIA, 2003-08-05

Reference Books:

- 1 An Introduction to Constitution of India by M.V.Pylee, Vikas Publishing, 2002.
2. Constitution of India by B S Raman
- 2 Engineering Ethics by M.Govindarajan, S. Natarajan, V.S.Sendilkumar, Prentice – Hall of India Private Ltd, New Delhi, 2004.
- 3 Constitution of India and Professional Ethics—K R Phaneesh
- 4 Introduction to the Constitution of India—Brij Kishore Sharma

	SOFT SKILLS		
	Subject Code: 18HS33	Mandatory Course	No of lecture hours per week: 2 Hrs
	Exam Duration:	Exam marks: NIL	Total No. of lecture hours: 26 hrs per semester

COURSE OBJECTIVES:

1. The lessons under unit 1 is to help students to recognize oneself as an individual being aware of one's knowledge, personality, environment and lifestyle, through different base and measures like SWOC analysis, personal developments.
2. The lessons under this unit make students to understand the importance of soft skills and hard skills and how to think critically and also learn the importance of creative thinking.
3. The lessons under this unit make students to understand the importance of attitude, time, and also learn to manage them.
4. The objective of this unit is to help a student to learn the art of goal setting and being motivated in achieving his goal in spite of all the hardships with different problems along with teamwork, and leadership qualities.
5. The unit 5 aims at teaching the students about importance of handwriting, punctuation marks, spellings, which helps them, improve in writing skills.

UNIT NO	SYLLABUS CONTENT	HRS /COS
1	a. SWOC ANALYSIS b. SELF – AWARENESS AND PERSONAL DEVELOPMENT c. ETTIQUTTE AND MANNERS	5 CO1
2	d. INTRODUCTION TO SOFT SKILLS AND HARD SKILLS e. CREATIVITY f. CRITICAL THINKING	5 CO2
3	g. ATTITUDE h. ADAPTABILITY i. TIME MANAGEMENT/ PRIORITY j. STRESS MANAGEMENT	5 CO3
4	k. GOAL SETTING l. MOTIVATION m. TEAM WORK n. PROBLEM SOLVING o. LEADERSHIP	5 CO4
5	p. GUIDELINES FOR HANDWRITING q. PUNCTUATION MARKS r. SPELLING s. VISUAL NARRATIVES(Ramayana, Mahabharata, Short Stories, films and advertisements)	6 CO5

COURSE OUTCOME:


1. After the completion of this unit students will know about their self assessments and personality that how to handle various situations in a positive way.
2. At the end of this unit student will be able to see how important it is to consider things carefully and from different angles, something one sees, hears, experiences or reads in order to understand it fully. The student will also have understood the importance of soft skills and thinking creatively.
3. After the completion of this unit students will have learnt about attitude and adaptability and also how to deal with problems and stress in the present world.
4. At the end of this unit students will have learnt some simple ways of planning to achieve his dream and also feel enthusiastic about doing something individually and as well in team.
5. After the completion of this unit students writing skills will have improved.

REFERENCE:

- English for Job Seekers (Language and Soft Skills for the Aspiring) by Geetha Rajeevan, C.L.N. Prakash at al) Cambridge University Press pvt,Ltd.
- New International Business English by Leo Jones and Richard Alexander. Cambridge University Press pvt,Ltd
- Business Benchmark by Norman Whitby. Cambridge University Press pvt,Ltd
- Grammar practice Activities (practical guide for teachers) Cambridge University Press pvt,Ltd

IV SEM

For FOURTH Semester B E (For CS/IS branch only)

	SUBJECT TITLE: PROBABILITY, STATISTICS & QUEUEING THEORY		
	Subject Code : 18MA41CS/IS	Number of Credits: 3 = 2 : 1 : 0 (L : T : P)	No of lecture hours per week: 04 (L=2+T=2)
	Exam Duration: 3 Hrs	Exam Marks: CIE + Assignment + SEE = 45 + 5 + 50 = 100	Total No. of lecture hours: 39
Course objectives: To develop analytical capability and to impart knowledge in Statistical methods and Queuing theory and their applications in Engineering and Technology, so as to enable them to apply the same for solving real world problems.			
Unit No.	Syllabus Content	No. of hours	
		Theory	Tutorial
1	Probability distributions: Recap of Random Variables. Discrete probability distributions- Binomial, Poisson and Geometric distributions; Continuous probability	06	02
2	Two dimensional Random variables: Joint probability mass function, Marginal probability function, conditional probability function, Joint density function, marginal density function, conditional probability density function, covariance,	06	02
3	Statistical techniques: Curve fitting by method of least squares: $y = ax+b$, $y = ax^2+bx+c$ and $y = ab^x$, Correlation–Karl Pearson's coefficient of correlation, Regression analysis –	05	02
4	Random Process: Classification of random process, description of random process, stationary random process – first order, second order and Strict-sense stationary processes, Autocorrelation and Cross-correlation functions, Ergodic	06	02
5	Queuing Theory: Basic characteristics of Queuing models- Transient and steady states, Kendall's notation of a Queuing system, Steady state probabilities for Poisson Queue systems, Markov process, Poisson process, birth and death process, Queuing models: Model I- M/M/1/ ∞ /FIFO and Model II-	06	02

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Course Outcomes: After the successful completion of the course the students are able to:

CO1: Understand of basic rules of random variables and moments of random variables.

CO2: Create probability functions of transformation of random variables and use these techniques to generate data from various distributions.

CO3: Develop probabilities in joint probability distributions and derive the marginal and conditional distributions of bivariate random variables.

CO4: Apply the concepts of probability theory to discrete time Markov chain and establish the Markovian queuing models.

CO5: Implement a variety of statistical techniques to solve problems of industry standard statistical software.

Course Outcomes (CO) Mapping with Programme Outcomes (PO)

CO1: PO1, PO2

CO2: PO1, PO2

CO3: PO1, PO2

CO4: PO1, PO4

CO5: PO1, PO2

TEXTBOOKS:

1. Kishore S. Trivedi, Probability and Statistics with Reliability, Queuing and Computer Science.
2. S D Sharma, Operation research, Tata Mc-Grill.
3. Sundaran Pillai, Probability, Statistics and Queuing theory PHI.

REFERENCE BOOKS/Web sources:

1. S.C.Gupta and B.K.Kapur, Fundamentals of Mathematical Statistics.
2. Robert B Cooper, Introduction to queuing theory, 2nd Edition, North Holland.
3. Ivo Adan and Jacques Resing, Queueing Systems, Lecture notes, Netherlands (2015).
4. Arnold O. Allen, Probability, Statistics and Queing theory with computer Science Applications, Academic Press, INC. New York.

QUESTION PAPER PATTERN:

The Semester End Examination (SEE) is for 100 marks.

1. There shall be five full questions (one question for each unit) carrying 20 marks each and all are Compulsory.
2. There shall be internal choice in all the Units

Note: Three assignments are evaluated for 5 marks.

Sub Title : MICROCONTROLLER AND EMBEDDED SYSTEMS		
Sub Code: 18IS41	No. of Credits:3=3 : 0 : 0 (L-T-P)	No.of Lecture Hours/Week: 3
Exam Duration : 3 hours	Exam Marks: CIE + Assignment + SEE = 45 + 5 + 50 = 100	Total No. of Contact Hours : 39

Course Objectives:

1. Differentiate between microprocessors and microcontrollers.
2. Explain the architecture of ARM processor with its instruction set.
3. Identify the applicability of the embedded system
4. Comprehend the real time operating system used for the embedded system

Unit No..	Syllabus Content	No of Hours
1	Microprocessors versus Microcontrollers, ARM Embedded Systems: The RISC design philosophy, The ARM Design Philosophy, Embedded System Hardware, Embedded System Software, ARM Processor Fundamentals: Registers, Current Program Status Register, Pipeline, Exceptions, Interrupts, and the Vector Table , Core Extensions Text book 1:Chapter1 - 1.1 to 1.4, Chapter2 - 2.1 to 2.5	7
2	Introduction to Arm Instruction Set: Data Processing Instructions, Branch Instructions, Load-Store Instructions, Software Interrupt Instruction, Program Status Register Instructions, Loading Constants,ARMv5E Extensions, Conditional Execution Text book 1: Chapter3-3.1-3.8	8
3	Embedded System Components: Embedded Vs General computing system, Classification of Embedded systems, Major applications and purpose of ES. Core of an Embedded System including all types of processor/controller, Memory, Sensors, Actuators, LED, 7 segment LED display, stepper motor, Keyboard, Push button switch, Communication Interface (onboard and external types), Embedded firmware, Other system components. Text book 2: All the Topics from Chapter1 and Chapter2	8
4	Embedded System Design Concepts: Characteristics and Quality Attributes of Embedded Systems, Operational and non-operational quality attributes, Embedded Systems-Application and Domain specific, Hardware Software Co-Design and Program Modeling, embedded firmware design and development Text book 2: Chapter-3, Chapter-4, Chapter-7 (Sections 7.1, 7.2 only), Chapter-9 (Sections 9.1, 9.2, 9.3.1, 9.3.2 only)	8
5	RTOS and IDE for Embedded System Design: Operating System basics, Types of operating systems, Task, process and threads (Only POSIX	8

	<p>Threads with an example program), Thread preemption, Preemptive Task scheduling techniques, Task</p> <p>Communication, Task synchronization issues – Racing and Deadlock, Concept of Binary and counting semaphores (Mutex example without any program), How to choose an RTOS, Integration and testing of Embedded hardware and firmware, Embedded system Development Environment – Block diagram (excluding Keil), Disassembler/decompiler, simulator, emulator and debugging techniques</p> <p>Text book 2: Chapter-10 (Sections 10.1, 10.2, 10.3, 10.5.2 , 10.7, 10.8.1.1, 10.8.1.2, 10.8.2.2, 10.10 only), Chapter 12, Chapter-13 (block diagram before 13.1, 13.3, 13.4, 13.5, 13.6 only)</p>	
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Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After the completion of the above course students will be able to

CO1: Apply the knowledge gained for Programming ARM for different applications.

CO2: Interface external devices and I/O with ARM microcontroller.

CO3: Interpret the basic hardware components and their selection method based on the characteristics and attributes of an embedded system.

CO4: Develop the hardware /software co-design and firmware design approaches.

CO5: Demonstrate the need of real time operating system for embedded system applications

Cos	Mapping with POs
CO1	PO1,PO5,PO6
CO2	PO1,PO2,PO3,PO4,PO6
CO3	PO2,PO4,PO5,PO6
CO4	PO2,PO3,PO6

TEXT BOOKS:

1. Andrew N Sloss, Dominic Symes and Chris Wright, ARM system developers guide, Elsevier, Morgan Kaufman publishers, 2008.
2. Shibu K V, “Introduction to Embedded Systems”, Tata McGraw Hill Education, Private Limited, 2nd Edition.

REFERENCE BOOKS:

1. The Insider’s Guide to the ARM7 Based Microcontrollers, Hitex Ltd., 1st edition, 2005
2. Steve Furber, ARM System-on-Chip Architecture, Second Edition, Pearson, 2015
3. Raj Kamal, Embedded System, Tata McGraw-Hill Publishers, 2nd Edition, 2008
4. Rangunandan, An Introduction to ARM System Design, Cengage Publication

Sub Title : DESIGN AND ANALYSIS OF ALGORITHMS		
Sub Code:18IS42	No. of Credits:4= 4 :0 : 0 (L-T-P)	No.of Lecture Hours/Week: 4
Exam Duration : 3 hours	Exam Marks: CIE + Assignment + SEE = 45 + 5 + 50 = 100	Total No. of Contact Hours : 52

Course Objectives:

1. To introduce the concept of an algorithm and understand the techniques for its analysis.
2. To represent the algorithmic time efficiency using different asymptotic notations.
3. Explore the various algorithm design techniques, the process of its design and analysis.
4. To solve problems using appropriate design techniques.
5. Understand concepts of space-time tradeoffs.

UNIT No	Syllabus Content	No of Hours
1	Introduction: What is an Algorithm? Algorithm specification (T2:1.1,1.2), Analysis framework (T1: 2.1) Performance analysis : Space complexity , Time complexity (T2: 1.3) Asymptotic Notations and Basic efficiency classes: Informal introduction , O- notation, Ω -notation , Θ - notation,Basic efficiency classes, Important problem types: Sorting searching string processing, graph problems, combinatorial problems (T1:1.3), Mathematical Analysis of Non-Recursive and Recursive Algorithms (T1: 2.2,2.3,2.4) Brute Force : Introduction, Bubble Sort,sequential search (T1: 3.1,3.2)	10
2	Divide and conquer: General Method, Binary search , Recurrence equation for DAC, Finding Minimum and maximum Merge Sort, Quick Sort (T2:3.1,3.2,3.3,3.4,3.5) Decrease-and-conquer : Introduction, Depth First Search, Breadth First Search, Topological Sorting. (T1: 5.2, 5.3)	11
3	Greedy method: The General Method, Knapsack Problem, Job Sequencing with Deadlines (T2:4.1,4.2,4.4) Minimum cost spanning trees : Prim's Algorithm, Kruskal's Algorithm, Single Source Shortest Paths: Dijkstras Algorithms, Huffman trees (T1:9.1,9.2,9.3,9.4) Transform and Conquer: Heaps and Heap sort. (T1:6.4)	10
4	Dynamic Programming: computing binomial coefficient, Warshall's and Floyds algorithms, Knapsack problem (T1: 8.1,8.2,8.4) Travelling Salesperson problem (T2 5.9) Backtracking: N-Queens problem, sum of Subset Problem (T1: 12.1).	11
5	Branch-and-Bound: Assignment Problem,Knapsack problem, Traveling Salesman n Problem (T1: 11.2) Space and Time Tradeoffs: Sorting by Counting, Horspool's algorithm (T1:7.1,7.2) NP-Complete and NP Hard problems: Basic concepts , non deterministic algorithms , P, NP, NP-Complete and NP-Hard classes (T2: 11.1) .	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.
Assignment – II from Units 3 and 4
Assignment -III from Unit 5

Course Outcomes:

After the completion of the above course students will be able to

CO1: Determine time efficiency of recursive and non- recursive algorithms.

CO2: Apply, analyze algorithms and solve problems using various algorithm design techniques.

CO3: Design and analyze algorithms to solve the optimization problems.

CO4: Design and analyze algorithms associated with space–time tradeoffs .

COs	Mapping with POs
CO1	PO1,PO2,PO9
CO2	PO2,PO3,PO4,PO9,PO12
CO3	PO2,PO3,PO4,PO9,PO12
CO4	PO2,PO3,PO4,PO9,PO12

TEXT BOOKS:

1. Anany Levitin: Introduction to the Design and Analysis of Algorithms, Second Edition, Pearson Education, 2009.
2. Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran: Computer Algorithms/ C++, 2nd Edition, University press, 2014

REFERENCE BOOKS / WEBLINKS:

1. Thomas H. Cormen, Charles E. Leiserson, Ronal L. Rivest, Clifford Stein: Introduction to Algorithms, 2nd Edition, PHI, 2006.
2. Design and Analysis of Algorithms , S. Sridhar, Oxford (Higher Education)

Sub Title : OBJECT ORIENTED CONCEPTS		
Sub Code:18IS43	No. of Credits:4 = 4 : 0 : 0 (L-T-P)	No.of Lecture Hours/Week: 4
Exam Duration : 3 hours	Exam Marks: CIE + Assignment + SEE = 45 + 5 + 50 = 100	Total No. of Contact Hours : 52

Course Objectives:

1. To understand the object oriented concepts.
2. To understand the concepts of java.
3. To understand the concept of inheritance and exception handling.
4. To understand the concept of event handling and threads.
5. To design and write a applet and swing programs.

Unit No.	Syllabus Content	No. of Hours
1	Introduction to Object Oriented Concepts: A Review of structures, Procedure–Oriented Programming system, Object Oriented Programming System, Comparison of Object Oriented Language with C, Console I/O, variables and reference variables, Function Prototyping, Function Overloading. Class and Objects: Introduction, member functions and data, objects and functions, objects and arrays, Namespaces, Nested classes, Constructors, Destructors. Text book 1: Ch 1: 1.1 to 1.9 Ch 2: 2.1 to 2.6 Ch 4: 4.1 to 4.2	10
2	Introduction to Java: Java’s magic: the Byte code; Java Development Kit (JDK); the Java Buzzwords, Object-oriented programming; Simple Java programs. Data types, variables and arrays, Operators, Control Statements. Text book 2: Ch:1 Ch: 2 Ch:3 Ch:4 Ch:5	10
3	Classes, Inheritance, Exceptions, Packages and Interfaces: Classes: Classes fundamentals; Declaring objects; Constructors, this keyword, garbage collection. Inheritance: inheritance basics, using super, creating multi level hierarchy, method overriding. Exception handling: Exception handling in Java. Packages, Access Protection, Importing Packages, Interfaces. Text book 2: Ch:6 Ch: 8 Ch:9 Ch:10	10
4	Multi Threaded Programming, Event Handling: Multi Threaded Programming: What are threads? How to make the classes threadable ; Extending threads; Implementing runnable; Synchronization; Changing state of the thread; Bounded buffer problems, read-write problem, producer consumer problems. Event Handling: Two event handling mechanisms; The delegation event model; Event classes; Sources of events; Event listener interfaces; Using the delegation event model; Adapter classes; Inner classes. Text book 2: Ch 11: Ch: 22	11
5	The Applet Class: Introduction, Two types of Applets; Applet basics; Applet Architecture; An Applet skeleton; Simple Applet display methods; Requesting repainting; Using the Status Window; The HTML APPLET tag; Passing parameters to Applets; getDocumentbase() and getCodebase(); ApletContext and showDocument(); The AudioClip Interface; The AppletStub Interface;Output to the Console. Swings: Swings: The origins of Swing; Two key Swing features; Components and Containers; The Swing	11

Packages; A simple Swing Application; Create a Swing Applet; JLabel and ImageIcon; JTextField;The Swing Buttons; 08 Hours JTabbedPane; JScrollPane; JList; JComboBox; JTable. Text book 2: Ch 21: Ch: 29 Ch: 30	
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Course Outcomes:

After the completion of the course students will be able to

CO1: Explain the object-oriented concepts and JAVA.

CO2: Develop computer programs to solve real world problems in Java.

CO3: Develop simple GUI interfaces for a computer program to interact with users, and to comprehend the event-based GUI handling principles using Applets and swings.

COs	Mapping with POs
CO1	PO1,PO2, PO4,PO5,PO7
CO2	PO1,PO2, PO4,PO5
CO3	PO1, PO2,PO4,PO5,
CO4	PO1,PO2,PO3, PO4,
CO5	PO1,PO2, PO4,PO5, PO7

TEXT BOOK:

1. Sourav Sahay, Object Oriented Programming with C++ , 2nd Ed, Oxford University Press,2006 (Chapters 1, 2, 4)
2. Herbert Schildt, Java The Complete Reference, 7th Edition, Tata McGraw Hill, 2007. (Chapters 1, 2, 3, 4, 5, 6, 8, 9,10, 11, 21, 22, 29, 30)

REFERENCE BOOKS:

1. Mahesh Bhawe and Sunil Patekar, "Programming with Java", First Edition, Pearson Education,2008, ISBN:9788131720806
2. Herbert Schildt, The Complete Reference C++, 4th Edition, Tata McGraw Hill, 2003.
3. Stanley B.Lippmann, Josee Lajore, C++ Primer, 4th Edition, Pearson Education, 2005.
4. Rajkumar Buyya,S Thamarasi selvi, xingchen chu, Object oriented Programming with java, Tata McGraw Hill education private limited.
5. Richard A Johnson, Introduction to Java Programming and OOAD, CENGAGE Learning.
6. E Balagurusamy, Programming with Java A primer, Tata McGraw Hill companies.

Sub Title : PYTHON PROGRAMMING		
Sub Code: 18IS44	No. of Credits:3=3 : 0 : 0 (L-T-P)	No. of lecture hours/week : 3
Exam Duration : 3 hours	CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 39

Course Objectives:

1. Understanding the syntax and semantics of the Python language.
2. To create Functions in Python.
3. To handle Files & Regular expressions in Python.
4. To apply Object Oriented Programming concepts in Python.

To create Threaded and Networking applications in Python .

UNIT No	Syllabus Content	No of Hours
1	Introduction to Python, Writing Our First Python Program, Datatypes in Python, Operators in Python, Input and Output, Control Statements Ch1,Ch2,Ch3,Ch4,Ch5,Ch6	7
2	Arrays in Python, Strings and Characters, Functions, Lists and Tuples, Dictionaries Ch7,Ch8,Ch9,Ch10,Ch11	7
3	Introduction to OOPS, Classes and Objects, Inheritance and Polymorphism, Exceptions Ch12,Ch13,Ch14,Ch16	7
4	Files in Python, Regular Expressions in Python, Data Structures in Python, Date and Time Ch17,Ch18,Ch19,Ch20	9
5	Threads, Graphical User Interface, Networking in Python, Python's Database Connectivity Ch20,Ch21,Ch22,Ch23	9

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After the completion of the above course students will be able to

CO1: Demonstrate the understanding and usage of core python scripting elements python constructs, data types.

CO2 : Demonstrate the understanding and usage of functions ,lists, tuples and dictionaries.

CO3: Demonstrate the understanding and usage of modules, packages and regular expressions.

CO4: Demonstrate usage of object oriented features such as Inheritance, Polymorphism, operator overloading.

CO5:Apply the knowledge of python and use the language scripting elements and constructs to develop threaded and networking applications

Text Books:

1. Core Python Programming: Dr.R.Nageshwara Rao,Dreadm Tech Press 2018

Reference Books:

1. Think Python, Allen Downey, Green Tea Press.
2. Learning Python, Mark Lutz, Orielly.

COs	Mapping with POs
CO1	PO1,PO2,PO4
CO2	PO1,PO2,PO4
CO3	PO1,PO2,PO4,PO5,PO8
CO4	PO1,PO2,PO4,PO5,PO8
CO5	PO1,PO2,PO4,PO5,PO8

Sub Title : COMPUTER NETWORKS		
Sub Code: 18IS45	No of Credits : 3:1:0	No. of lecture hours/week : 4
Exam Duration : 3 hours	CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 52

Course Objectives:

- To understand Data communication and OSI/TCP layers
- Understand the working of Analog and Digital signals.
- To understand the working of various Data link and Network layer services like DNS, Remote login, E-mail, FTP,
- To understand usage of application layer like DNS, Remote login, E-mail, FTP etc.

Unit No.	Syllabus	No of Hours
1	<p>Data Communications :Introduction to Data Communications; Network Models;; Layered tasks; The OSI Model and the layers in the OSI model; TCP / IP Protocol Suite.</p> <p>Chapter:1,2,3</p> <p>Digital & Analog Transmission: Data signals; Digital Transmission; Analog Transmission</p> <p>Chapter:4,5,8</p>	10
2	<p>Data Link Layer</p> <p>Error detection and correction : Introduction to error detection / correction; Block coding; Linear block codes; Cyclic codes, Checksum.</p> <p>Data Link control: Framing; Flow and Error control; Protocols; Noiseless channels; Noisy channels; HDLC; Point-to-point Protocol - framing, transition phases.</p> <p>Multiple Access: Random Access; Controlled Access; Channelization.</p> <p>Chapter 10,11,12</p>	10
3	<p>Network Layer</p> <p>Logical Addressing IPv4 addresses, IPv6 addresses, Internet Protocol, Delivery, forwarding and Routing</p> <p>Chapter :19,20,22</p>	12
4	<p>Transport Layer</p> <p>Process to process Delivery: UDP, TCP, SCTP, Congestion control and Quality of Service</p> <p>Chapter 23,24</p>	10
5	<p>Application Layer, Network Management:</p> <p>Domain Name System (DNS): Name Space, Domain name space, Distribution of name space , DNS in internet, Resolution,DNS messages, Types of record. Remote Login,E-mail: Architecture, user agent, Message Transfer Agent(SMTP),Message Access Agent: POP and IMAP. FTP</p> <p>World Wide Web and HTTP: Architecture, web documents, HTTP: HTTP transaction, Network Management: SNMP.</p> <p>Chapter:25,26,27,28</p>	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcome:

After completion of course students will be able to :

CO1: Gain Knowledge of OSI/TCP and Digital and analog signals

CO2: Understand Digital conversion, Multiplexing, Transmission media etc.

CO3: Design concepts related with data link layer

CO4: Analyze and design Network layer concepts

CO5: Usage of Application Layer

COs	Mapping with POs
CO1	PO1,PO2, PO5, PO7,PO12
CO2	PO1,PO2,PO4,PO6,PO9,PO12
CO3	PO1,PO2,PO5,PO7,PO12
CO4	PO1,PO2,PO3,PO4,PO12
CO5	PO1,PO2,PO3,PO6,PO7,PO12

Text Books:

1. Behrouz A. Forouzan: Data Communications and Networking, 4th Edition, Tata McGraw-Hill, 2006.

Reference Books:

1. William Stallings: Data and Computer Communication, 8th Edition, Pearson Education, 2007.
2. Larry L. Peterson and Bruce S. David: Computer Networks – A Systems Approach, 4th Edition, Elsevier, 2007.
3. Wayne Tomasi: Introduction to Data Communications and Networking, Pearson Education, 2005.

Sub Title : OBJECT ORIENTED CONCEPTS LAB		
Sub Code:: 18ISL46	No. of Credits:1= 0:0:1 (L-T-P)	No. of Lecture Hours/Week: 2
Exam Duration : 3 hours	Exam Marks: CIE + SEE = 50 + 50 = 100	

Course Objectives:

1. Design programs using classes and objects for java
2. Build programs for automatic initialization of objects and destroy objects that are no longer required through constructors and destructors.
3. Construct applications to provide flexible options for the creation of new definitions for some of the operators.
4. Specifying mechanism of deriving a new class from older classes through inheritance.
5. Implement methods to select appropriate member function during run time.

I. LIST OF PROGRAMS

1	Create a class called Student with the following details as variables within it. (i) USN (ii) Name (iii) Branch (iv) Phone Write a Java/c++ program to create nStudent objects and print the USN, Name, Branch, and Phone of these objects with suitable headings.
2	Design a. Java/c++ Program to demonstrate Constructor Overloading and method overloading b. Develop a Java/c++ Program to implement Inner class and demonstrate its Access Protections.
3	Write a Java/c++ program to implement the Stack using arrays. Write Push(), Pop(), and Display() methods to demonstrate its working.
4	Design a superclass called Staff with details as StaffId, Name, Phone, Salary. Extend this class by writing three subclasses namely Teaching (domain, publications), Technical (skills), and Contract (period). Write a Java program to read and display at least 3 staff objects of all three categories.
5	Write a Java class called Customer to store their name and date_of_birth. The date_of_birth format should be dd/mm/yyyy. Write methods to read customer data as and display as using StringTokenizer class considering the delimiter character as “/”.
6	Write a Java/c++ program to read two integers a and b. Compute a/b and print, when b is not zero. Raise an exception when b is equal to zero.
7	Write a Java program that implements a multi-thread application that has three threads. First thread generates a random integer for every 1 second; second thread computes the square of the number and prints; third thread will print the value of cube of the number.
8	Design a JAVA program using Synchronized Threads, which demonstrates Producer Consumer concept.
9	Develop JAVA programs which demonstrates utilities of Linked List Class
10	Develop JAVA Applet programs which handles Key Board Event

Note: In the examination each student picks one question from a lot of all 12 questions.

II. OPEN ENDED QUESTIONS

Identify the different objects in the following environments and implement different suitable operations

1. Banking System
2. Library
3. Automobile Industry
4. Home Appliances
5. User Interface design etc

NOTE:

1. STUDENT IS PERMITTED TO SUBMIT OPEN ENDED SOLUTION TO ANY OTHER OPEN ENDED QUESTION APART FROM THE LIST ABOVE . BUT IT HAS TO BE APPROVED BY APPROVED BY THE STAFF IN CHARGE.

2.IN THE EXAMINATION EACH STUDENT PICKS ONE QUESTION FROM A LOT OF ALL 12 QUESTIONS

Course Outcomes:

After completing the course the students are able to:

CO1:Design programs using classes and objects using JAVA/C++

CO2:Develop programs for automatic initialization of objects and destroy objects that are no longer required.

CO3:Develop applications to provide flexible options for the creation of new definitions for some of the operators.

CO4:Specify mechanism of deriving a new class from older classes through inheritance .

CO5:Design a program using Templates & Exception Handling.

COs	Mapping with POs
CO1	PO2,PO3,PO5
CO2	PO2,PO3,PO6,PO9
CO3	PO2,PO3,PO5,PO6
CO4	PO2,PO3,PO5,PO9
CO5	PO2,PO3,PO5,PO6

Sub Title : DESIGN AND ANALYSIS OF ALGORITHMS LAB		
Sub Code:18ISL47	No. of Credits:1 =0 : 0 : 1 (L-T-P)	No. of Lecture Hours/Week: 2
Exam Duration : 3 hours	Exam Marks: CIE + SEE = 50 + 50 = 100	

Course Objectives:

1. To introduce various algorithm design techniques.
2. To design algorithms with specific technique and implement these algorithms using the appropriate technique.
3. Enhance written and oral communication skills among students.
4. To enhance the skill to debug programs

I. LIST OF PROGRAMS

Implement the following using C/C++:

- 1 Design and implement an algorithm to Sort a given set of elements using DAC merge sort method and determine the time required to sort the elements. Repeat the experiment for different values of n and analyze the time complexity.
- 2 Print all the nodes reachable from a given starting node in a digraph using BFS method.
- 3 Obtain the topological ordering of vertices in a given graph using DFS method/ Source removal method
- 4 From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.
- 5 Apply Prim's algorithm to undirected graph and obtain minimum cost Spanning Tree.
- 6 Design and implement Heap Sort algorithm to arrange elements in desired order
- 7 Design and implement an algorithm to solve 0/1 Knapsack problem using dynamic programming.
- 8 a) Design and Implement Floyd's algorithm for the All-Pairs- Shortest-Paths problem.
- 9 Design and implement an algorithm to solve N-Queen's problem using Back Tracking.
- 10 Design and implement Horspool's algorithm.

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Note: In the examination each student picks one question from the lot of all 10 questions.

II. OPEN ENDED QUESTIONS

Develop / Simulate Following Game Applications:

1. Knapsack
2. Spanning Trees
3. Sum of Subset
4. Travelling Sales Person etc.

NOTE:

1. STUDENT IS PERMITTED TO SUBMIT OPEN ENDED SOLUTION TO ANY OTHER OPEN ENDED QUESTION APART FROM THE LIST ABOVE. BUT IT HAS TO BE APPROVED BY THE STAFF IN CHARGE.
2. IN THE EXAMINATION EACH STUDENT PICKS ONE QUESTION FROM A LOT OF ALL 10 QUESTIONS

Course Outcomes:

After the completion of course the student will be able to :


CO1: Design algorithms using different design techniques.

CO2: Implement the algorithms using C/C++.

CO3: Analyze the time complexity of algorithms.

CO4: Design key algorithmic paradigms to solve optimization problems.

COs	Mapping with POs
CO1	PO2,PO3,PO4,PO9,
CO2	PO2,PO3,PO4,PO9
CO3	PO2,PO3,PO4,PO9
CO4	PO2,PO3,PO4,PO9

EMPLOYABILITY SKILLS			
	Subject Code: 18HS43	Mandatory Course	No of lecture hours per week: 2 Hrs
	Exam Duration:	Exam marks: NIL	Total No. of lecture hours: 26 hrs per semester

COURSE OBJECTIVE:

1. According to the present day requirement, this unit is designed on job seeking topics, adopting a task based approach with activities and worksheets.
2. In this unit students will be taught to prepare project report effectively which is integral part of their academics by making use of referencing skills. And also they will be taught how to write an abstract and will be familiarized with research paper guidelines.
3. The unit 3 aims at preparing the student to face interviews confidently.
4. Under the topics like synonyms, antonyms and homophones students' vocabulary will be enhanced.
5. The lessons under this unit help students' to use idioms and phrases, decoding the analogies and the correct usage of collective nouns

UNI T NO	SYLLABUS CONTENT	HRS/COS
1	a. Employability Skills b. PRESENTATION SKILLS c. RESUME WRITING d. COVERING LETTER e. E-MAIL WRITING	8 CO1
2	a. PROJECT REPORT b. REFERENCING SKILLS c. ABSTRACT WRITING d. RESERCH PAPER GUIDELINE AND FORMAT	2 CO2
3	e. INTERVIEW SKILLS	8 CO3
4	f. SYNONYMS g. ANTONYMS h. HOMOPHONES	4 CO4
5	i. IDIOMS & PHRASES j. ANALOGY k. COLLECTIVE NOUNS	4 CO5

COURSE OUTCOME:

1. After the completion of this unit students will have learnt to make presentations both in formal and informal situations. And also will have learnt the art of resume writing.
2. After the completion of this unit student will have learnt how to do a project report using referencing skills. And also they will have learnt how to write abstract and will have been familiarized with research paper guidelines.
3. This unit will have helped student to communicate with various skills required for job interviews.
4. After the completion of this unit the students will have learnt the strategies of vocabulary.
5. After the completion of this unit student will have learnt to use idioms and phrases in everyday conversation.

REFERENCE:

- English Skills for Technical Students by British Council, Orient Black Swan.
- A course in Grammar and Composition by Geetha Nagaraj, Cambridge University Press India Pvt. Ltd.
- Communication Skills for Professionals by Nira Konar, PHI learning Pvt. Ltd.
- Enhancing English and Employability Skills by State Board of Technical Education.

Detailed Scheme

ACADEMIC YEAR 2019-2020

V - VI (2017-2021 BATCH)

**Dr. Ambedkar Institute of Technology
Bangalore**



**Department of
Information Science and Engineering**

Vision

- To create **D**ynamic, **R**esourceful, **A**dept and **I**nnovative **T**echnical professionals to meet global challenges.

Mission

- To offer state-of-the-art undergraduate, postgraduate and doctoral programmes in the fields of Engineering, Technology and Management.
- To generate new knowledge by engaging faculty and students in research, development and innovation
- To provide strong theoretical foundation to the students, supported by extensive practical training to meet industry requirements.
- To install moral and ethical values with social and professional commitment.

DEPARTMENT VISION AND MISSION

Vision:

- Imparting quality technical education and preparing professionals to meet Information Technological challenges globally.

Mission:

- Prepare highly capable Information Science engineers through best practices.
- Encourage students to pursue higher education for further growth in the learning process and to promote research in the frontier areas of Information Technology.
- Educate students to take up social and professional responsibilities with ethical values for the betterment of the society.

PROGRAMME EDUCATIONAL OBJECTIVES (PEOS)

PEO1: Graduates will have the ability to become successful computing professionals in the area of Information Science and Engineering.

PEO2: Graduates will be equipped to enhance their knowledge through core engineering and latest technological skills to promote lifelong learning.

PEO3: Graduates will be able to take up social, technical and entrepreneurial challenges in inter disciplinary and multi disciplinary fields.

PROGRAM SPECIFIC OBJECTIVES(PSOS)

PSO1:Students should be able to understand, analyze and adopt principles of programming paradigms by using latest technologies such as Cloud computing, Big data analytics, AI ,Machine Learning and IoT based applications for solving real-world problems.

PSO2:Students should be able to acquire and demonstrate the team work, professional ethics, competence and communication skills while developing software products.

PROGRAMME OUTCOMES (POs)

- 1. Engineering knowledge:** Apply the knowledge of mathematics science engineering fundamentals and an mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems 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 g activities with an understanding of the limitations.
- 6. The engineer and society:** Apply reasoning informed by Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities 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 g solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development 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 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, 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 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 Recognize the need for, and have the preparation and ability to engage in independent and lifelong learning in the broadest context of technological change.

Academic Year 2019-2020 : V Semester

**SCHEME OF TEACHING AND EXAMINATION
B.E. INFORMATION SCIENCE AND ENGINEERING**

S. No.	Subject Code	Subject	Teaching Dept.	Hrs/week			Examination			
				Lecture	Tutorial	Practical	Marks			
							CIE /Assignment	SEE	Credits	Total
1	IS51	Operating Systems	ISE	04			45/5	50	4	100
2	IS52	Java Programming	ISE	03	2		45/5	50	4	100
3	IS53	Web Technologies	ISE	03		-	45/5	50	3	100
4	IS54	Database Management Systems	ISE	04			45/5	50	4	100
5	IS55	Data communication	ISE	03		-	45/5	50	3	100
6	IS56	UNIX Systems Programming	ISE	04	-		45/5	50	4	100
7	ISL57	Database Applications Lab	ISE			02	50	50	1	100
8	ISL58	Web Technologies Lab	ISE			02	50	50	1	100
9	ISL59	Java Programming Lab	ISE			02	50	50	1	100
Total				21	2	06	450	450	25	900

HEAD
DEPT. OF INFORMATION SCIENCE & ENGG.

Academic Year 2019-2020 : VI Semester

**SCHEME OF TEACHING AND EXAMINATION
B.E. INFORMATION SCIENCE AND ENGINEERING**

S. No.	Subject Code	Subject	Teaching Dept.	Hrs/week			Examination			
				Lecture	Tutorial	Practical	Marks			
							CIE /Assignment	SEE	Credits	Total
1	HS03	Management and Entrepreneurship	MBA	04			45/5	50	4	100
2	IS61	Mobile Application Development	ISE	03			45/5	50	3	100
3	IS62	Theory of Computation	ISE	03	2		45/5	50	4	100
4	IS63	Cloud Computing	ISE	03			45/5	50	3	100
5	IS64	Computer Networks	ISE	03			45/5	50	3	100
6	IS65x	Elective I (Group-A)	ISE	04			45/5	50	4	100
7	ISL66	Networks Lab	ISE	-		2	50	50	1	100
8	ISL67	Cloud Computing Lab	ISE			2	45/5	50	1	100
9	ISP68	Mini Project	ISE			2	50	50	02	100
Total				20	2	06	450	450	25	900

Elective I – Group A

IS651	Artificial Intelligence
IS652	Compiler Design
IS653	Python programming
IS654	Machine Learning
IS655	Information Systems
IS656	Cryptography and Network Security

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V SEMESTER

Sub Title : OPERATING SYSTEMS		
Sub Code: IS51	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of lecture hours/week
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. To analyze structure ,management, concepts of process scheduling and multithreading in operating system
2. To identify the various methods of causing deadlocks.
3. To describe the techniques for main memory management.
4. To analyze the file system interface, implementation and disk management.
5. To understand the Protection and security concepts in operating system.

Unit No.	Syllabus Content	No of Hours
1	<p>Introduction: What operating systems do, Computer-System Architecture, Operating System Structure, Operating System Operations, Process Management, Memory Management, Storage Management, Protection and Security. T1:1.1 to 1.9.</p> <p>System Structures: Operating System Services, User Operating System Interface, System Calls, Types of System Calls, System Programs, Operating System Structure; T1: 2.1 to 2.7.</p> <p>Processes: Process Concept, Process Scheduling, Operations on Processes, Inter process Communication; Multithreaded Programming: Multithreading Models; T1: 3.1 to 3.4, 4.1 to 4.3.</p>	10
2	<p>Process Synchronization: The Critical Section Problem, Peterson's Solution, Synchronization Hardware, Semaphores, Classic Problems of Synchronization, Monitors, Synchronization Examples; T1:5.1 to 5.9.</p> <p>CPU Scheduling :Scheduling Criteria , Scheduling Algorithms , Thread Scheduling, Multiple-Processor Scheduling , Real-Time CPU Scheduling ,Operating-System Examples. T1: 6.1 to 6.7.</p> <p>Dead locks: System Model, Deadlock Characterization, Methods for handling Deadlocks, Deadlock Prevention, Deadlock Avoidance and detection, Recovery from Deadlock T1:7.1 to 7.7.</p>	10
3	<p>Memory Management Strategies:</p> <p>Main Memory: Background, Swapping, Contiguous Memory Allocation, Segmentation, Paging, Structure of Page Table. T1: 8.1 to 8.6.</p> <p>Virtual Memory Management: Background, Demand Paging, Copy on Write, Page Replacement, Allocation of frames, Allocating Kernel Memory. T1: 9.1 to 9.8</p>	10
4	<p>File System: File Concept, Access Methods, Directory Structure, File System Mounting, File Sharing, Protection;</p>	11

	<p>T1: 11.1 to 11.6. File-System Implementation: File System Structure , File System Implementation, Directory Implementation, Allocation Methods, Free Space Management, Efficiency and Performance, Recovery. T1: 12.1 to 12.7. Mass storage structures, protection: Mass storage structures; Disk structure; Disk attachment, Disk scheduling; Disk management; Swap space management. T1: 10.1 to 10.6</p>	
5	<p>Protection and Security: Goals of protection, Principles of protection, Domain of protection, Access matrix, Implementation of access matrix, Access control, Revocation of access rights, Capability-Based systems. T1: 14.1 to 14.8 The Security Problem, Program Threats ,System and Network Threats, Cryptography as a Security Tool , User Authentication, Implementing Security Defenses, Firewalling to Protect Systems and Networks, Computer-Security Classifications T1:15.1 to 15.8</p>	11

TEXT BOOK:

Abraham Silberschatz Peter Baer Galvin, Greg Gagne - **Operating System concepts** , 9th edition, Wiley-India, 2012.

REFERENCE BOOKS:

1. D.M Dhamdhare – **Operating Systems: A Concept Based Approach**, 2nd Edition, Tata McGraw- Hill, 2002.
2. P.C.P. Bhatt - **Operating Systems**, 2nd Edition, PHI, 2006.
3. Harvey M Deital - **Operating Systems** –, 3rd Edition Wesley, 1990.

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes

After the completion of the course students will be able to

CO1: Analyze the fundamental principles and concepts of operating systems.

CO2: Identify, analyze various synchronization technique, deadlocks.

CO3: Identify, analyze, apply the various algorithms for memory management.

CO4: Analyze issues related to file system, disk management, protection and security.

COs	Mapping with POs
CO1	PO1,PO2
CO2	PO1,PO2,PO3
CO3	PO1,PO3,PO4
CO4	PO1,PO4

Sub Title : JAVA PROGRAMMING		
Sub Code:IS52	No. of Credits:3=3 : 1 : 0 (L-T-P)	No. of lecture hours/week : 4
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. Identify the different object oriented concepts and implement basic programs.
2. Present inheritance and interface concepts.
3. Introduce multithreading programming concepts and handling errors efficiently.
4. Present different ways of implementing event handling and creating user interfaces using Java.
5. Introduce to Java Database Access, Servlets, collection and Framework Concepts.

UNIT No.	Syllabus Content	No. of Hours
1	Introduction To Java: How java changed the internet; Java Buzz words, Byte Code; Object oriented programming; First Simple Java program, Introducing Classes : Classes Fundamentals; Declaring Objects, Assigning Object Reference Variable; Introducing Methods, constructors, this keyword; Inheritance Basics- using Super; Creating Multilevel Hierarchy, When constructors are called, method Overriding, Dynamic Method Dispatch, Abstract classes, final with inheritance TextBook 1:Ch1,Ch2,ch6,ch8.	10
2	Packages and Interfaces: Packages and Interface: Packages, Access Protection, Importing Packages, Interfaces MultiThreaded Programming ; The java tread model, The main thread, Creating thread, creating multiple threads, Using isAlive() and join() Thread priorities; Synchronization; Interthread communication, Suspending , resuming and stopping threads; Textbook 1:Ch9,ch11	10
3	Applets ,Event Handling The Applet Class: Two types of Applets; Appletbasics; Applet Architecture; An Applet skeleton; Simple Applet display methods; Requesting repainting; Using the Status Window; The HTMLAPPLET tag; Passing parameters to Applets; getDocumentbase() andgetCodebase(); AppletContext and showDocument() ; The AudioClipInterface ; The AppletStub Interface; Outputting to the Console. Event Handling: Two event handling mechanisms; The delegation event model; Event classes; Sources of events; Event listener interfaces; Using the delegation event model; Adapter classes; Inner classes; Textbook 1:Ch23,,ch24	10
4	Database Access, Servlets : J2EE and J2SE.The Concept of JDBC; JDBC Driver Types; JDBC Packages; A Brief Overview of the JDBC process; Database Connection; Associating the JDBC/ODBC Bridge with the Database; Statement Objects; ResultSet; Transaction Processing; Metadata, Data type ,Exceptions s; Servlets: Background; The Life Cycle of a Servlet; Using Tomcat for Servlet Development; A simple Servlet ; The Servlet API; The Javax. Servlet Package; Reading Servlet Parameter; The Javax.servlet.http package; Handling HTTP Requests and Responses; Using Cookies; Session Tracking; Textbook 2:ch1,ch6 Textbook1: Ch38	12

5	<p>The collections and Framework, Networking: Collections Overview, Recent Changes to Collections, The Collection Interfaces, The Collection Classes, Accessing a collection Via an Iterator, Storing User Defined Classes in Collections, The Random Access Interface, Working With Maps, Comparators, The Collection Algorithms, Why Generic Collections?, The legacy Classes and Interfaces, Parting Thoughts on Collections</p> <p>Networking: Networking basics, Networking classes and Interfaces, InetAddress, Inet4 Address and Inet6 Address, TCP/IP ClientSockets, URL, URLconnection HttpURL Connection,URIclass,Datagrams</p> <p>Textbook1:ch 18,Ch22,</p>	10
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Course Outcomes

After completing the course the students are able to:

- CO1:** Apply object oriented programming, exception handling and multithreading concepts in problem solving.
- CO2:** Use java aspects in graphical interactive application development and JDBC for database transactions, Handling HTTP requests and responses.
- CO3:** Build client-server applications and TCP/IP socket programs using networking concepts.
- CO4:** Design client server applications for connection oriented and connection less services.

Cos	Mapping with POs
CO1	PO2,PO5,PO6,PO10
CO2	PO2,PO4,PO5,PO10
CO3	PO2,PO6,PO10
CO4	PO2,PO4,PO6,PO10
CO5	PO2,PO4,PO5,PO10

TEXT BOOK:

1. Herbert Schildt: Java - The Complete Reference, 9th Edition, Tata McGraw Hill, 2014. (Chapters 1, 2, 3, 4, 5, 6, 8, 9,10, 11,12,14,15,20, 21, 22, 29, 30).
2. Jim Keogh:J2EE-The complete Reference, McGraw Hill, 2002

REFERENCE BOOKS / WEBLINKS:

1. Y. Daniel Liang: Introduction to JAVA Programming, 7th Ed, Pearson Education, 2013.
2. Java Programming by HariMohan Pandey, Pearson Education, 2012.
3. Java 6 Programming, BlackBook, KoGenT, dreamtech Press, 2012.
4. www.tutorialspoint.com/java/
5. www.javatpoint.com/java-tutorial

Sub Title : WEB TECHNOLOGIES		
Sub Code: IS53	No. of Credits:3=3 : 0 : 0 (L-T-P)	No. of lecture hours/week : 3
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours : 39

Course Objectives:

1. To create a web page using XHTML using Cascading Style Sheets
2. To do data validation and user interaction using JavaScript
3. To create XML documents and provide styling to documents.
4. To develop web applications using CGI/Perl.
5. To design web applications using the concepts of PHP.

UNIT No	Syllabus Content	No of Hours
1	XHTML : Origins and evolution of HTML and XHTML; Basic syntax; Standard XHTML document structure; Basic text markup. Images; Hypertext Links; Lists; Tables; Forms; Frames; Syntactic differences between HTML and XHTML. CSS: Introduction; Levels of style sheets; Style specification formats; Selector forms; Property value forms; Font properties; List properties; Color; Alignment of text; The Box model; Background images [Text1 Chap2,3]	9
2	Javascript: Overview of JavaScript; Object orientation and JavaScript; General syntactic characteristics; Primitives, operations, and expressions; Screen output and keyboard input; Control statements; Object creation and modification; Arrays; Functions; Constructor; Pattern matching using regular expressions ,Introduction JQuery Text1 Chap4 Text2 Chap1	8
3	Javascript and HTML documents: The Javascript execution environment; The Document Object Model; Element access in Javascript; Events and event handling; Handling events from the Body elements, Button elements, Text box and Password elements; The DOM 2 event model [Text1 Chap5]	7
4	XML: Introduction; Syntax; Document structure; Document Type definitions; Namespaces; XML schemas; Displaying XML documents with CSS; XSLT style sheets; XML processors; Web services. [Text1 Chap 7]	7
5	Perl: Origins and uses of Perl; Scalars and their operations; Assignment statements and simple input and output, Fundamentals of arrays; Hashes; References; Functions; Pattern matching. CGI Programming The Common Gateway Interface; CGI linkage; Query string format; CGI.pm module.	8

	PHP: Origins and uses of PHP, Overview of PHP, General syntactic characteristics, Arrays, Form handling, Files, Cookies, Session Tracking. [Text1 Chap 8,9,11]	
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Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes:

Students will demonstrate the knowledge and the skills acquired with respect to:

CO1: Design simple web pages using different tags of XHTML and Classify and use different levels of style sheets

CO2 : Validate and provide user functionality using JavaScript

CO3 : Design and develop XML document and use the style sheet to display.

CO4: Develop web pages using PERL and CGI programs.

CO5: Design and develop PHP programs to perform database access, session tracking

COs	Mapping with POs
CO1	PO1,PO2,PO3,PO6,PO7,PO9
CO2	PO2,PO3,PO5,PO6,PO9
CO3	PO1
CO4	PO1, PO5
CO5	PO1, PO4, PO5

TEXT BOOKS:

1. Robert W. Sebesta: Programming the World Wide Web, 4th Edition, Pearson education, 2011.
2. Learning jQuery , Better interaction, design, and web development with simple javaScript techniques , Fourth Edition , Jonathan Chaffer, Karl Swedberg 2013.

REFERENCE BOOKS / WEBLINKS:

1. M. Deitel, P.J. Deitel, A. B. Goldberg: Internet & World Wide Web How to Program, 4th Edition, Pearson education, 2011.
2. Pro PHP and jQuery- JASON LENGSTORF,2010.
3. <http://nptel.ac.in>
4. <http://www.w3schools.com/>

Sub Title : DATABASE MANAGEMENT SYSTEMS		
Sub Code:IS54	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of lecture hours/week : 4
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours :52

Course Objectives:

1. To analyze the basic concepts and architecture of DBMS.
2. To understand the conceptual and relational models to design databases.
3. To Create and manipulate a relational database using SQL.
4. To understand the normalization steps in database design and removal of data anomalies.
5. To acquire the knowledge of transaction processing, NoSQL and MongoDB concepts

UNIT No	Syllabus Content	No of Hours
1	<p>Introduction: Introduction; Characteristics of Database approach; Actors on the screen; Workers behind the scene; Advantages of using DBMS approach; A when not to use a DBMS. Data models, schemas and instances; Three-schema architecture and data independence; Database languages and interfaces; The database system environment; Classification of Database Management systems.</p> <p>Entity-Relationship Model: Using High-Level Conceptual Data Models for Database Design; An Example Database Application; Entity Types, Entity Sets, Attributes and Keys; Relationship types, Relationship Sets, Roles and Structural Constraints; Weak Entity Types; Refining the ER Design; ER Diagrams, Naming Conventions and Design Issues; Relationship types of degree higher than two.</p> <p>TEXT 1</p>	12
2	<p>Relational Model and Relational Algebra: Relational Model Concepts; Relational Model Constraints and Relational Database Schemas; Update Operations, Transactions and dealing with constraint violations; Unary Relational Operations: SELECT and PROJECT; Relational Algebra Operations from Set Theory; Binary Relational Operations : JOIN and DIVISION; Additional Relational Operations; Examples of Queries in Relational Algebra. Relational Database Design Using ER-to-Relational Mapping</p> <p>TEXT1</p>	10
3	<p>SQL :Schema Definition, Basic Constraints and Queries: SQL Data Definition and Data Types; Specifying basic constraints in SQL; Schema change statements in SQL; Basic queries in SQL; More complex SQL Queries. Insert, Delete and Update statements in SQL; Specifying constraints as Assertion and Trigger; Views (Virtual Tables) in SQL; Embedded SQL. Introduction to SQL Programming Techniques: Database programming issues and techniques, Embedded SQL, Dynamic SQL.</p> <p>TEXT1</p>	10
4	DatabaseDesign: Functional Dependencies and Normalization:	10

	<p>Informal Design Guidelines for Relation Schemas; Functional Dependencies; Normal Forms Based on Primary Keys; General Definitions of Second and Third Normal Forms; Boyce-Codd Normal Form.</p> <p>Relational Database Schema Design Algorithms and further Dependencies:</p> <p>Properties of Relational Decompositions; Multi valued Dependencies and Fourth Normal Form; Join Dependencies and Fifth Normal Form</p> <p>TEXT1</p>	
5	<p>Transaction Management: Overview of Transaction Management: The ACID Properties, Transaction and schedules, Concurrent Execution of Transactions, Lock based concurrency control, performance of locking</p> <p>TEXT2</p> <p>Introduction to NoSQL and MongoDB: What is NoSQL? Why NoSQL? Benefit over RDBMS, Types of NoSQL Database, and NoSQL vs. SQL Comparison. What is MongoDB? Overview of MongoDB, Design Goals for MongoDB Server and Database, MongoDB Tools, MongoDB CRUD Concepts, MongoDB Datatypes</p> <p>www.w3resources.com</p>	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes:

After completing the course the students are able to:

CO1: Analyze the database concepts and data models for real world applications.

CO2: Design a database schema for database application

CO3 : Design and apply the queries to the database to meet the user requirements.

CO4: Apply normalization techniques to database .

CO5: Analyze the concepts of transaction processing, NoSQL and MongoDB

COs	Mapping with POs
CO1	PO2,PO4,PO5,PO12
CO2	PO2,PO4,PO5,PO6
CO3	PO2,PO3, PO5, PO9,PO12
CO4	PO2,PO3,PO5
CO5	PO4, PO6, PO9,PO12

TEXT BOOKS:

1. Elmasri and Navathe: Fundamentals of Database Systems, 6th Edition, Pearson Education, 2011.
2. Raghuram Ramakrishna and Johannes Gehrke: Database Management Systems, 3rd Edition, McGraw-Hill, 2003.

REFERENCE BOOKS/WEBLINKS:

1. Silberschatz, Korth and Sudharshan: Data base System Concepts, 5th Edition, McGrawHill, 2006.
2. C.J. Date, A. Kannan, S. Swamynatham: A Introduction to Database Systems, 8th Edition, Pearson education, 2006.
3. www.w3resources.com

Sub Title : DATA COMMUNICATION		
Sub Code:IS55	No. of Credits:3=3: 0 : 0 (L-T-P)	No. of lecture hours/week :3
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours : 39
Course Objectives: <ol style="list-style-type: none"> 1. To become familiar with the concepts of data communication, and network models . 2. To understand different techniques of analog and digital data transmission. 3. To study the error detection and correction techniques . 4. To understand different protocols of data link control and MAC protocols. 5. To analyze different connecting devices, Ethernet and wireless technologies. 		

UNIT No.	Syllabus Content	No of Hours
1	<p>Communication Networks and Layered Architecture: Data Communications; Networks; the Internet; Protocols and Standards; Layered tasks; The OSI Model and the layers in the OSI model; TCP / IP Protocol Suite.</p> <p>Data Signals and Digital Transmission: Analog and digital signals; Transmission impairment; Data rate limits; Performance;</p> <p>Text:1.1-1.4,2.1-2.4,3.1-3.6</p>	8
2	<p>Digital Transmission: Digital-to-Digital conversion; Analog-to-Digital conversion; Transmission modes.</p> <p>Analog Transmission and Multiplexing: Digital - to - Analog conversion; Analog - to - Analog conversion; Multiplexing; Spread spectrum.</p> <p>Text:4.1-4.3,5.1-5.2,6.1-6.2</p>	7
3	<p>Transmission Media : Twisted pair cable, Coaxial cable, Fibre-Optic cable, Radio waves, Microwaves, Infrared. Introduction to error detection / correction; Block coding; Linear block codes; Cyclic codes, Checksum.</p> <p>Text:7.1-7.2,10.1-10.5</p>	8
4	<p>Data Link Control Protocols : Framing; Flow and Error control; Protocols; Noiseless channels; Noisy channels; HDLC; Point-to-point Protocol - framing, transition phases.</p> <p>Medium Access Control Protocols: Random Access; Controlled Access; Channelization.</p> <p>Text:11.1-11.7,12.1-12.3</p>	8
5	<p>Ethernet: IEEE standards; Standard Ethernet and changes in the standard Ethernet,fast and gigabit Ethernet.</p> <p>Wireless LANS And Connection of LANS: Mac sub layer Protocols, IEEE 802.11frame structure, Connecting devices;</p> <p>Text:13.1-13.5,14.1,15.1</p>	8

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes:

After completion of course Students will be able to

CO1: Analyze different network communication models .

CO2: Differentiate the techniques of transmission and multiplexing of analog/ digital signals .

CO3: Apply error detection /correction methods to verify the integrity of data during transmission .

CO4: Analyze various Data Link Control and MAC protocols .

CO5: Understand Ethernet & wireless LAN technologies and connecting devices.

COs	Mapping with POs
CO1	PO1,PO2, PO5, PO7,PO12
CO2	PO1,PO2, PO12
CO3	PO1,PO2,PO4,PO6,PO9,PO12
CO4	PO1,PO2,PO12
CO5	PO1,PO2,PO3,PO7,PO12

TEXT BOOK:

Behrouz A. Forouzan: Data Communications and Networking, 5th Edition, Tata McGraw-Hill,2013.

REFERENCE BOOKS / WEBLINKS:

1. William Stallings ,**Data and Computer Communication**, , 8th Edition, Pearson Education, 2007.
2. Larry L. Peterson and Bruce S. David ,**Computer Networks: A Systems Approach -** , 4th Edition, Elsevier, 2007.
3. Wayne Tomasi ,**Introduction to Data Communications and Networking –**, Pearson Education, 2005.
4. Nader F. Mir ,**Computer and Communication Networks –**, Pearson Education, 2007.
5. Alberto Leon, Garcia, Indra Widjaja: **Communication Networks: Fundamental Concepts and Key Architectures**, 3rd Edition, Tata McGraw- Hill, 2011.
6. <http://www.digi.com/resources/standards-and-technologies/rfmodems/ zigbee-wireless- standard>
7. http://www.rfwireless-world.com/Tutorials/Zigbee_tutorial.html

Sub Title : UNIX SYSTEMS PROGRAMMING		
Sub Code:IS56	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of lecture hours/week : 4
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. Know the operating system standards like POSIX standards.
2. Comprehend UNIX internal-kernel structures.
3. Design & develop UNIX commands & applications using UNIX system API's.
4. Understand the UNIX process control mechanism.
5. Analyze the problem & apply the relevant IPC techniques in UNIX system programming.
- 6 Adopting signals as IPC for efficient low level and high level application development on Unix systems.

UNIT No.	Syllabus Content	No of Hours
1	Introduction: UNIX and ANSI Standards:The ANSI C Standard, The ANSI/ISO C++ Standards, Difference between ANSI C and C++, The POSIX Standards, The POSIX.1 FIPS Standard, The X/Open Standards. UNIX and POSIX APIs: The POSIX APIs, The UNIX and POSIX Development Environment, API Common Characteristics. Text2:Ch1,Ch5,Ch6	10
2	UNIX Files: File Types, The UNIX and POSIX File System, The UNIX and POSIX File Attributes, Inodes in UNIX System V, Application Program Interface to Files, UNIX Kernel Support for Files, Relationship of C Stream Pointers and File Descriptors, Directory Files, Hard and Symbolic Links. UNIX File APIs: General File APIs, File and Record Locking, Directory File APIs, Device File APIs, FIFO File APIs, Symbolic Link File APIs. Text2:Ch7,Ch8,Ch9	12
3	UNIX Processes: The Environment of a UNIX Process:Introduction, main function, Process Termination, Command-Line Arguments, Environment List, Memory Layout of a C Program, Shared Libraries, Memory Allocation, Environment Variables, setjmp and longjmp Functions, getrlimit, setrlimit Functions, UNIX Kernel Support for Processes. Text1:Ch7,Ch8	10
4	Process Control: Introduction, Process Identifiers, fork, vfork, exit, wait, waitpid, wait3, wait4 Functions, Race Conditions, exec Functions, Changing User IDs and Group IDs, Interpreter Files, system Function, Process Accounting, User Identification, Process Times, I/O Redirection. Process Relationships: Introduction, Terminal Logins, Network Logins, Process Groups, Sessions, Controlling Terminal, tcgetpgrp and tcsetpgrp Functions, Job Control, Shell Execution of Programs, Orphaned Process Groups. Text1:Ch9,Ch10	10
5	Signals and Daemon Processes: Signals: The UNIX Kernel Support for Signals, signal, Signal Mask, sigaction, The SIGCHLD Signal and the waitpid Function, The sigsetjmp and siglongjmp Functions, Kill, Alarm, Interval Timers, POSIX.1b Timers. Daemon Processes: Introduction, Daemon Characteristics, Coding Rules, Error Logging, Client-Server Model. Interprocess Communication – 1: Overview of IPC Methods, Pipes, popen, pclose Functions, Coprocesses, FIFOs, System V IPC, Message Queues, Semaphores. Text1:Ch11,Ch12.	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes:

After completion of course students will be able to

CO1 : Understand the fundamentals of UNIX operating system such as the POSIX standards, .

UNIX processes, UNIX file system and Signals.

CO2 :Analyze UNIX kernel level support for UNIX processes, UNIX filesystem and Signals.

CO3 : Demonstrate advanced UNIX features such as signals, Job Control, daemon processes and inter Process communication.

CO4 : Develop UNIX commands, utilities and applications utilizing UNIX System calls.

CO5 : Analyze process control, Deamon characteristics, coding rules and error logging and IPC facilities

COs	Mapping with POs
CO1	PO1,PO3,PO5
CO2	PO2,PO3,PO5
CO3	PO2,PO3,PO5
CO4	PO2,PO3,PO4,PO5
CO5	PO2,PO3,PO4,PO5

TEXT BOOKS:

1. Terrence Chan: UNIX System Programming Using C++, Pearson India, 2015.
2. W. Richard Stevens: Advanced Programming in the UNIX Environment, 3rd Edition, Pearson Education, 2015.

REFERENCE BOOKS / WEBLINKS:

1. Maurice JBach :Advanced UNIX Programming, 2nd Edition, Pearson Education, 2015.
2. UNIX kernel Internals –UreshVahlia PHI 2010.
3. www.tutorialspoint.com/unix/unix-basic-operators.html
4. <https://www.youtube.com/watch?v=DpcCtaaGxyQ&list=PLd3UqWTnYXOmKXhD-PVqMN1XhNQV-s4lj>

Sub Title : DATABASE APPLICATIONS LAB		
Sub Code:ISL57	No. of Credits:1=0: 0 : 1 (L-T-P)	No. of lecture hours/week : 2
Exam Duration : 3 hours	Exam Marks: CIE + SEE = 50 + 50 =100	

Course Objectives:

1. To execute SQL commands.
2. To implement simple exercises on relational database schema.
3. To design a relational database schema for specific database application using SQL.
4. To apply the normalization procedure on relational database schema

I. LIST OF PROGRAMS

- 1 Consider the Insurance database given below. The primary keys are underlined and the data types are specified:
PERSON (driver – id #: String, name: string, address: string)
CAR (regno: string, model: string, year: int)
ACCIDENT (report-number: int, accd-date: date, location: string)
OWNS (driver-id #:string, Regno:string)
PARTICIPATED (driver-id: string, Regno:string, report-number:int, damage amount:int)
 - (i) Create the above tables by properly specifying the primary keys and the foreign keys.
 - (ii) Enter at least five tuples for each relation.
 - (iii) Demonstrate how you
 - a. Update the damage amount to 25000 for the car with a specific Regno in the ACCIDENT table with report number 12.
 - b. Add a new accident to the database.
 - (iv) Find the total number of people who owned cars that were involved in accidents in 2014.
 - (v) Find the number of accidents in which cars belonging to a specific model were involved.

- 2 Consider the following relations for an order processing database application in a company:
CUSTOMER (cust #: int , cname: string, city: string)
ORDER (order #: int, odate: date, cust #: int, ord-Amt: int)
ORDER – ITEM (order #: int, item #: int, qty: int)
ITEM (item # : int, unit price: int)
SHIPMENT (order #: int, warehouse#: int, ship-date: date)
WAREHOUSE (warehouse #: int, city: string)
 - (i) Create the above tables by properly specifying the primary keys and the foreign keys.
 - (ii) Enter at least five tuples for each relation.
 - (iii) Produce a listing: CUSTNAME, #oforders, AVG_ORDER_AMT, where the middle column is the total numbers of orders by the customer and the last column is the average order amount for that customer.

- (iv) List the order# for orders that were shipped from *all* the warehouses that the company has in a specific city.
- (v) Demonstrate the deletion of an item from the ITEM table and demonstrate a method of handling the rows in the ORDER_ITEM table that contain this particular item.
- 3** Consider the following database of student enrollment in courses & books adopted for each course:
 STUDENT (regno: string, name: string, major: string, bdate:date)
 COURSE (course #:int, cname:string, dept:string)
 ENROLL (regno:string, course#:int, sem:int, marks:int)
 BOOK _ ADOPTION (course# :int, sem:int, book-ISBN:int)
 TEXT (book-ISBN:int, book-title:string, publisher:string, author:string)
- (i) Create the above tables by properly specifying the primary keys and the foreign keys.
 (ii) Enter at least five tuples for each relation.
 (iii) Demonstrate how you add a new text book to the database and make this book be adopted by some department.
 (iv) Produce a list of text books (include Course #, Book-ISBN, Book-title) in the alphabetical order for courses offered by the 'CS' department that use more than two books.
 (v) List any department that has *all* its adopted books published by a specific publisher.
- 4** The following tables are maintained by a book dealer:
 AUTHOR (author-id:int, name:string, city:string, country:string)
 PUBLISHER (publisher-id:int, name:string, city:string, country:string)
 CATALOG (book-id:int, title:string, author-id:int, publisher-id:int, category-id:int, year:int, price:int)
 CATEGORY (category-id:int, description:string)
 ORDER-DETAILS (order-no:int, book-id:int, quantity:int)
- (i) Create the above tables by properly specifying the primary keys and the foreign keys.
 (ii) Enter at least five tuples for each relation.
 (iii) Give the details of the authors who have 2 or more books in the catalog and the price of the books is greater than the average price of the books in the catalog and the year of publication is after 2000.
 (iv) Find the author of the book which has maximum sales.
 (v) Demonstrate how you increase the price of books published by a specific publisher by 10%.
- 5** Consider the following database for a banking enterprise:
 BRANCH(branch-name:string, branch-city:string, assets:real)
 ACCOUNT(accno:int, branch-name:string, balance:real)
 DEPOSITOR(customer-name:string, accno:int)
 CUSTOMER(customer-name:string, customer-street:string, customer-city:string)
 LOAN(loan-number:int, branch-name:string, amount:real)
 BORROWER(customer-name:string, loan-number:int)
- (i) Create the above tables by properly specifying the primary keys and the foreign keys
 (ii) Enter at least five tuples for each relation
 (iii) Find all the customers who have at least two accounts at the Main branch.
 (iv) Find all the customers who have an account at all the branches located in a specific city.
 (v) Demonstrate how you delete tuples in ACCOUNT relation at every branch located in a specific city.

II.OPEN ENDED QUESTIONS

1. Develop the Database applications for any of the following:
 1. customer-sales
 2. Student Library
 3. Employee-payroll
 4. Video Library
 5. Any Application
2. NO SQL Examples

NOTE :

1. THE EXERCISES ARE TO BE SOLVED IN AN RDBMS ENVIRONMENT LIKE ORACLE OR DB2.
2. STUDENT IS PERMITTED TO SUBMIT OPEN ENDED SOLUTION TO ANY OTHER OPEN ENDED QUESTION APART FROM THE LIST ABOVE . BUT IT HAS TO BE APPROVED BY THE STAFF IN CHARGE.
- 3.IN THE EXAMINATION EACH STUDENT PICKS ONE QUESTION FROM A LOT OF ALL 5 QUESTIONS AND STUDENT NEED TO DO EXTRA QUERIES ALSO.

Course Outcomes:

After completing the course the students are able to:

CO1: Apply the underlying concepts of database technologies.

CO2:Design and implement a relational database schema for a given problem-domain using SQL.

CO3: Develop sophisticated queries to extract information from large datasets.

COs	Mapping with POs
CO1	PO1,PO2,PO3
CO2	PO4,PO5,PO9
CO3	PO4,PO5,PO9, PO12

Sub Title : WEB TECHNOLOGIES LAB		
Sub Code: ISL58	No. of Credits:1=0: 0 : 1 (L:T:P)	No. of lecture hours/week : 2
Exam Duration : 3 hours	Exam Marks: CIE + SEE = 50 + 50 =100	

Course Objectives:

1. Create a web page with text, images, links, lists, tables, and frames
2. To use Cascading style sheet in designing web pages
3. To use Javascript
4. To create XML schema and XSLT style sheet.
5. To create and execute PHP to access database, cookies and do session tracking.
6. Use PERL for CGI programming and access MySQL databases.

I. LIST OF PROGRAMS

1. I) Create a simple file to demonstrate the use of different tags
 - a) Moving text= “Simple HTML Tags”
 - b) Different heading tags(h1 to h6)
 - c) Paragraph
 - d) Horizontal line
 - e) Line break
 - f) Block quote
 - g) Pre tag
 - h) Different logical styles(,<i>,<sub>,<sup>
2. Write code to create an html file to link different html pages which contains images, tables,lists and also link within a page
3. Design a web page using the different styles using inline, external & internal style sheets.
4. Develop and demonstrate a XHTML file that includes Javascript script for the following problems:
 - a) Input: A number n obtained using prompt
Output: The first n Fibonacci numbers
 - b) Input: A number n obtained using prompt
Output: A table of numbers from 1 to n and their squares using alert
5. Design an XML document to store information about a student in an engineering college affiliated to VTU. The information must include USN, Name, and Name of the College, Brach, Year of Joining, and e-mail address. Make up sample data for three students. Create a CSS style sheet and use it to display the document.
6. a) Write a Perl script to demonstrate the string concatenation and repetition.
b)Write a Perl program to display various Server Information like Server Name, Server Software, Server protocol, CGI Revision etc.
7. a) Write a perl script to demonstrate built-in array functions (PUSH, POP, SHIFT, UNSHIFT).
b)Write a Perl program to accept UNIX command from a HTML form and to display the output of the command executed.

8. a) Write a Perl program to display a digital clock which displays the current time of the server.
 b) Write a Perl program to accept the User Name and display a greeting message randomly chosen from a list of 4 greeting messages.
9. Write a Perl program to insert name and age information entered by the user into a table created using MySQL and to display the current contents of this table.
- 10 a) Write a PHP program to store current date-time in a COOKIE and display the 'Last visited on' date-time on the web page upon reopening of the same page.
 b) Write a PHP program to store page views count in SESSION, to increment the count on each refresh, and to show the count on web page.

II. OPEN ENDED QUESTIONS

Develop web based applications for any of the following

1. Simple employee portal.
2. Shopping cart.
3. Quiz application.
4. Reservation system.
5. Search engine.
6. Any Application

NOTE :

1. STUDENT IS PERMITTED TO SUBMIT OPEN ENDED SOLUTION TO ANY OTHER OPEN ENDED QUESTION APART FROM THE LIST ABOVE . BUT IT HAS TO BE APPROVED BY THE STAFF IN CHARGE.

2. IN THE EXAMINATION EACH STUDENT PICKS ONE QUESTION FROM A LOT OF ALL 10 QUESTIONS.

Course Outcomes:

Students will demonstrate the knowledge and the skills acquired with respect to:

CO1: Design simple web pages using different tags of XHTML and Classify and use different levels of style sheets

CO2 : Validate and provide user functionality using JavaScript

CO3 : Design and develop XML document and use the style sheet to display.

CO4: Develop web pages using PERL and CGI programs.

CO5: Design and develop PHP programs to perform database access, session tracking

COs	Mapping with POs
CO1	PO1,PO2,PO3,PO6,PO7,PO9
CO2	PO2,PO3,PO5,PO6,PO9
CO3	PO1, PO4
CO4	PO1, PO4
CO5	PO1, PO4

Sub Title : JAVA PROGRAMMING LAB		
Sub Code:ISL59	No. of Credits: 0 : 0 :1	No. of lecture hours/week : 2
Exam Duration : 3 hours	Exam Marks: CIE + SEE = 50 + 50 =100	

Course Objectives:

1. Design & Develop the fundamentals of Object-oriented programming in Java, including defining classes, invoking methods, using class libraries.
2. Design & Develop exception handling and multithreading concepts.
3. Develop efficient Java applets and applications using OOP concepts.
4. Design & Develop basic understanding of network application programs.

I. LIST OF PROGRAMS

1. a. Design a JAVA Program to demonstrate Constructor Overloading and method overloading.
b. Develop a JAVA Program to implement Inner class and demonstrate its Access Protections.
2. a. Develop a JAVA Program to demonstrate Inheritance.
b. Write a JAVA Program to demonstrate Exception Handling (Using Nested try catch and finally).
3. Develop a JAVA program which has
 - i. A Class called Account that creates account with 500Rs minimum balance, a deposit() method to deposit amount, a withdraw() method to withdraw amount and also throws LessBalanceException if an account holder tries to withdraw money which makes the balance become less than 500Rs.
 - ii. A Class called LessBalanceException which returns the statement that says withdraw amount (___Rs) is not valid.
 - iii. A Class which creates 2 accounts, both account deposit money and one account tries to withdraw more money which generates a LessBalanceException take appropriate action for the same.
4. Design a JAVA program using Synchronized Threads, which demonstrates Producer Consumer concept.
5. Develop a JAVA program which has
 - i. A Interface class for Stack Operations
 - ii. A Class that implements the Stack Interface and creates a fixed length Stack.
 - iii. A Class that implements the Stack Interface and creates a Dynamic length Stack.
 - iv. A Class that uses both the above Stacks through Interface reference and does the Stack operations that demonstrates the runtime binding.
6. Develop JAVA programs which demonstrates utilities of LinkedList Class

7. Write a JAVA Program which uses FileInputStream / FileOutPutStream Classes.
8. Develop a JAVA program which uses Datagram Socket for Client Server Communication.
9. Design JAVA Applet programs which handles MouseEvent
10. Develop JAVA Applet programs which handles KeyBoardEvent

II. OPEN ENDED QUESTIONS

Develop applications for data base access, servlet request/response, rmi, jsp, userinterface for any application using javaFX, any gaming application etc

NOTE :

1. STUDENT IS PERMITTED TO SUBMIT OPEN ENDED SOLUTION TO ANY OTHER OPEN ENDED QUESTION APART FROM THE LIST ABOVE . BUT IT HAS TO BE APPROVED BY THE STAFF IN CHARGE.
2. IN THE EXAMINATION EACH STUDENT PICKS ONE QUESTION FROM A LOT OF ALL 10 QUESTIONS.

Course Outcomes:

After completing the course the students are able to:

- CO1.** Recognize the basic object oriented concepts & apply them to create java applications.
- CO2.** Demonstrate java application with inheritance and interface concepts.
- CO3.** Design java applications with multithreading concepts and demonstrate the error handling concepts.
- CO4.** Create GUI applications with the help of javaFX and handle events.
- CO5.** Design client server applications and security models.

COs	Mapping with POs
CO1	PO2,PO5,PO6,PO10
CO2	PO2,PO4,PO5,PO10
CO3	PO2,PO6,PO10
CO4	PO2,PO4,PO6,PO10
CO5	PO2,PO4,PO5,PO10

VI SEMESTER

Management and Entrepreneurship		
Sub Code: HS03	No. Of Credits : 4	No. of Lecture hours/week : 4
Exam Duration : 3 hours	CIE + Assignment + SEE =100 45 + 5 + 50 = 100	Total No. of Contact Hours: 52

Course Objectives :	
	<ol style="list-style-type: none"> 1. To help students understand the Management concepts & its evolution. 2. To impart the knowledge about various Managerial functions. 3. To make the student learn the Entrepreneurial process. 4. To gain an insight of funding agencies & understand the role of SSI in economic development. 5. To have a clear understanding of various business opportunities & designing the Business plan.

UNIT NO	Syllabus Content	No. of Hours
1	MANAGEMENT: Introduction- Meaning, characteristics of management, scope, functions of management, Management as science or an art or profession, Management and Administration, Roles of managers. Levels of management, Development of management thought -Early management approaches, Modern management approaches.	08 Hours
2	PLANNING: Definition & Meaning, Types of Plans (Single use & Standing), Steps in Planning process. ORGANIZING: – Definition & Meaning, Types of organization. Departmentation, Committees, Centralization Vs Decentralization, Authority and responsibility, span of control, MBO and MBE. Decision Making: Definition, Decision Making Process. STAFFING: Nature and importance of staffing, process of selection and recruitment. DIRECTING: Meaning, Leadership: Definition, Leadership styles – Autocratic, Democratic, Charismatic, Laissez faire and Participative. Leadership theories – Trait, Behavioral and Contingency. <i>Introduction to motivation theories</i> – Maslow, Herzberg, & McGregor’s Theory of X & Y. <i>Communication</i> – Meaning and importance, communication process, barriers of communication, overcoming barriers. <i>Co-ordination:</i> Meaning and importance, stages of group forming, types of groups. CONTROLLING: Meaning and steps in controlling, Types of control, Method of establishing control (in brief). <i>Case study discussion with respect to Indian context.</i>	12 Hours
3	ENTREPRENEUR: Definition & Meaning, Characteristics, types of entrepreneur, Difference between Entrepreneurs, Intrapreneur & Manager, Stages in Entrepreneurial process, barriers to entrepreneurs, Role of Entrepreneurs in economic development. Rural entrepreneurs - Meaning & schemes. Women entrepreneurs – Concept, challenges, women entrepreneurship in India, Institutional support & special bank scheme. Family Business: Meaning, Roles & responsibility, types of family business, challenges faced by family business, reasons for failure of family business. <i>Case study discussion with respect to Indian context.</i>	10 Hours

	Activity: Profile of successful entrepreneur.	
4	MSME: Definition & Concept of MSME, role & importance, current schemes for MSME. SMALL SCALE INDUSTRY: Meaning, Characteristics, Steps to start an SSI, problems faced by SSI. Introduction to GATT, WTO & LPG. Sources of financing, forms of ownership. Institutional Support: Different schemes. Central level Institutions – SIDBI, NABARD, HUDCO, TCO. State level Institutions- DIC, SFC, KIADB, TECKSOK. STARTUP COMPANIES- Meaning and Challenges. Activity for students: Schemes for startup companies.	12 Hours
5	PREPARATION OF PROJECT: Meaning, Project identification, Project selection, Project Appraisal, Project Report – Contents, Errors of project report, Feasibility Study-Market Feasibility Study, Technical Feasibility Study, Financial Feasibility Study, Social Feasibility Study. Business plan: Meaning, contents of business plan, reasons for failure of business plan. Activity for students: Writing of a business plan.	10 Hours

Note 1: Unit 2 and Unit 3 will have internal choice.

Note 2: Two assignments are evaluated for 5 marks:

Assignment -1 from units 1 and 2

Assignment – 2 from units 3, 4 and 5.

Course Outcomes :

CO1 : The students will gain knowledge on management concepts & its evolution.

CO2 : The students will learn the application of managerial skills & attributes.

CO3 : The students will get an in depth knowledge of entrepreneurial process & will be able to apply

the entrepreneurial skills.

CO4 : Students compile information & explore the sources of funding agencies.

CO5 : Students will be able to identify business opportunities & prepare the business plan.

TEXT BOOK:

REFERENCE BOOKS / WEBLINKS :

RECOMMENDED BOOKS:

1. Entrepreneurship and Management- S Nagendra and V S Manjunath- Pearson Publication 4 /e, 2009.
2. Dynamics of Entrepreneurial Development and Management-Vasant Desai-Himalaya Publishing House.
3. Principles of Management – PC Tripathi, and P N Reddy – Tata MacGraw Hill.
4. Management and Entrepreneurship- N V R Nidu and T Krishna Rao. I K International Publishing house.

REFERENCE BOOKS:

1. Entrepreneurship Development – Poornima M Charanthimath Pearson Education 2nd Edition.
2. Entrepreneurship and management - Shashi k Gupta- Kalyani publishers, Latest edition.
3. Organizational behaviour, Stephen P Robbins, Timothy A. Judge, Neharika Vohra, Pearson, 14/e, 2012.
4. Financial Management- Shashi k Gupta- Kalyani publishers, Latest edition.

Note: The syllabus has been updated with the current topics in discussion with all the faculties from the Department of MBA, handling HS03. Topics such as Start-up companies, rural entrepreneurs, family business, MSME has been included. Earlier topics have been retained.

Sub Title : MOBILE APPLICATION DEVELOPMENT		
Sub Code:IS61	No. of Credits:3=3 : 0 : 0 (L-T-P)	No. of lecture hours/week : 3
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours : 39
Course Objectives: <ol style="list-style-type: none"> 1. To understand fundamentals of Android OS, and use appropriate tools for Android Application development. 2. To be familiar with managing of application resources to build elegant user interfaces with views, layouts & fragments 3. To design styling, and common design patterns found among applications 4. To understand storing of application data using preferences, files and directories, SQLite, and content providers. 5. Develop, test, debug and publish mobile applications using android Platform. 		

UNIT No	Syllabus Content	No of Hours
1	<p>Platform Overview: Introducing Android – History of Mobile Software Development, The Open Handset Alliance, Android Platform Uniqueness, The Android Platform, Setting Up Your Android Development Environment - Configuring Your Development environment, Exploring the Android SDK. Creating first android application - Testing Your Development Environment, Building Your First Android Application.</p> <p>Application Basics : Understanding Application Components - Mastering Important Android Terminology, The Application Context, Performing Application Tasks with Activities, Organizing Activity Components with Fragments, Managing Activity Transitions with Intents TB1: Ch1, Ch2, Ch3,ch4</p>	7
2	<p>Application Basics Continued – Defining the Manifest , Managing Application Resources- What Are Resources?, Adding Simple Resource Values in Android Studio, Working with Different Types of Resources, Working with Layouts, Exploring Building Blocks, Positioning with Layouts, Partitioning with Fragments TB1: Ch5,ch6,ch7,ch8,ch9</p>	9
3	<p>Application Design Essentials: Architecting with Patterns-Architecting Your Application’s Navigation, Encouraging Action,, Appealing with Style-Styling with Support, Themes and Styles, Colors, Layout, Embracing Material Design-Understanding Material, The Default Material Theme, Designing Compatible Applications -Maximizing Application Compatibility, Designing User Interfaces for Compatibility, Providing Alternative Application Resources, Targeting Tablets and TVs, Extending Application to Watches and Cars. TB1: Ch10, ch11,ch12,ch13</p>	7
4	<p>Application Development Essentials: Using Android Preferences-Working with Application Preferences, Finding Preferences Data on the File System, Creating Manageable User Preferences, Auto Backup for</p>	9

	<p>Android Applications.</p> <p>Accessing Files and Directories: Working with Application Data on a Device, Practicing Good File Management, Understanding Android File Permissions, Working with Files and Directories,</p> <p>Saving with SQLite : Working with Databases</p> <p>Leveraging Content Providers - Exploring Android's Content Providers, Modifying Content Providers Data, Using Third-Party Content Providers</p> <p>TB1: Ch14,Ch15,Ch16, Ch17</p>	
5	<p>Application Delivery Essentials:</p> <p>Testing Your Applications - Best Practices in Testing Mobile Applications, Android Application Testing Essentials, More Android Automated Testing Programs and APIs, Distributing Your Applications - Choosing the Right Distribution Model, Packaging Your Application for Publication, Publishing to Google Play, Google Play Staged Rollouts, Publishing to the Google Play Private Channel, Translating Your Application, Publishing Using Other Alternatives, Self-Publishing Your Application.</p> <p>TB1: Ch21 and Ch22</p>	7

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes:

After completing the course the students are able to:

CO1: Analyze the fundamentals to build Mobile apps by assessing the basic framework by usage of Android SDK.

CO2: Design Android applications using various resources and built-in classes.

CO3: Apply creative skills in designing and deploying the sophisticated mobile applications.

CO4: Design and deploy Android applications with compelling User Interfaces and databases.

CO5: Develop and publish the Android Application in the global marketplace for download.

COs	Mapping with POs
CO1	PO1, PO2, PO3, PO4
CO2	PO2, PO3, PO4, PO5, PO7
CO3	PO4, PO5, PO6, PO8, PO9
CO4	PO4, PO5, PO9, PO10
CO5	PO6, PO7, PO8, PO11, PO12

TEXT BOOK:

1. Joseph Anuzzi, Jr., Lauren Darcey, and Shane Conder - Introduction to Android Application Development - Android Essentials, Fifth Edition, Pearson education, 2016.

REFERENCE BOOKS:

1. Reto Meier: Professional Android 4 Application Development , Wrox Publication,2015

Sub Title : THEORY OF COMPUTATION		
Sub Code: IS62	No. of Credits:4=3 : 1 : 0 (L-T-P)	No. of lecture hours/week : 4
Exam Duration : 3 hours	CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 52

Course objectives:

1. Introduce concepts in automata theory and to classify machines by their power to recognize languages.
2. To understand and design deterministic and non-deterministic finite automata, Regular languages.
3. To apply ideas and techniques discussed to various software designs. Recognize phases of compiler with respect to design.
4. Design grammar, Pushdown Automata and recognizers for different formal languages.

Unit No.	Syllabus Content	No. of Hours
1	Introduction to Finite Automata: Introduction to Finite Automata; The central concepts of Automata theory: Alphabets, Strings, Language; Deterministic finite automata; Non-deterministic finite Automata; Finite automata with Epsilon-transitions.; Applications of finite automata. Chapter 1: 1.1, 1.5; Chapter 2: 2.2, 2.3, 2.4, 2.5	11
2	Regular expressions and Languages, Properties of Regular Languages: Regular expressions; Finite Automata and Regular Expressions; Pumping Lemma for regular languages; Equivalence and minimization of automata; Applications of Regular Expressions and Regular languages. Chapter 3: 3.1, 3.2, 3.3; Chapter 4: 4.1, 4.4	10
3	Context-Free Grammars And Languages: Context free grammars; Writing a Grammar; Parse trees; Applications of CFGs; Ambiguity in grammars. Normal forms for CFGs: Useless symbols, λ -productions, Unit productions, CNF, GNF. Chapter 5: 5.1-5.4; Chapter 7: 7.1	11
4	Pushdown Automata: Definition of the Pushdown automata; Acceptance by final state, empty stack; Equivalence of PDA's and CFG's. Chapter 6: 6.1-6.3	10
5	Introduction To Turing Machine: The standard Turing machine; Design of Turing machine; Other models of Turing machines; Universal TM, Post correspondence problem (PCP). Chapter 8: 8.2-8.5; Chapter 9: 9.4	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes:

After completion of course students will be able to:

CO1: Analyze concepts in automata theory and classify machines by their power to recognize languages.

CO2: Impart the knowledge of models of computation.

CO3: Design grammar and recognizers for different formal languages.

CO4: Design and solve problems related to Pushdown Automata & Turing Machine.

CO5: Illustrate theoretical aspects of formal languages in Compiler Design.

COs	Mapping with POs
CO1	PO1,PO3, PO5, PO10, PO12
CO2	PO2,PO3,PO4,PO5, PO12
CO3	PO3,PO4,PO5, PO9, PO10
CO4	PO3,PO4,PO5, PO9, PO12
CO5	PO2,PO3, PO12

TEXT BOOKS:

1. John E. Hopcroft, Rajeev Motwani, Jeffrey D.Ullman: Introduction to Automata Theory, Languages and Computation, 3rd Edition, Pearson Education, 2009.

REFERENCE BOOKS/WEB LINKS:

1. John C Martin: Introduction to Languages and Automata Theory, 3rd Edition, Tata McGraw-Hill, 2007.
2. Nandini Prasad K.S: Automata Theory and Computability, 1st Edition, Cengage Publication, 2019.
3. Peter Linz: An Introduction to Formal Languages and Automata, 5th Edition, Jones and Bartlett, New Delhi, India, 2011.
4. Michael Sipser, "Introduction to Theory of Computation", 3rd Edition, Cengage Learning, 2012.
5. http://mapmf.pmfst.unist.hr/~milica/Matem_teorija_r/MTR_web/Introduction%20To%20Automata%20Theory.pdf

Sub Title : CLOUD COMPUTING		
SubCode:IS63	No. of Credits:3=3 : 0 : 0 (L-T-P)	No. of lecture hours/week : 3
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours : 39

Course Objectives:

1. To study the history and the fundamental concepts of Cloud Computing, Parallel, Distributed Computing and Virtualization.
2. To understand the concept of cloud computing architecture and different Cloud models.
3. To impart Cloud offerings which enhances the usage of Cloud.
4. To analyze the Cloud Storage and Security maintenances.
5. To become familiar with the different applications of Cloud Computing.

UNIT No	Syllabus Content	No of Hours
1	Introduction to Cloud Computing: Cloud Computing at a Glance, Historical Developments, Building Cloud Computing Environments Computing Platforms and Technologies. Text1: Chapter 1.1-1.3	7
2	Principles of Parallel and Distributed Computing: Eras of Computing , Parallel vs. Distributed Computing, Elements of Parallel Computing, Elements of Distributed Computing, Technologies for Distributed Computing Virtualization: Introduction, Characteristics of Virtualized Environments, Virtualization and Cloud Computing, Pros & Cons of Virtualization. Text1: Chapter 2.1-2.5, 3.1-3.4	7
3	Cloud Computing Architecture: Introduction, Cloud Reference Model, types of Clouds, Economics of the cloud, Open challenges. Text1: Chapter 4.1-4.5	7
4	Cloud offerings: Cloud Analytics, Testing under cloud, Information Security, Virtual Desktop Infrastructure, Storage Cloud. Cloud management: Introduction, Resiliency, Provisioning, Asset management. Cloud governance, High availability and disaster recovery, Charging models, Usage reporting, Billing and metering. Technology examples: Xen: paravirtualization, VMware: full virtualization, Microsoft Hyper-V. Text2: Chapter 3.1-3.4, Text1: Chapter 3.6	9
5	Cloud Platforms in Industry: Amazon Web Services, Google AppEngine. Cloud Applications: Scientific Applications, Business and Consumer Applications. Text1: Chapter 9.1-9.2, 10.1-10.2	9

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes:

After the completion of course, the student will be able to:

CO1: Analyze core concepts and fundamentals of the Cloud Computing.

CO2: Analyze systems, protocols and mechanisms to support Cloud Infrastructure.

CO3: Identify the hardware necessary for Cloud Computing.

CO4: Develop applications and host on Cloud Computing.

CO5: To manage the Cloud Environment.

COs	Mapping with POs
CO1	PO1,PO7,PO11,PO12
CO2	PO1,PO4,PO7,PO11,PO12
CO3	PO1,PO2,PO3, PO5,PO8
CO4	PO1,PO8, PO10,PO11,PO12
CO5	PO4,PO5,PO6,PO7,PO8

TEXT BOOKS:

1. Rajkumar Buyya, Christian Vecchiola, S Thamarai Selvi ,Mastering Cloud Computing , Tata McGraw Hill Education Private Limited, 2013.
2. Dr. Kumar Saurabh , Cloud Computing , Wiley India, 2011.

REFERENCE BOOKS:

1. Dinkar Sitaram, Geetha Manjunath ,Moving to the Cloud. Elsevier Publications, 2011.
2. Barrie Sosinsky, Cloud Computing Bible , Wiley Publishing, Inc, 2011.

Sub Title : COMPUTER NETWORKS		
Sub Code:IS64	No. of Credits:3=3 : 0 : 0 (L-T-P)	No. of lecture hours/week : 3
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours :39

Course objectives:

1. Identifying functions of the network layer,routing in packet networks and traffic management.
2. Tabulate the working of various routing protocols with usage of TCP/UDP..
3. To acquire the knowledge of the working of various application layer services like DNS, Remote login, E-mail, FTP,MIME.
4. Students are able to make use of knowledge on Web,HTTP.
5. Students will gain knowledge about Network security.

UNIT No	Syllabus Content	No of Hours
1	Network Layer-1: Internetworking: Need for Network Layer, Internet as a datagram network ,IPV4 Addresses: Address space, Notation, classful addressing, Network Address Translation,Datagram,Fragmentation, IPV6 Addresses: Stucture,Packet format, Extention headers ,Advantages, ,Transition from IPV4 TO IPV6. Text:19.1-19.2,20.1-20.4	8
2	Network Layer-2: ICMP, Forwarding, Unicast and Multi cast Routing Protocols. Transport Layer: Process-to-process communication ,User datagram protocol,Transmission Control Protocol,data traffic , congestion control Text:21.2,22.1-22.4,23.1-23.3	8
3	Application Layer –I: Domain Name System (DNS): Name Space, Domain name space, Distribution of name space , DNS in internet, Resolution, DNS messages, Types of record. Remote Logging: Telnet E-mail: Architecture, user agent, Message Transfer Agent(SMTP),MIME, Message Access Agent: POP and IMAP. FTP Text:25.1-25.7,26.1-26.3	8
4	Application layer-II:World Wide Web and HTTP: Architecture browser,server,URL,cookies;Web documents: Static dynamic, active documents. HTTP: HTTP transaction, persistent v/s non-persistent connection, proxy server. Text:27.1-27.3	8
5	Network Security: Introduction, symmetric and asymmetric key cryptography, security services, message confidentiality, integrity. Text:30.1-30.3,31.1-31.3	7

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes:

After completion of course students will be able to:

CO1: Analyze the functionalities and services provided by network layer.

CO2: Design network addresses and apply transport layer services..

CO3: Analyze the features and operations of various application layer protocols.

CO4: Implement the concepts of web,HTTP.

CO5: Understand the concepts of network security.

COs	Mapping with POs
CO1	PO1,PO2,PO5,PO12
CO2	PO1,PO2,PO3,PO4,PO12
CO3	PO1,PO2,PO6,PO7,PO12
CO4	PO1,PO2,PO5,PO7,PO12
CO5	PO1,PO2,PO3,PO6,PO7,PO12

TEXT BOOK:

Behrouz A. Forouzan: Data Communications and Networking, 5th Edition, Tata McGraw-Hill,2013.

REFERENCE BOOKS / WEBLINKS:

1. William Stallings ,**Data and Computer Communication**, , 8th Edition, Pearson Education, 2007.
2. Larry L. Peterson and Bruce S. David ,**Computer Networks: A Systems Approach -**, 4th Edition, Elsevier, 2007.
3. Wayne Tomasi ,**Introduction to Data Communications and Networking –**, Pearson Education, 2005.
4. Nader F. Mir ,**Computer and Communication Networks –**, Pearson Education, 2007.
5. Alberto Leon, Garcia, Indra Widjaja: **Communication Networks: Fundamental Concepts and Key Architectures**, 3rd Edition, Tata McGraw- Hill, 2011.
6. <http://www.digi.com/resources/standards-and-technologies/rfmodems/ zigbee-wireless-standard>
http://www.rfwireless-world.com/Tutorials/Zigbee_tutorial.html

Sub Title :ARTIFICIAL INTELLIGENCE		
Sub Code:IS651	No. of Credits:4=4: 0 : 0 (L-T-P)	No. of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks:CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours :52

Course Objectives:

1. Understand about agent, behavior and structure
2. Learn different search strategies
3. Representation of knowledge and reasoning
4. Gain knowledge about planning and learning strategies

Unit No	Syllabus Content	No of Hours
1	Intelligent agents: Agents and environments, good behavior, concept of rationality, nature of environments, structure of agents	10
2	Problem-solving through Search: Problem solving agents, searching for solutions, uninformed search strategies, A*, minimax	11
3	Knowledge Representation and Reasoning: ontologies, representing and reasoning about objects, relations, events, actions, time, and space; predicate logic, syntax and semantics of first order logic, Propositional vs. First order inference, Forward chaining and backward chaining.	10
4	Planning: planning as search, partial order planning, construction and use of planning graphs	11
5	Machine Learning and Knowledge Acquisition: forms of learning, inductive learning, learning decision trees, Learning nearest neighbor, Reinforcement learning, passive and active RL.	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes:

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

CO1:Analyze agent and environment.

CO2: Apply different Search strategies in problem solving .

CO3: Represent knowledge and perform reasoning.

CO4: Apply Planning strategies and machine learning techniques.

COs	Mapping with POs
CO1	PO1,PO12
CO2	PO7,PO12
CO3	PO1,PO2
CO4	PO5,PO7,PO12

TEXT BOOKS:

Artificial Intelligence: A Modern Approach, 3rd Edition, by Stuart Russell and Peter Norvig.
(2.1,2.2,2.3,2.4,3.1,3.3,3.4,4.1,4.2,6.2,8.1,8.2,9.1,9.3,9.4,10.1,10.2,10.3,10.4,11.2,11.3,11.4,18.1,18.2,18.3,19.3,20.4,21.1,21.2,21.3)

REFERENCE BOOKS/WEBLINKS:

1. Luger, G. F., & Stubblefield, W. A., Artificial Intelligence - Structures and Strategies for Complex Problem Solving. New York, NY: Addison Wesley, 5th edition (2005).
2. Nilsson, N. J. Artificial Intelligence - A Modern Synthesis. Palo Alto: Morgan Kaufmann. (1998).
3. Nilsson, N. J., Principles of Artificial Intelligence. Palo Alto, CA: Tioga (1981).
4. Rich, E., & Knight, K., Artificial Intelligence. New York: McGraw-Hill (1991).

Sub Title : COMPILER DESIGN		
Sub Code: IS652	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of lecture hours/week : 04
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. To acquire the knowledge of compiler & its features.
2. To enrich the knowledge in various phases of compiler.
3. To introduce the underlying concepts in the design and implementation of language processors.
4. To learn the code optimization techniques to improve the performance of a program in terms of speed & space.

UNI T No.	Syllabus Content	No. of Hour s
1	Introduction, Lexical analysis: Language processors; The structure of a Compiler. Lexical analysis: The Role of Lexical Analyzer; Specifications of Tokens; Recognition of Tokens; The lexical analyzer Generator- LEX. Chapter 1: 1.1, 1.2; Chapter 3: 3.1-3.5	10
2	Syntax Analysis – 1: Introduction; Context-free Grammars; Left recursion elimination; Top-down Parsing; Recursive descent parser and Predictive parser. Chapter 4: 4.1, 4.3-4.4	12
3	Syntax Analysis – 2: Bottom-up Parsing; Introduction to LR Parsing: Simple LR parser; More powerful LR parsers; Using ambiguous grammars; Parser Generators. Chapter 4: 4.5-4.9	12
4	Syntax-Directed Translation: Syntax-Directed definitions; Evaluation order for SDDs; Applications of Syntax-directed translation; Syntax-directed translation schemes. Intermediate Code Generation: Variants of syntax trees; Three-address code; Types and declarations; Translation of expressions; Algorithm for unification. Chapter 5: 5.1-5.4; Chapter 6: 6.1-6.3, 6.5.5	10
5	Code Generation: Issues in the design of Code Generator; The Target language; Basic blocks and Flow graphs; Optimization of basic blocks; A Simple Code Generator. Chapter 8: 8.1-8.6	8

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes

After completing the course the students are able to:

CO1: Analyze concrete view on the theoretical aspects of compiler design.

CO2: Apply ideas and techniques discussed to various software designs.

CO3: Recognize and identify the phases of compiler with respect to design.

CO4: Demonstrate the syntax analysis and error correction strategies.

CO5: Discuss optimization of the code and apply optimization techniques for code samples.

COs	Mapping with POs
CO1	PO1, PO3, PO5, PO10, PO12.
CO2	PO3, PO5, PO9, PO10, PO12
CO3	PO2,PO3, PO5, PO9, PO10
CO4	PO2,PO3, PO5, PO9, PO10
CO5	PO2,PO3,PO10, PO12

TEXT BOOK:

1. Alfred V Aho, Monica S. Lam, Ravi Sethi, Jeffrey D Ullman, Compilers- Principles, Techniques and Tools - 2nd Edition, Addison-Wesley, 2010.

REFERENCE BOOKS/WEB LINKS:

1. Torben , Ægidius Mogensen, Basics of Compiler Design, ISBN 978-87-993154-0-6, Published through lulu.com, 2010.
2. Compiler Construction Principles & Practice - Kenneth C Loudon, Thomson Education, 2007.
3. Nandini Prasad K S, Principles of Compiler Design - 3rd Edition, Elsevier Publication, 2014.

Sub Title : PYTHON PROGRAMMING		
Sub Code: IS653	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of lecture hours/week : 04
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. Understanding the syntax and semantics of the Python language.
2. To create Functions in Python.
3. To handle Files & Regular expressions in Python.
4. To apply Object Oriented Programming concepts in Python.
5. To create Threaded and Networking applications in Python

UNIT No.	Syllabus Content	No. of Hours
1	Introduction: History of Python, Need of Python Programming, Applications, Basics of Python Programming, Using the REPL(Shell), Running Python Scripts, Variables, Assignment, Keywords, Input- Output, Indentation. Data Types - Integers, Strings, Booleans; Operators and Expressions: Operators- Arithmetic Operators, Relational Operators, Assignment Operators, Logical Operators, Bitwise Operators, Membership Operators, Identity Operators, Expressions and order of evaluations. Data Structures: Lists - Operations, Slicing, Methods; Tuples, Sets, Dictionaries, Sequences. Comprehensions. Text1:Ch1,Ch2,Ch3,Ch4	10
2	Control Flow - if, if-elif-else, for, while, break, continue, pass. Functions - Defining Functions, Calling Functions, Passing Arguments, Keyword Arguments, Default Arguments, Variable-length arguments, Anonymous Functions, Fruitful Functions, Scope of the Variables in a Function - Global and Local Variables. Modules: Creating modules, import statement, from .import statement, name spacing, Python packages , Introduction to PIP, Installing Packages via PIP, Using Python Packages. Error and Exceptions: Difference between an error and Exception, Handling Exception, try except block, Raising Exceptions, User Defined Exceptions. Files in Python: Types of files, Working with Text files, Working with Binary Files, Pickle Module. Text1:Ch5,Ch6,Ch7,Ch8	10
3	Brief Tour of the Standard Library - Operating System Interface - String Pattern Matching, Mathematics, Internet Access, Data Compression. Date and Time: The Epoch, Date and Time Now, Combining date and time, Formatting date and Time, Comparing Two Dates, Working with Calendar Module. Object Oriented Programming in Python: Creating a class, The Self Variable, Namespaces, Types of Methods, Inner classes Inheritance and Polymorphism: Constructors in Inheritance, The Super() Method, Types of Inheritance: Single/Multiple, Method Resolution order, Polymorphism, Operator Overloading, Method overloading,	10

	Method Overriding. Text1:Ch9,Ch10,Ch12,Ch13	
4	Regular Expressions in Python: Sequence Characters in Regular Expressions, Quantifiers in Regular Expressions, Special Characters in Regular Expressions, Using Regular Expressions in a File, Retrieving Information from HTML File. Data Structures in Python: Linked Lists, Stacks, Queues, Deques. Threads: Creating Threads in Python, Thread class Methods, Thread Synchronization, Communication between Threads, Daemon Threads. Text1:Ch14,Ch15,Ch16,Ch17	10
5	Networking in Python: Sockets, Reading the source code of Web Page, A TCP/IP Server and Client, A UDP Server and Client, A File Server and Client, Graphical User Interface, Python's Database Connectivity: Working With MySQL Database, Using MySQL from Python, Retrieving all rows from a table, Inserting, deleting, updating table, Creating Data base tables through python, Graphical User Interface: The Root Window, Canvas, Frame, Widgets, Button Widget ,Label Widget, Message Widget, Text Widget, Menu Widget. Text1:Ch18,Ch19,Ch20,Ch21.	12

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes

After completing the course the students are able to:

CO1: Demonstrate the understanding and usage of core python scripting elements python constructs, data types.

CO2 : Demonstrate the understanding and usage of functions ,lists, tuples and dictionaries.

CO3: Demonstrate the understanding and usage of modules, packages and regular expressions.

CO4: Demonstrate usage of object oriented features such as Inheritance, Polymorphism, operator overloading.

CO5:Apply the knowledge of python and use the language scripting elements and constructs to develop threaded and networking applications.

COs	Mapping with POs
CO1	PO1,PO2,PO4
CO2	PO1,PO2,PO4
CO3	PO1,PO2,PO4,PO5,PO8
CO4	PO1,PO2,PO4,PO5,PO8
CO5	PO1,PO2,PO4,PO5,PO8

TEXT BOOK:

1. Core Python Programming: Dr.R.Nageshwara Rao,Dreadm Tech Press 2018

REFERENCE BOOKS/WEB LINKS:

- 1.Think Python, Allen Downey, Green Tea Press.
- 2.Core Python Programming,W.Chun, Pearson.
3. Introduction to Python, Kenneth A. Lambert, Cengage.
4. Learning Python, Mark Lutz, Orielly.

Course Title : MACHINE LEARNING		
Course Code: IS654	No. of Credits: 4 =4:0:0:0	No. of lecture hours/week : 4
Exam Duration : 3 hours	CIE+Assignment + SEE = 45+ 5+50=100	Total No. of Contact Hours : 52

Course objectives:

1. To understand the basic concepts of machine learning along with decision trees.
2. To understand the neural networks and genetic algorithms
3. To understand the Bayesian techniques
4. To understand the instant based learning
5. To understand the analytical learning and reinforced learning

Unit No.	Syllabus	No. of Hours
1	<p>INTRODUCTION and DECISION TREES: Machine learning basics: What is machine learning? Key terminology , Key tasks of machine learning, How to choose the right algorithm, Steps in developing a machine learning application , Why Python. Classifying with k-Nearest Neighbors Classifying with distance measurements, Prepare: importing data with Python , Putting the kNN classification, algorithm into action, How to test a classifier, Example: improving matches with kNN, Prepare: parsing data from a text file, Analyze: creating scatter plots with Matplotlib, Prepare: normalizing numeric values, Test: testing the classifier as a whole program, Use: putting together a useful system, Example: a handwriting recognition system, Prepare: converting images</p>	11
2	<p>NEURAL NETWORKS and GENETIC ALGORITHMS: Biological Multilayer Networks and Back Propagation Algorithms, Genetic Algorithms, Neural Network Representation, Problems, Perceptrons,</p>	10
3	<p>BAYESIAN AND COMPUTATIONAL LEARNING Bayes Theorem – Concept Learning – Maximum Likelihood – Minimum Description Length Principle – Bayes Optimal Classifier – Gibbs Algorithm – Naïve Bayes Classifier – Bayesian Belief Network – EM Algorithm – Probably Learning – Sample Complexity for Finite and Infinite Hypothesis Spaces – Mistake Bound Model.</p>	10
4	<p>K- Nearest Neighbor Learning – Locally Weighted Regression – Radial Basis Functions – Case-Based Reasoning – Sequential Covering Algorithms – Learning Rule Sets – Learning First Order Rules – Learning Sets of First Order Rules – Induction as Inverted Deduction – Inverting Resolution</p>	10

5	MODULE V ANALYTICAL LEARNING AND REINFORCED LEARNING Perfect Domain Theories – Explanation Based Learning – Inductive-Analytical Approaches - FOCL Algorithm – Reinforcement Learning – Task – Q-Learning – Temporal Difference Learning	11
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Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes:

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

CO1:Choose the learning techniques with this basic knowledge. Also, obtain knowledge on decision tree learning.

CO2:Apply andcomprehend neural network and genetic algorithms techniques.

CO3:Obtain knowledge about supervised and semi-supervised learning.

CO4:Differentiate between reinforcement and analytical learning techniques.

CO5: Differentiate different machine learning applications.

COs	Mapping with PO's
CO1	PO1,PO4
CO2	PO2,PO3,PO4
CO3	PO3,PO4
CO4	PO3,PO4,PO5,PO6
CO5	PO4,PO8,PO9,PO11

Text Books:

1. Peter Harrington , “Machine Learning in Action”, MANNING Shelter Island Publication, ISBN 9781617290183, 2012. Unit1: Chapter 1-2.4 (page no 1 to 36)
2. Tom M. Mitchell, “Machine Learning”, McGraw-Hill Education, 2013. Unit2, Unit3, Unit4 and Unit5: Chapter 4 to chapter 8 (Page no: 81 to 247)

Reference Books:

1. Ethem Alpaydin, “Introduction to Machine Learning”, 2nd Ed., PHI Learning Pvt. Ltd., 2013.
2. T. Hastie, R. Tibshirani, J. H. Friedman, “The Elements of Statistical Learning”, Springer; 1st edition, 2001.

Sub Title : INFORMATION SYSTEMS		
Sub Code:IS655	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of lecture hours/week : 4
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours : 52
Course Objectives: <ol style="list-style-type: none"> 1. Introduce to various types of information systems, issues and concepts related to it. 2. Understand about electronic and enterprise business system management. 3. Familiarize the need and benefits of E-Business, ERP, E-Commence, SCM, DSS. 4. Comprehend the concept of IT planning and Managing the Information Systems. 5. Understand about Security management of IT, Enterprise and Global Management of IT. 		

UNIT No.	Syllabus Content	No of Hours
1	<p>Foundation concepts – 1: Information Systems in Business: Introduction, The real world of Information Systems, Networks, What you need to know, The fundamental role of IS in business, Trends in IS, Managerial challenges of IT.</p> <p>System Concepts: A foundation, Components of an Information System, Information System Resources, Information System activities, Recognizing Information Systems</p> <p>Foundation Concepts – 2: Fundamentals of strategic advantages: Strategic IT, Competitive strategy concepts, The competitive advantage of IT, Strategic uses of IT, Building a customer-focused business, The value chain and strategic IS, Reengineering business processes, Becoming an agile company Creating a virtual company, Building a knowledge-creating company.</p> <p>TB Ch1, Ch2</p>	10
2	<p>Electronic Business Systems: Enterprise Business Systems: Introduction, Cross-functional enterprise applications, Enterprise application integration, Transaction processing systems, Enterprise collaboration systems.</p> <p>Functional Business Systems: Introduction, Marketing systems, Manufacturing systems, Human resource systems, Accounting systems, Financial management systems.</p> <p>Enterprise Business Systems: Customer relationship management: Introduction, What is CRM? Benefits and challenges of CRM, Trends in CRM.</p> <p>TB Ch7, Ch 8</p>	12
3	<p>Enterprise resource planning: Introduction, What is ERP? Benefits and challenges of ERP, Trends in ERP. Supply chain Management: Introduction, What is SCM? The role of SCM, Benefits and challenges of SCM, Trends in SCM.</p> <p>Electronic Commerce Systems: Electronic commerce fundamentals: Introduction, The scope of e-commerce, Essential e-commerce, processes, and Electronic payment processes. E-commerce application trends, Business-to- Consumer e-commerce, Business-to-Business e-commerce, e-commerce marketplaces</p> <p>TB Ch8, Ch9</p>	10
4	<p>Decision Support Systems: Decision support in business: Introduction, Decision support trends, Decision support systems (DSS), Management</p>	10

	Information Systems, On-line analytical processing, Using DSS, Executive information systems, Enterprise portals and decision support. TB Ch10	
5	Decision Support Systems contd: Knowledge management systems, Business and Artificial Intelligence (AI). Security management of IT: Introduction, Tools of security management, Internetworked security defenses, Other security measures, System Controls and audits. Enterprise and Global Management of IT: Managing IT: Business and IT, Managing IT, Business / IT planning, Managing the IS function. TB Ch10,Ch13,Ch14	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course outcomes:

After completing the course the students are able to:

CO1: Analyze the components, activities and strategies of Information system.

CO2: Apply planning and maintenance strategies to the information systems

CO3: Apply the technologies such as ERP, E-Business and E-Commerce, m-Commerce, wireless networks, mobile computing etc.

CO4: Identify the threats to information security and protect information resources.

CO5: To identify and propose Business/IT Solutions to the addressed problems.

COs	Mapping with POs
CO1	PO2,PO7,PO12
CO2	PO2,PO3,PO6,PO7,PO9,PO11
CO3	PO2,PO3,PO6,PO7,PO9,PO11
CO4	PO6,PO7,PO9,PO11
CO5	PO6,PO7,PO9,PO11,PO12

TEXT BOOK:

1. James A. O'Brien, George M. Marakas - Management Information Systems -10th edition, Tata McGraw Hill, 2010.

REFERENCE BOOKS:

1. Kenneth C. Laudon and Jane P. Laudon - Management Information System, Managing the Digital Firm -, 9th Edition, Pearson Education, 2006.
2. Steven Alter - Information Systems The Foundation of E-Business , 4th Edition, Pearson Education, 2002.
3. W.S. Jawadekar - Management Information Systems -, Tata McGraw Hill 1998.

Sub Title : CRYPTOGRAPHY AND NETWORK SECURITY		
Sub Code:IS656	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of lecture hours/week : 4
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours :52
Course Objectives: <ol style="list-style-type: none"> 1. To understand the fundamentals of Cryptography . 2. To acquire knowledge on standard algorithms used to provide security. 3. To understand the various key distribution and management schemes. 4. To gain knowledge of securing data in transit across networks 		

UNIT No	Syllabus Content	No of Hours
1	<p>Classical Encryption Techniques Symmetric Cipher Model: Cryptography, Cryptanalysis and Brute-Force Attack. Substitution Techniques: Caesar Cipher, Monoalphabetic Cipher, Playfair Cipher, Hill Cipher, Polyalphabetic Cipher, One Time Pad. Transposition Techniques</p> <p>Block Ciphers and the data encryption standard: Traditional block Cipher structure: stream Ciphers and block Ciphers, Motivation for the feistel Cipher structure, the feistel Cipher; The data encryption standard: DES encryption, DES decryption; avalanche effect. Strength of DES: The use of 56-Bit Keys, the nature of the DES algorithm, timing attacks. Block cipher design principles: Number of rounds, design of function F, key schedule algorithm. Text Book : Ch-1 :1,2,3 ch-2:1,2,3,4,5</p>	12
2	<p>Public-Key Cryptography and RSA: Principles of public-key cryptosystems: Public-key cryptosystems, Applications for public-key cryptosystems, requirements for public-key cryptosystems, public-key cryptanalysis. The RSA algorithm: description of the algorithm, computational aspects, the security of RSA. Other Public-Key Cryptosystems: Diffie-hellman key exchange, The algorithm, key exchange protocols, man in the middle attack. Text Book : Ch-8 :1,2</p>	10
3	<p>Key Management and Distribution: Symmetric key distribution using Symmetric encryption: A key distribution scenario, Hierarchical key control, session key lifetime, a transparent key control scheme, Decentralized key control, controlling key usage</p> <p>Symmetric key distribution using asymmetric encryption: simple secret key distribution, secret key distribution with confidentiality and authentication, A hybrid scheme. Distribution of public keys: public announcement of public keys, publicly available directory, public key authority, public keys certificates, X-509 certificates. Text Book : Ch- 13:1,2,3,4</p>	10
4	<p>User Authentication: Remote user Authentication principles: Mutual Authentication, one way Authentication. Remote user Authentication using Symmetric encryption:Mutual Authentication, one way Authentication, Kerberos: Motivation , Kerberos version 4 Text Book 1:Ch-14:1,2,3</p> <p>Electronic Mail Security: Pretty good privacy, notation, operational;</p>	10

	description, S/MIME, RFC5322, Multipurpose internet mail extensions, S/MIME functionality, S/MIME messages, S/MIME certificate processing. Text Book :Ch-17: 1,2	
5	<p>IP Security: IP Security overview:Applications of IPsec, benefits of IPsec, Routing applications, IPsec documents, IPsec services, transport and tunnel modes</p> <p>IP Security policy: Security associations, Security associations database, Security policy database, IP traffic processing.</p> <p>Encapsulating Security payload: ESP format, encryption and authentication algorithms, Padding, Anti replay service, transport and tunnel modes</p> <p>Text Book :Ch-18:1,2,3</p> <p>Transport Level Security:Web security considerations:Web security threats, Web Traffic security approaches</p> <p>Secure sockets layer: SSL architecture, SSL Record Protocol, Change Cipher Spec Protocol, Alert protocol, hand shake protocol</p> <p>Text Book :Ch-15:1,2</p>	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes:

After the completion of the above course students will be able to

CO1: Analyze substitution and transposition techniques.

CO2: Design and analyze public key cryptosystems.

CO3: Describe various key distribution and management schemes.

CO4: Analyze different methods of user authentication

CO5: Secure data in transit across network by using appropriate protocol.

COs	Mapping with POs
CO1	PO2,PO4,PO9,PO12
CO2	PO2,PO3, PO6,PO9,PO12
CO3	PO2,PO9,PO12
CO4	PO2,PO4,PO6,PO9,PO12
CO5	PO2,PO6,PO9,PO12

TEXT BOOK:

William Stallings: Cryptography and Network Security, Principles and Practice Pearson, 6th edition 2014.

REFERENCE BOOK:

Behrouz A. Forouzan: Cryptography and Network Security Tata-Macgraw Hill 2007

Sub Title : NETWORKS LAB		
Sub Code: ISL66	No. of Credits:1 : 0:0:1(L-T-P)	No. of lecture hours/week :2
Exam Duration : 3 hours	Exam Marks:CIE + SEE = 50 + 50 =100	
Course Objectives: <ol style="list-style-type: none"> 1. Construct sample networks with different topologies and configurations. 2. Analysis of the network behavior with respect to different parameters and conditions. 3. Build programs to implement error detection techniques and congestion control techniques. 4. Construct programs to build optimal routing table. 5. Build programs to implement the specified security algorithms 		

I. LIST OF PROGRAMS PART A

The following experiments shall be conducted using either NS228/OPNET or any other suitable simulator.

1. Simulate a three nodes point – to – point network with duplex links between them. Set the queue size and vary the bandwidth and find the number of packets dropped.
2. Simulate a four node point-to-point network with the links connected as follows: n0 – n2, n1 – n2 and n2 – n3. Apply TCP agent between n0-n3 and UDP between n1-n3. Apply relevant applications over TCP and UDP agents changing the parameter and determine the number of packets sent by TCP / UDP.
3. Simulate the transmission of ping messages over a network topology consisting of 6 nodes and find the number of packets dropped due to congestion.
4. Simulate an Ethernet LAN using n nodes (6-10), change error rate and data rate and compare throughput.
5. Simulate an Ethernet LAN using n nodes and set multiple traffic nodes and plot congestion window for different source / destination.

PART-B

Implement the following in C/C++:

1. Write a program for error detecting code using CRC-CCITT (16- bits).
2. Write a program for distance vector algorithm to find suitable path for transmission.
3. Implement Diffie-Hellman Key exchange algorithm.
4. Write a program for simple RSA algorithm to encrypt and decrypt the data.
5. Write a program for congestion control using leaky bucket algorithm.

II. OPEN ENDED QUESTIONS

Develop/ Simulate the following applications:

1. Shortest Path from source to destination
2. File Transfer
3. Remote Login
4. Any other network and/or security application.
5. Using TCP/IP sockets, write a client – server program to make the client send the file name and to make the server send back the contents of the requested file if present.

NOTE:

1. STUDENT IS PERMITTED TO SUBMIT OPEN ENDED SOLUTION TO ANY OTHER OPEN ENDED QUESTION APART FROM THE LIST ABOVE . BUT IT HAS TO BE APPROVED BY THE STAFF IN CHARGE.

2. STUDENT IS REQUIRED TO SOLVE ONE PROBLEM FROM PART-A AND ONE PROBLEM FROM PART-B. THE QUESTIONS ARE ALLOTTED BASED ON LOTS. BOTH QUESTIONS CARRY EQUAL MARKS.

Course Outcomes:

After completing the course the students are able to:

CO1: Simulate a sample network on a virtual screen.

CO2: Design and analyze the network behavior against various parameters through simulation

CO3: Demonstrate error detection, congestion control techniques

CO4: Implement an optimal routing table and apply security algorithms for a given network.

CO5: Demonstrate the file transfer using sockets

COs	Mapping with POs
CO1	PO1,PO2,PO5,PO9,PO12
CO2	PO1,PO2,PO9,PO12
CO3	PO1,PO2,PO4,PO9,PO12
CO4	PO1,PO6,PO9,PO12
CO5	PO1,PO2,PO5,PO6,PO9,PO12

Sub Title : CLOUD COMPUTING LAB		
Sub Code:ISL67	No of Credits : 0:0:1 (L:T:P)	No. of lecture hours/week : 02
Exam Duration : 3 hours	Exam Marks: CIE + + SEE = 50 + 50 =100	

Course Objectives:

1. To understand the working and usage of different cloud service models.
2. To study the basic understanding of Installation and Configuration of Cloud environment.
3. To understand the concept of Service Model and its usage in Cloud Computing.
4. To learn development of applications using IaaS, PaaS and SaaS.
5. Understand how Cloud environment works, for various deployment models

I. LIST OF PROGRAMS

- 1 Demonstrate the working of Google Drive/ Dropbox to make spreadsheet and notes.
- 2 Demonstrate the working of Google Form to develop event feedback system.
- 3 Demonstrate the program on Stack operations using Python/Java/C+++ in Cloudanywhere.
- 4 Design a simple Hospital Management website in Codenvy.
- 5 Create an application in Salesforce .com to maintain product information.
- 6 Create an application in Salesforce.com to demonstrate master-detail relationship on invoice bill.
- 7 Creating an Application in SalesForce.com using Apex programming Language.
- 8 Demonstrate Virtualization using VMware/Hypervisor.

II. OPEN ENDED QUESTIONS

1. Working on Google App Business Solutions and various features.
2. Installation and Configuration of AWS/OpenStack or any equivalent cloud software.
3. Design and implement Cloud based application (mini-project).

NOTE:

- 1. STUDENT IS PERMITTED TO SUBMIT OPEN ENDED SOLUTION TO ANY OTHER OPEN ENDED QUESTION APART FROM THE LIST ABOVE . BUT IT HAS TO BE APPROVED BY THE STAFF IN CHARGE.**
- 2. STUDENT IS REQUIRED TO EXECUTE ONE PROBLEM FROM THE LOT OF 8 QUESTIONS.**

Course Outcomes:

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

CO1: Develop applications and host on Cloud.

CO2: Develop the ability to solve real-world problems through software development on Cloud Environment.

CO3: Implement, compile, test and run programs on PaaS by solving defined software problem.

CO4: Design and develop useful Cloud applications with elegant user interfaces using SaaS.

CO5: To deploy developed cloud applications on the market place.

COs	Mapping with POs
CO1	PO1,PO3, PO4,PO5
CO2	PO2,PO3, PO4, PO5, PO7
CO3	PO4, PO5, PO6, PO8, PO9
CO4	PO4, PO5, PO9, PO10
CO5	PO6, PO7, PO8, PO11, PO12

Sub Title : MINI PROJECT		
Sub Code:ISP68	No. of Credits:2=0 : 0 : 2 (L-T-P)	No. of lecture hours/week : 2
Exam Duration : 3 hours	Exam Marks: CIE + SEE = 50 + 50 =100	

Detailed Scheme and Syllabus
ACADEMIC YEAR 2019-2020
VII - VIII (2016-2020 BATCH)

Dr. Ambedkar Institute of Technology
Bangalore



Department Of
Information Science and Engineering

Vision

- To create **Dynamic, Resourceful, Adept and Innovative Technical** professionals to meet global challenges.

Mission

- To offer state-of-the-art undergraduate, postgraduate and doctoral programmes in the fields of Engineering, Technology and Management.
- To generate new knowledge by engaging faculty and students in research, development and innovation
- To provide strong theoretical foundation to the students, supported by extensive practical training to meet industry requirements.
- To install moral and ethical values with social and professional commitment.

DEPARTMENT VISION AND MISSION**Vision:**

- Imparting quality technical education and preparing professionals to meet Information Technological challenges globally.

Mission:

- Prepare highly capable Information Science engineers through best practices.
- Encourage students to pursue higher education for further growth in the learning process and to promote research in the frontier areas of Information Technology.
- Educate students to take up social and professional responsibilities with ethical values for the betterment of the society.

PROGRAMME EDUCATIONAL OBJECTIVES (PEOS)

PEO1: Graduates will have the ability to become successful computing professionals in the area of Information Science and Engineering.

PEO2: Graduates will be equipped to enhance their knowledge through core engineering and latest technological skills to promote lifelong learning.

PEO3: Graduates will be able to take up social, technical and entrepreneurial challenges in inter disciplinary and multi disciplinary fields.

PROGRAM SPECIFIC OBJECTIVES(PSOS)

PSO1:Students should be able to understand, analyze and adopt principles of programming paradigms by using latest technologies such as Cloud computing, Big data analytics, AI ,Machine Learning and IoT based applications for solving real-world problems.

PSO2:Students should be able to acquire and demonstrate the team work, professional ethics, competence and communication skills while developing software products.

PROGRAMME OUTCOMES (POs)

1. **Engineering knowledge:** Apply the knowledge of mathematics science engineering fundamentals and an mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems 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 g activities with an understanding of the limitations.
6. **The engineer and society:** Apply reasoning informed by Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities 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 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 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, 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 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 lifelong learning in the broadest context of technological change.

Academic Year 2019-2020 : VII Semester
SCHEME OF TEACHING AND EXAMINATION
B.E. INFORMATION SCIENCE AND ENGINEERING

S. No.	Subject Code	Subject	Teaching Dept.	Hrs/week			Examination			
				Lecture	Tutorial	Practical	Marks			
							CIE /Assignment	SEE	Credits	Total
1	IS71	Software Architectures	ISE	04			45/5	50	4	100
2	IS72	Internet of Things	ISE	04			45/5	50	4	100
3	IS73	Big Data Analytics	ISE	04			45/5	50	4	100
4	IS74x	Elective II (Group-B)	ISE	04			45/5	50	4	100
5		Inter Departmental Elective	ISE	04			45/5	50	4	100
6	ISL75	Mobile Application Development lab	ISE	-		2	50	50	1	100
7	ISL76	Big Data And Analytics Lab	ISE	-		2	50	50	1	100
8	ISP77	Project Phase-I	ISE	-			-	-	-	-
Total				19		04	350	350	22	700

Elective II – Group B

IS741	Advanced DBMS
IS742	Object Oriented Modeling and Design
IS743	Storage Area Networks
IS744	C# Programming and .Net

Elective III – Group C (Inter Departmental Elective)

ISE01	Wireless Sensor Networks
ISE02	Information Systems
ISE03	Protocol Engineering

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Academic Year 2019-2020 : VIII Semester
SCHEME OF TEACHING AND EXAMINATION
B.E. INFORMATION SCIENCE AND ENGINEERING

VIII Semester

S. No.	Subject Code	Subject	Teaching Dept.	Hrs/week			Examination			
				Lecture	Tutorial	Practical	Marks			
							CIE /assignment	SEE	Credits	Total
1	HS04	Intellectual Property Rights	ISE	02			45/5	50	2	100
2	IS81	Software Testing	ISE	04			45/5	50	4	100
3	IS82x	Elective IV(Group-D)	ISE	04			45/5	50	4	100
4		Inter Departmental Elective		04			45/5	50	4	100
5	ISP83	Project Phase-II	ISE	-			50	50	12	100
6	ISS84	Seminar	ISE	-			50	-	2	50
Total				14			300	250	28	550

Elective IV – Group D

IS821	Wireless Sensor Networks
IS822	Protocol Engineering
IS823	Machine Learning and Applications

Elective V– Group E (Inter Departmental Elective)

ISE04	Internet Programming
ISE05	Artificial Intelligence
ISE06	Java Programming

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DEPT. OF INFORMATION SCIENCE & ENGG.

VII SEMESTER

Sub Title : SOFTWARE ARCHITECTURE		
Sub Code: IS71	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks :CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. Introduction to the fundamentals of software architecture.
2. Software architecture and quality requirements of a software system
3. Fundamental principles and guidelines for software architecture design, architectural styles, patterns, and frameworks.
4. Methods, techniques, and tools for describing software architecture and documenting design rationale.
5. Software architecture design and evaluation processes.

Unit No.	Syllabus Content	No of Hours
1	<p>Introduction: The Architecture Business Cycle: Where do architectures come from? Software processes and the architecture business cycle; What makes a “good” architecture? What software architecture is and what it is not; Other points of view; Architectural patterns, reference models and reference architectures; Importance of software architecture; Architectural structures and views.</p> <p>Architectural Styles and Case Studies: Architectural styles; Pipes and filters; Data abstraction and object-oriented organization; Event-based, implicit invocation; Layered systems; Repositories; Interpreters; Process control; Other familiar architectures; Heterogeneous architectures.</p> <p>T1:CH:1,CH2</p>	12
2	<p>Quality: Functionality and architecture; Architecture and quality attributes; System quality attributes; Quality attribute scenarios in practice; Other system quality attributes; Business qualities; Architecture qualities.</p> <p>Achieving Quality: Introducing tactics; Availability tactics; Modifiability tactics; Performance tactics; Security tactics; Testability tactics; Usability tactics; Relationship of tactics to architectural patterns; Architectural patterns and styles.</p> <p>T1:CH4,CH5</p>	10
3	<p>Architectural Patterns – 1: Introduction; from mud to structure: Layers, Pipes and Filters, Blackboard. Distributed Systems: Broker; Interactive Systems: MVC, Presentation-Abstraction-Control.</p> <p>T1:CH2</p>	10
4	<p>Architectural Patterns – 2: Adaptable Systems: Microkernel; Reflection.</p> <p>Some Design Patterns: Structural decomposition: Whole – Part; Organization of work: Master – Slave; Access Control: Proxy.</p> <p>T2:CH3</p>	10
5	<p>Designing and Documenting Software Architecture: Architecture in the life cycle; Designing the architecture; Forming the team structure; Creating a skeletal system.</p> <p>Uses of architectural documentation; Views; Choosing the relevant views; Documenting a view; Documentation across views.</p> <p>T1:CH7,CH8</p>	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After the completion of course the student will be able to:

CO1:Argue the importance and role of software architecture in large scale software systems

CO2:Design and motivate software architecture for large scale software systems

CO3:Recognize major software architectural styles, design patterns, and frameworks

CO4:Describe a software architecture using various documentation approaches and architectural description languages

CO5: Evaluate the coming attractions in software architecture research and practice.

COs	Mapping with POs
CO1	PO1,PO2, ,PO9
CO2	PO1,PO2, PO4,PO5, PO9
CO3	PO1, PO4,PO5, PO9
CO4	PO1,PO2,PO3, PO4, PO9
CO5	PO1, PO4, PO9,PO10

TEXT BOOKS

1. Software Architecture in Practice - Len Bass, Paul Clements, Rick Kazman, 2nd Edition, Pearson Education, 2003.
2. Pattern-Oriented Software Architecture A System of Patterns, Volume 1 - Frank Buschmann, Regine Meunier, Hans Rohnert, Peter Sommerlad, Michael Stal, John Wiley and Sons, 2006
3. Software Architecture- Perspectives on an Emerging Discipline - Mary Shaw and David Garlan, Prentice-Hall of India, 2007.

REFERENCE BOOKS/WEB LINKS:

Design Patterns- Elements of Reusable Object-Oriented Software - E. Gamma, R. Helm, R. Johnson, J. Vlissides, Addison-Wesley, 1995.

Course Title : INTERNET OF THINGS		
Course Code:IS72	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of lecture hours/week : 4
Exam Duration : 3 hours	CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours :52

<p>Course Objectives</p> <ol style="list-style-type: none"> 1. To learn the basic issues, policy and challenges in the IoT 2. To understand the Mechanism and Key Technologies in IoT 3. To analyze the managing of the resources in the IoT 4. To deploy the resources into business 5. To comprehend Data Analytics for IoT

UNIT No	Syllabus Content	No of Hours
1	<p>Introduction to IoT Defining IoT, Characteristics of IoT, Physical design of IoT, Logical design of IoT, Functional blocks of IoT, Communication models & APIs.Enabling IOT Technologies,IOT and M2M-Introduction, difference between IOT and M2M. TEXT BOOK 1:Chapter1-1.1,1.2,1.3,1.4 , chapter3-3.1,3.2,3.3</p>	10
2	<p>Fundamentals IoT Mechanism and Key Technologies-Identification of IoT Object and Services, Structural Aspects of the IoT, Key IoT Technologies. Evolving IoT Standards-Overview and Approaches,IETF IPV6 Routing Protocol for RPL Roll, Constrained Application Protocol, Representational State Transfer, ETSI M2M,Third Generation Partnership Project Service Requirements for Machine-Type Communications, CENELEC, IETF IPv6 Over Lowpower,Zigbee. TEXT BOOK 2:Chapter4-4.1,4.2,4.3 Chapter5-5.1,5.2,5.3,5.4,5.5,5.6,5.7,5.8,5.9</p>	12
3	<p>Layer ½ Connectivity: Wireless Technologies for the IoT-WPAN Technologies for IoT/M2M, Cellular and Mobile Network Technologies for IoT/M2M,Layer 3 Connectivity :IPv6 Technologies for the IoT: Overview and Motivations. Address Capabilities,IPv6 Protocol Overview, IPv6 Tunneling. TEXT BOOK 2: Chapter6-6.1,6.2, Chapter7-7.1,7.2,7.3,7.4,7.5</p>	10
4	<p>Case Studies illustrating IoT Design-Introduction, Home Automation, Cities,Environment, Agriculture, Productivity Applications. TEXT BOOK 1:Chapter 9-9.1,9.2,9.3,9.4,9.5,9.6</p>	10
5	<p>Data Analytics for IoT– Introduction, Apache Hadoop, Using Hadoop MapReduce for Batch Data Analysis, Apache Oozie, Apache Spark, Apache Storm, Using Apache Storm for Real-time Data Analysis, Structural Health Monitoring . TEXT BOOK 1:Chapter 10-10.1,10.2,10.3,10.4,10.5,10.6,10.7,10.8</p>	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course outcomes:

On successful completion of the course, the student will

CO1: Understand the concepts of Internet of Things.

CO2: Identify different technologies of IoT with machine type communication.

CO3: Design IoT applications in different domain and be able to analyze their performance.

CO4: Implement basic IoT applications on embedded platform.

CO5: Understand data sets received through IoT devices and tools used for analysis

COs	Mapping with PO's
CO1	PO3,PO4,PO5,PO6,PO9,PO10
CO2	PO3,PO4,PO5,PO6,PO7,PO9,PO10
CO3	PO4,PO6,PO7,PO8,PO9,PO11
CO4	PO4,PO5,PO8,PO9,PO10,PO11
CO5	PO4,PO5,PO6,PO7,PO9,PO10

TEXT BOOK:

1. ArshdeepBahga, Vijay Madiseti, "Internet of Things : A Hands on Approach" Universities Press., 2015
2. Daniel Minoli, "Building the Internet of Things with IPv6 and MIPv6:The Evolving World of M2M Communications", Wiley, 2013

REFERENCE BOOKS/WEBLINKS

1. Michael Miller, " The Internet of Things", First Edition, Pearson, 2015.
2. Claire Rowland, Elizabeth Goodman et.al., " Designing Connected Products", First Edition, O'Reilly, 2015

Course Title: BIG DATA & ANALYTICS		
Course code:IS73	No. of Credits:3=4 : 0 : 0 (L-T-P)	No. of lecture hours/week : 4
Exam Duration : 3 hours	Exam Marks :CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours:52

Course Objectives:

- Understand Big data for industry applications.
- Analyze business case studies for Big data analytics
- Define managing of Big data without SQL
- Develop Mapreduce analytics using Hadoop and related tools.

UNIT No.	Syllabus Content	No. of Hours
1	Overview of Big Data and its Use in Business Context : Big Data definition. Evolution of Big Data. Structuring Big Data. Elements of Big Data. Big Data Analytics. Use of Big Data in - Social Networking, Preventing Fraudulent Activities, Detecting Fraudulent Activities, Insurance Sector, Retail Industry. Text1: 1.1-1.4,2.1-2.4	10
2	NOSQL Data Management: Introduction to NoSQL–Aggregate data models–Aggregates–Key-value and Document data models–Relationships–Graphdatabases–Schemaless databases–Materialized views–Distribution models–Sharding—Version–Mapreduce–Partitioning and combining – Composing Mapreduce calculations. Text2: Chapter1.1-1.5,2.1-2.4,3.1-3.5	10
3	Understanding Hadoop Ecosystem, YARN Architecture: Hadoop Ecosystem, Hadoop Distributed File System, MapReduce, Hadoop YARN, Introducing HBase, Combining HBase and HDFS, Hive, Pig and Pig Latin, Sqoop, ZooKeeper, Flume, Oozie. Background of YARN, Advantages of YARN, YARN Architecture, Working of YARN, YARN Schedulers, Backward Compatibility with YARN, YARN Configurations, YARN Commands, YARN Containers, Registry, Log Management in Hadoop Text1: 4.1-4.5,12.1-12.3,12.5	11
4	MapReduce Fundamentals, Processing Data and Implementing MapReduce Program and HBase: The MapReduce Framework, Techniques to Optimize MapReduce Jobs, Uses of MapReduce, Role of HBase in Big Data Processing. , Developing Simple MapReduce Application, Points to Consider while Designing MapReduce, Controlling MapReduce Execution with InputFormat, Reading Data with Custom RecordReader, Organizing Output Data with OutputFormats, Customizing Data with RecordWriter, Optimizing MapReduce Execution with Combiner, Controlling Reducer	11

	Execution with Partitioners, Customizing the MapReduce Execution in Terms of YARN, Implementing a MapReduce Program for Sorting Text Data. Text1: 5.1-5.4,10.1-10.7	
5	Exploring Hive, Analyzing Data with Pig: Introducing Hive, Getting Started with Hive, Hive Services, Data Types in Hive, Built-In Functions in Hive, Hive DDL, Data Manipulation in Hive, Data Retrieval Queries, Using JOINS in Hive,. Introducing Pig, Running Pig, Getting Started with Pig Latin, Working with Operators in Pig, Debugging Pig, Working with Functions in Pig, Error Handling in Pig. Text1: 13.1-13.4,14.1-14.4	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After completing the course the students are able to:

CO1: Describe Big data and use cases from selected industry domains.

CO2: Discuss about NoSQL Big data management.

CO3: Install, configure, and run Hadoop.

CO4: Perform Mapreduce analytics using Hadoop.

CO5: Use Hadoop related tools such as HBase, Cassandra, Pig and Hive for Big Data Analytics.

COs	Mapping with PO's
CO1	PO2, PO8
CO2	PO4,PO5, PO8
CO3	PO3, PO4, PO5
CO4	PO4, PO5
CO5	PO3, PO4, PO5, PO11.

TEXT BOOK:

1. Big Data, Black Book- DT Editorial Services Wiley Publications 2ed.
2. Pramod J. Sadalage, Martin Fowler, "NoSQL Distilled", Pearson Education, ISBN-13: 978-0-321-82662-6, 2013.

REFERENCE BOOKS:

1. Tom White,"Hadoop:TheDefinitiveGuide",ThirdEdition,O'Reilley,2012.
2. EricSammer,"HadoopOperations",O'Reilley,2012.

Sub Title : ADVANCED DBMS		
Sub Code:IS741	No. of Credits:4=4 : 0 : 0 (L-T-P)	No.of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks :CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 52
Course Objectives: <ol style="list-style-type: none"> 1. Understand the internal data structures and extend this knowledge to external data structures. 2. To examine how data storage technology works. 3. Acquire the knowledge of storing data on external storage. 4. Acquire the knowledge of file organizations and indexing 		

Unit No.	Syllabus Content	No of Hours
1	Overview of Storage and Indexing, Disks and Files : Data on external storage; File organizations and indexing; Index data structures; Comparison of file organizations; Indexes and performance tuning Memory hierarchy; RAID; Disk space management; Buffer manager; Files of records; Page formats and record formats Tree Structured Indexing: Intuition for tree indexes; Indexed sequential access method; B+ trees, Search, Insert, Delete, Duplicates, B+ trees in practice	12
2	Hash-Based Indexing: Static hashing; Extendible hashing, Linear hashing, comparisons Overview of Query Evaluation, External Sorting : The system catalog; Introduction to operator evaluation; Introduction to query optimization; Alternative plans: A motivating example; what a typical optimizer does. When does a DBMS sort data? A simple two-way merge sort; External merge sort	10
3	Evaluating Relational Operators : The Selection operation; General selection conditions; The Projection operation; The Join operation; The Set operations; Aggregate operations; The impact of buffering A Typical Relational Query Optimizer: Translating SQL queries in to Relational Algebra; Estimating the cost of a plan; Relational algebra equivalences; Nested sub-queries	10
4	Physical Database Design: Introduction; Guidelines for index selection, examples; Clustering and indexing; Indexes that enable index-only plans; Tools to assist in index selection;	10
5	More Recent Applications: Mobile databases; Multimedia databases; Geographical Information Systems; Genome data management	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

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

CO1: Analyze basic database storage structures and access techniques

CO2: Apply relational algebraic techniques to create queries.

CO3: Evaluate and optimize queries through various techniques .

CO4: Identify issues regarding emerging database technologies.

COs	Mapping with POs
CO1	PO1,PO2,PO3,PO5
CO2	PO1,PO2,PO3,PO5,PO8
CO3	PO1,PO2,PO3,PO4,PO5,PO12
CO4	PO1,PO2,PO3,PO5,PO12

TEXT BOOKS:

1. Elmasri and Navathe: Fundamentals of Database Systems, 5th Edition, Pearson Education, 2008.
2. Raghuram Ramakrishna and Johannes Gehrke: Database Management Systems, 3rd Edition, McGraw-Hill, 2003.

REFERENCE BOOKS/WEBLINKS:

1. Silberschatz, Korth and Sudharshan: Data base System Concepts, 5th Edition, McGrawHill, 2006.
2. C.J. Date, A. Kannan, S. Swamynatham: A Introduction to Database Systems, 8th Edition, Pearson education, 2006.

Sub Title : OBJECT-ORIENTED MODELING AND DESIGN		
Sub Code: IS742	No. of Credits:4=4 : 0 : 0 (L-T-P)	No.of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks :CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. Introduce students with the concept and terms used in Object Oriented Modelling .
2. Understand the importance of Object Oriented approach and UML notation .
3. Develop an understanding of Class, State and Interaction models.
4. Design and develop a system with Object Oriented approach.

Unit No	Syllabus Content	No of Hours
1	<p>Introduction: What is Object Orientation? What is OO development? OO themes; Evidence for usefulness of OO development; OO modeling history</p> <p>Modeling Concepts:Modeling as Design Technique: Modeling; abstraction; The three models.</p> <p>Class Modeling: Object and class concepts; Link and associations concepts; Generalization and inheritance; A sample class model ,practical tips.</p> <p>Text:1.1-1.5,2.1-2.3,3.1-3.4,3.6</p>	10
2	<p>Advanced Class Modeling: Advanced object and class concepts; Association ends; N-ary associations; Aggregation; Abstract classes , Multiple inheritance; Metadata; Reification; Constraints; Derived data; Packages.</p> <p>State Modeling: Events, States, Transitions and Conditions; State diagrams; State diagram behavior.</p> <p>Advanced State Modeling: Nested state diagrams; Nested states; Signal generalization; Concurrency; Relation of class and state models</p> <p>Text:4.1-4.11,5.1-5.5,6.1-6.6</p>	10
3	<p>Interaction Modeling: Use case models; Sequence models; Activity models.</p> <p>Advanced Interaction Modeling: Use case relationships; Procedural sequence models; Special constructs for activity models.</p> <p>Process Overview: Development stages; Development life cycle.</p> <p>System Conception: Devising a system concept; Elaborating a concept; Preparing a problem statement.</p> <p>Text:7.1-7.3,8.1-8.3,10.1,110.2,11.1-11.3</p>	12
4	<p>Domain Analysis: Overview of analysis; Domain class model; Domain state model; Domain interaction model; Iterating the analysis.</p> <p>Application Analysis: Application interaction model; Application class model; Application state model; Adding operations.</p> <p>System Design Overview of system design; Estimating performance; Making a reuse plan; Breaking a system in to sub-systems; Identifying concurrency; Allocation of sub-systems; Management of data storage; Handling global resources; Choosing a software control strategy; Handling boundary conditions; Setting the trade-off priorities; Common architectural styles; Architecture of the ATM system as the example.</p> <p>Text:12.1-12.5,13.1-13.4,14.1-14.13</p>	10
5	<p>Class Design: Overview of class design; Bridging the gap; Realizing use cases;</p>	10

	Designing algorithms; Recursing downwards, Refactoring; Design optimization; Reification of behavior; Adjustment of inheritance; Organizing a class design; ATM example. Implementation Modeling: Overview of implementation; Fine-tuning classes; Fine-tuning generalizations; Realizing associations; Testing. Text:15.1-15.11,17.1-17.5	
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Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

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

CO1: Identify objects, attributes and operations performed on the objects in real world situations

CO2: Design class and state models for a given problem.

CO3: Analyze and build interaction models for the system to be developed.

CO4: Design System using class and application domain.

CO5: Implement system with OO approach.

COs	Mapping with Pos
CO1	PO1,PO2,PO3,PO7,PO12
CO2	PO1,PO2,PO3,PO4,PO12
CO3	PO1,PO2,PO3,PO4
CO4	PO1,PO2,PO3,PO4
CO5	PO1,PO2,PO3,PO4,PO7

TEXT BOOK:

Michael Blaha, James Rumbaugh: Object-Oriented Modeling and Design with UML, 2nd Edition, Pearson Education, 2005.

REFERENCE BOOKS/WEBLINKS:

1. Grady Booch et al , Object-Oriented Analysis and Design with Applications -, 3rd Edition, Pearson, 2007.
2. Mark Priestley, Practical Object-Oriented Design with UML - 2nd Edition, Tata McGraw-Hill, 2003.
3. K. Barclay, J. Savage ,Object-Oriented Design with UML and JAVA -, Elsevier, 2008.
4. Booch, G., Rumbaugh, J., and Jacobson ,The Unified Modeling Language User Guide - 2nd Edition, Pearson, 2005.

Sub Title : STORAGE AREA NETWORKS		
Sub Code: IS743	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks :CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. To understand the fundamentals of storage architecture along with storage virtualization.
2. To understand the metrics used for designing storage area networks.
3. To enable the students to understand RAID concepts.
4. To appreciate the use of cables technologies used in SAN technology.

Unit No.	Syllabus Content	No. of Hours
1	Storage System Introduction to Information Storage: Evolution of Storage Architecture, Data Center Infrastructure, Virtualization and Cloud Computing.Data Center Environment: Application, Host (Compute), Connectivity, Storage.Data Protection: RAID: RAID Implementation Methods, RAID Techniques,RAID Levels, RAID Impact on Disk Performance. Intelligent Storage Systems:Components of Intelligent Storage System, Storage Provisioning. Text Book-1 Ch1: 1.2 to 1.4, Ch2: 2.1, 2.3 to 2.5, Ch3: 3.1, 3.3 to 3.5, Ch4: 4.1 and 4.2	10
2	Storage Networking Technologies Fibre Channel Storage Area Networks: Components of FC SAN, FC connectivity, Fibre Channel Architecture, Zoning,FC SAN Topologies, Virtualization in SAN. IP SAN and FCoE: iSCSI, FCIP,FCoE. Network Attached Storage: Components of NAS, NAS I/O Operation,NAS File-Sharing Protocols, File-Level Virtualization, Object-Based Storage and Unified Storage: Object-Based Storage Devices, Content-Addressed Storage,Unified Storage. Text Book-1 Ch5: 5.3, 5.4, 5.6, 5.9 to 5.11, Ch6: 6.1 to 6.3, Ch7: 7.4, 7.5, 7.7 and 7.9 Ch8: 8.1, 8.2 and 8.4	10
3	Backup, Archive and Replication Introduction to Business Continuity: Information Availability, BC Terminology, BC Planning Lifecycle, Failure Analysis, BC Technology Solutions. Backup and Archive: Backup Methods, Backup Topologies, Backup Targets, Data Deduplication for Backup, Backup in Virtualized Environments, Data Archive. Local Replication: Replication Terminology, Uses of Local Replicas, Local Replication Technologies, Local Replication in a Virtualized Environment. Remote Replication: Remote Replication Technologies, Three-Site Replication, Remote Replication and Migration in a Virtualized Environment. Text Book-1 Ch10: 10.5, 10.8, 10.10 to 10.13, Ch11: 11.1, 11.2, 11.4 and 11.8,Ch12: 12.2, 12.3 and 12.5	12
4	Cloud Computing and Virtualization Cloud Enabling Technologies, Characteristics of Cloud Computing, Benefits of Cloud Computing, Cloud Service Models, Cloud Deployment Models, Cloud Computing Infrastructure,Cloud Challenges and Cloud Adoption Considerations.	10

	Virtualization Appliances: Black Box Virtualization, In-Band Virtualization Appliances, Outof-Band Virtualization Appliances, High Availability for Virtualization Appliances, Appliances for Mass Consumption. Storage Automation and Virtualization: Policy-Based Storage Management, Application-Aware Storage Virtualization, Virtualization-Aware Applications. Text Book-1 Ch13: 13.1 to 13.8. Text Book-2 Ch9: 9.1 to 9.5 Ch13: 13.1 to 13.3	
5	Securing and Managing Storage Infrastructure Securing and Storage Infrastructure: Information Security Framework, Risk Triad, Storage Security Domains, Security Implementations in Storage Networking, Securing Storage Infrastructure in Virtualized and Cloud Environments. Managing the Storage Infrastructure Monitoring the Storage Infrastructure, Storage Infrastructure Management activities, Storage Infrastructure Management Challenges, Information Lifecycle management, Storage Tiering. Text Book-1 Ch14: 14.1 to 14.5, Ch15: 15.1 to 15.3, 15.5 and 15.6	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

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

CO1: Identify the need for storage networks and its advantages.

CO2: Recognize various RAID levels.

CO3: Apply the concept of storage virtualization and recognize steps for Business continuity planning in an Enterprise.

CO4: Analyze SAN architecture along with the use of cables technologies.

CO5: Realize the concept of management of storage network.

COs	Mapping with POs
CO1	PO1, PO2, PO12
CO2	PO1, PO2
CO3	PO1,PO2,PO11
CO4	PO1,PO2,PO12
CO5	PO1, PO2,PO11, PO12

TEXT BOOKS:

1. Information Storage and Management, Author :EMC Education Services, Publisher: Wiley ISBN: 9781118094839

2. Storage Virtualization, Author: Clark Tom, Publisher: Addison Wesley Publishing Company ISBN : 9780321262516

REFERENCE BOOKS/WEB LINKS:

1. Robert Spalding: “Storage Networks The Complete Reference”, Tata McGraw-Hill, 2011.

2. Marc Farley: Storage Networking Fundamentals – An Introduction to Storage Devices, Subsystems, Applications, Management, and File Systems, Cisco Press, 2005.

3. Richard Barker and Paul Massiglia: “Storage Area Network Essentials A Complete Guide to understanding and Implementing SANs”, Wiley India, 2006

Sub Title : C# PROGRAMMING AND .NET		
Sub Code:IS744	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks :CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. Understand the nature of .Net application development and build C# applications.
2. Familiarize with Object-oriented Programming concepts as associated with C#, Inheritance, Interfaces, Exception Handling, Reflection, Standard I/O programming, File Handling, Generics,
3. Understand Windows Application using Winforms, File I/O, XML in .NET.Web Services and Deployment.
4. Overview of .NET framework 3.0 features like WPF, WCF and WF.

Unit No.	Syllabus Content	No of Hours
1	<p>The Philosophy Of .Net: Understanding the Previous State of Affairs, The .NET Solution, The Building Block of the .NET Platform (CLR,CTS, and CLS), The Role of the .NET Base Class Libraries, What C# Brings to the Table, An Overview of .NET Binaries (aka Assemblies), the Role of the Common Intermediate Language , The Role of .NET Type Metadata, The Role of the Assembly Manifest, Compiling CIL to Platform –Specific Instructions, Understanding the Common Type System, Intrinsic CTS Data Types, Understanding the Common Languages Specification, Understanding the Common Language Runtime A tour of the .NET Namespaces, Increasing Your Namespace Nomenclature, Deploying the .NET Runtime.</p> <p>Building C# Applications: The Role of the Command Line Compiler (csc.exe), Building C # Application using csc.exe Working with csc.exe Response Files, Generating Bug Reports , Remaining C# Compiler Options, The Command Line Debugger (cordbg.exe) Using the, Visual Studio .NET IDE, Other Key Aspects of the VS.NET IDE, C# “Preprocessor:” Directives, An Interesting Aside: The System. Environment Class.Text1:Ch1,Ch2</p>	10
2	<p>C# Language Fundamentals: The Anatomy of a Basic C# Class, Creating objects: Constructor Basics, The Composition of a C# Application, Default Assignment and Variable Scope, The C# Member Initialization Syntax, Basic Input and Output with the Console Class, Understanding Value Types and Reference Types, The Master Node: System, Object, The System Data Types (and C# Aliases), Converting Between Value Types and Reference Types: Boxing and Unboxing, Defining Program Constants, C# Iteration Constructs, C# Controls Flow Constructs, The Complete Set of C# Operators, Defining Custom Class Methods, Understating Static Methods, Methods Parameter Modifies, Array Manipulation in C #, String Manipulation in C#, C# Enumerations, Defining Structures in C#, Defining Custom Namespaces. Text1:Ch3</p>	12

3	<p>Object- Oriented Programming With C#: Forms Defining of the C# Class, Definition the “Default Public Interface” of a Type, Recapping the Pillars of OOP, The First Pillars: C#’s Encapsulation Services, Pseudo-Encapsulation: Creating Read-Only Fields, The Second Pillar: C#’s Inheritance Supports, keeping Family Secrets: The “Protected” Keyword, Nested Type Definitions, The Third Pillar: C #’s Polymorphic Support, Casting Between.</p> <p>Exceptions And Object Lifetime: Ode to Errors, Bugs, and Exceptions, The Role of .NET Exception Handling, the System. Exception Base Class, Throwing a Generic Exception, Catching Exception, CLR System – Level Exception (System. System Exception), Custom Application-Level Exception (System. System Exception), Handling Multiple Exception, The Family Block, the Last Chance Exception Dynamically Identifying Application – and System Level Exception Debugging System Exception Using VS. NET, Understanding Object Lifetime, the CIT of “new”, The Basics of Garbage Collection,, Finalization a Type, The Finalization Process, Building an Ad Hoc Destruction Method, Garbage Collection Optimizations, The System. GC Type. Text1:Ch4,Ch5,Ch6</p>	10
4	<p>Interfaces And Collections: Defining Interfaces Using C# Invoking Interface Members at the object Level, Exercising the Shapes Hierarchy, Understanding Explicit Interface Implementation, Interfaces As Polymorphic Agents, Building Interface Hierarchies, Implementing, Implementation, Interfaces Using VS .NET, understanding the IConvertible Interface, Building a Custom Enumerator (IEnumerable and Enumerator), Building Cloneable objects (ICloneable), Building Comparable Objects (I Comparable), Exploring the system. Collections Namespace, Building a Custom Container (Retrofitting the Cars Type).</p> <p>Understanding Callback Interfaces, Understanding the .NET Delegate Type,Members of System. Multicast Delegate, The Simplest Possible DelegateExample, , Building More a Elaborate Delegate Example, UnderstandingAsynchronous Text1:Ch7,Ch8</p>	10
5	<p>Delegates, Understanding (and Using)Events.The Advances Keywords of C#, A Catalog of C# Keywords Building aCustom Indexer, A Variation of the Cars Indexer Internal Representation ofType Indexer . Using C# Indexer from VB .NET. Overloading operators, TheInternal Representation of Overloading Operators, interacting with OverloadOperator from Overloaded- Operator- Challenged Languages, CreatingCustom Conversion Routines, Defining Implicit Conversion Routines, TheInternal Representations of Customs Conversion Routines</p> <p>Understanding .Net Assemblies: Problems with Classic COM Binaries, An Overview of .NET Assembly, Building a Simple File Test Assembly, A C#. Client Application, A Visual Basic .NET Client Application, Cross Language Inheritance, Exploring the CarLibrary’s, Manifest, Exploring the CarLibrary’s Types, Building the Multifile Assembly, Using Assembly, Understanding Private Assemblies, Probing for Private Assemblies (The Basics), Private A Assemblies XML Configurations Files, Probing for Private Assemblies (The Details), Understanding</p>	10

	Shared Assembly, Understanding Shared Names, Building a Shared Assembly, Understanding Delay Signing, Installing/Removing Shared Assembly, Using a Shared Assembly. Text1:Ch9,Ch10,Ch11	
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Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

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

CO1:Analyze the nature of .Net application development .

CO2:Apply OOAD concepts to build C# applications

CO3:Design and develop console based applications using C#

CO4:Develop Windows Application using Winforms, File I/O, XML in .NET.Web Services and deployment.

CO5:Analyze .NET framework 3.0 features like WPF, WCF and WF.

COs	Mapping with POs
CO1	PO1,PO2,PO3,PO4,PO5,PO8,PO12
CO2	PO1,PO2,PO3,PO4,PO5,PO7,PO12
CO3	PO1,PO2,PO3,PO4,PO5,PO7,PO12
CO4	PO1,PO2,PO3,PO4,PO5,PO7,PO12
CO5	PO1,PO2,PO3,PO4,PO5,PO7,PO12

TEXT BOOKS:

1. Pro C# with .NET 3.0 - Andrew Troelsen, Special Edition, Dream Tech Press, India, 2013.
2. Programming in C# - E. Balagurusamy, 5th Reprint, Tata McGraw Hill, 2011.

REFERENCE BOOKS/WEB LINKS:

1. Inside C# - Tom Archer, WP Publishers, 2011.

Sub Title : WIRELESS SENSOR NETWORKS		
Sub Code:ISE01	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks :CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. Architect sensor networks for various application setups
2. Explore the design space and conduct trade-off analysis between performance and resources.
3. Devise appropriate data dissemination protocols and model links cost.
4. Determine suitable medium access protocols and radio hardware.
5. Prototype sensor networks using commercial components.
6. Provision quality of service, fault-tolerance, security and other dependability requirements while coping with resource constraints.

UNIT No	Syllabus Content	No of Hours
1	Introduction, Overview and Applications of Wireless Sensor Networks Introduction, Basic overview of the Technology, Applications of Wireless Sensor Networks: Introduction, Background, Range of Applications, Examples of Category 2 WSN Applications, Examples of Category 1 WSN Applications, Another Taxonomy of WSN Technology (Chapter 1: 1.1, 1.2, Chapter2: 2.1-2.6)	10
2	Basic Wireless Sensor Technology and Systems: Introduction, Sensor Node Technology, Sensor Taxonomy, WN Operating Environment, WN Trends, Wireless Transmission Technology and Systems: Introduction, Radio Technology Primer, Available Wireless Technologies (Chapter3: 3.1-3.5, Chapter 4: 4.1-4.3)	10
3	MAC and Routing Protocols for Wireless Sensor Networks: Introduction, Background, Fundamentals of MAC Protocols, MAC Protocols for WSNs, Sensor-MAC case Study, IEEE 802.15.4 LR-WPANs Standard Case Study. Routing Protocols for Wireless Sensor Networks: Introduction, Background, Data Dissemination and Gathering, Routing Challenges and Design Issues in WSNs, Routing Strategies in WSNs. (Chapter 5: 5.1-5.6, Chapter 6: 6.1-6.5)	10
4	Transport Control and Middleware for Wireless Sensor Networks Traditional Transport Control Protocols, Transport Protocol Design Issues, Examples of Existing Transport Control Protocols, Performance of Transport Control Protocols. Middleware for Wireless Sensor Networks: Introduction, WSN Middleware Principles, Middleware Architecture, Existing Middleware. (Chapter 7: 7.1-7.4, Chapter 8: 8.1-8.4)	10
5	Network Management and Operating System for Wireless Sensor Networks Introduction, Network Management Requirements, Traditional	10

	Network Management Models, Network Management Design Issues. Operating Systems for Wireless Sensor Networks: Introduction, Operating System Design Issues, Examples of Operating Systems. (Chapter 9: 9.1-9.5, Chapter 10: 10.1-10.3)	
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Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After the completion of the above course students will be able to:

CO1: Develop applications of wireless sensor actuator networks

CO2: Implement the elements of distributed computing and network protocol.

CO3: Explore various hardware, software platforms that exist for sensor networks

TEXT BOOKS:

1. KAZEM SOHRABY, DANIEL MINOLI, TAIEB ZNATI, "Wireless Sensor Networks: Technology, Protocols and Applications;,"
2. WILEY , Second Edition (Indian) , 2014

REFERENCE BOOKS:

- 1 .Ian F. Akyildiz, Mehmet Can Vuran "Wireless Sensor Networks", Wiley 2010
2. Feng Zhao & Leonidas J. Guibas, "Wireless Sensor Networks- An Information Processing Approach", Elsevier, 2007.

Sub Title : INFORMATION SYSTEMS		
Sub Code:ISE02	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of lecture hours/week : 4
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5+ 50 =100	Total No. of Contact Hours : 52

Course Objectives:

1. Introduce to various types of information systems, issues and concepts related to it.
2. Understand about electronic and enterprise business system management.
3. Familiarize the need and benefits of E-Business, ERP, E-Commence, SCM, DSS.
4. Comprehend the concept of IT planning and Managing the Information Systems.
5. Understand about Security management of IT, Enterprise and Global Management of IT.

UNIT No.	Syllabus Content	No of Hours
1	<p>Foundation concepts – 1: Information Systems in Business: Introduction, The real world of Information Systems, Networks, What you need to know, The fundamental role of IS in business, Trends in IS, Managerial challenges of IT.</p> <p>System Concepts: A foundation, Components of an Information System, Information System Resources, Information System activities, Recognizing Information Systems</p> <p>Foundation Concepts – 2: Fundamentals of strategic advantages: Strategic IT, Competitive strategy concepts, The competitive advantage of IT, Strategic uses of IT, Building a customer-focused business, The value chain and strategic IS, Reengineering business processes, Becoming an agile company Creating a virtual company, Building a knowledge-creating company.</p> <p>TB Ch1, Ch2</p>	10
2	<p>Electronic Business Systems: Enterprise Business Systems: Introduction, Cross-functional enterprise applications, Enterprise application integration, Transaction processing systems, Enterprise collaboration systems.</p> <p>Functional Business Systems: Introduction, Marketing systems, Manufacturing systems, Human resource systems, Accounting systems, Financial management systems.</p> <p>Enterprise Business Systems: Customer relationship management: Introduction, What is CRM? Benefits and challenges of CRM, Trends in CRM.</p> <p>TB Ch7, Ch 8</p>	12
3	<p>Enterprise resource planning: Introduction, What is ERP? Benefits and challenges of ERP, Trends in ERP. Supply chain Management: Introduction, What is SCM? The role of SCM, Benefits and challenges of SCM, Trends in SCM.</p> <p>Electronic Commerce Systems: Electronic commerce fundamentals: Introduction, The scope of e-commerce, Essential e-commerce, processes, and Electronic payment processes. E-commerce application trends, Business-to- Consumer e-commerce, Business-to-Business e-commerce, e-</p>	10

	commerce marketplaces TB Ch8, Ch9	
4	Decision Support Systems: Decision support in business: Introduction, Decision support trends, Decision support systems (DSS), Management Information Systems, On-line analytical processing, Using DSS, Executive information systems, Enterprise portals and decision support. TB Ch10	10
5	Decision Support Systems contd: Knowledge management systems, Business and Artificial Intelligence (AI). Security management of IT: Introduction, Tools of security management, Internetworked security defenses, Other security measures, System Controls and audits. Enterprise and Global Management of IT: Managing IT: Business and IT, Managing IT, Business / IT planning, Managing the IS function. TB Ch10,Ch13,Ch14	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course outcomes:

After completing the course the students are able to:

CO1: Analyze the components, activities and strategies of Information system.

CO2: Apply planning and maintenance strategies to the information systems

CO3: Apply the technologies such as ERP, E-Business and E-Commerce, m-Commerce, wireless networks, mobile computing etc.

CO4: Identify the threats to information security and protect information resources.

CO5: To identify and propose Business/IT Solutions to the addressed problems.

COs	Mapping with POs
CO1	PO2,PO7,PO12
CO2	PO2,PO3,PO6,PO7,PO9,PO11
CO3	PO2,PO3,PO6,PO7,PO9,PO11
CO4	PO6,PO7,PO9,PO11
CO5	PO6,PO7,PO9,PO11,PO12

TEXT BOOK:

1. James A. O'Brien, George M. Marakas - Management Information Systems -10th edition, Tata McGraw Hill, 2010.

REFERENCE BOOKS:

1. Kenneth C. Laudon and Jane P. Laudon - Management Information System, Managing the Digital Firm -, 9th Edition, Pearson Education, 2006.
2. Steven Alter - Information Systems The Foundation of E-Business , 4th Edition, Pearson Education, 2002.
3. W.S. Jawadekar - Management Information Systems -, Tata McGraw Hill 1998.

Sub Title : PROTOCOL ENGINEERING		
Sub Code:ISE03	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks :CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 52
Course Objectives:		
<ol style="list-style-type: none"> 1. Introduce concepts about communication protocols. 2. To understand about protocol specification. 3. To introduce students to the concepts of SDL along with testing concepts. 		

Unit No	Syllabus Content	No of Hours
1	<p>Introduction: Communication model, Communication Software, Communication Subsystems, Communication Protocol Definition/Representation, Formal and Informal Protocol Development Methods, Protocol Engineering Phases.</p> <p>Textbook1 : Chapter1- 1.1, 1.2, 1.3, 1.4, 1.5, 1.6</p>	08
2	<p>Network Reference Model: Layered Architecture, Network Services and Interfaces, Protocol Functions: Encapsulation, Segmentation, Reassembly, Multiplexing, Addressing, OSI Model Layer Functions, TCP/IP Protocol Suite, Application Protocols.</p> <p>Textbook1:Chapter2 – 2.1, 2.2, 2.3, 2.4, 2.5, 2.7</p>	8
3	<p>Protocol Specification: Components of specification, Service specification, Communication Service Specification Protocol entity specification: Sender, Receiver and Channel specification, Interface specifications, Interactions, Multimedia specifications, Alternating Bit Protocol Specification, RSVP specification.</p> <p>Textbook1: Chapter3 – 3.1, 3.2, 3.3, 3.4, 3.5, 3.6, 3.7(3.7.1, 3.7.3)</p>	12
4	<p>Protocol Specification Language (SDL): Salient Features. Communication System Description using SDL, Structure of SDL. Data types and communication paths, Examples of SDL based Protocol Specifications: Question and answer protocol, X-on-X-off protocol, Alternating bit protocol, Sliding window protocol specification, TCP protocol specification, SDL based platform for network, OSPF, BGP Multi Protocol Label Switching SDL components.</p> <p>Textbook1: Chapter4 – 4.1(4.1.1, 4.1.2, 4.1.3)</p>	12
5	<p>Protocol Verification / Validation: Protocol Verification using FSM, ABP Verification, Protocol Design Errors, Deadlocks, Unspecified Reception, Non-executable Interactions, State Ambiguities, Protocol Validation Approaches: Perturbation Technique, Reachability Analysis,</p>	12

	<p>Fair Reachability Graphs, Process Algebra based Validation, SDL Based Protocol Verification: ABP Verification, Liveness Properties, SDL Based Protocol Validation: ABP Validation.</p> <p>Textbook1: Chapter 5 – 5.1, 5.2 (5.2.1), 5.4 (5.4.1, 5.4.2, 5.4.3, 5.4.4), 5.5 (5.5.2, 5.5.3, 5.5.4), 5.6 (5.6.1), 5.7 (5.7.1)</p> <p>Protocol Conformance and Performance Testing: Conformance Testing Methodology and Framework, Local and Distributed Conformance Test Architectures, Test Sequence Generation Methods: T, U, D and W methods.</p> <p>Textbook1: Chapter 6 – 6.3, 6.4 (6.4.1, 6.4.2, 6.4.3), 6.5 (6.5.1, 6.5.2, 6.5.3, 6.5.4)</p>	
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Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After completing the course the students are able to:

CO1: Analyze the theoretical aspects of communication protocols.

CO2: Apply ideas and techniques discussed to various protocol designs.

CO3: Recognize the different protocol specification and understand about SDL.

CO4: Analyze various testing methodologies.

Cos	Mapping with Pos
CO1	PO1,PO3,PO6,PO7,PO12
CO2	PO3,PO5,PO7
CO3	PO1,PO4,PO5,PO7
CO4	PO1,PO9,PO10,PO12

TEXT BOOK:

Pallapa Venkataram and Sunilkumar S. Manvi: Communication Protocol Engineering, PHI, 2004.

REFERENCE BOOKS/WEB LINKS:

Mohammed G. Gouda: Elements of Protocol Design, Wiley Student Edition, 2004.

Sub. Title : MOBILE APPLICATION DEVELOPMENT LAB		
Sub Code:ISL75	No. of Credits : 0:0:1	No. of lecture hours/week : 03
Exam Duration : 3 hours	CIE +Assignment + SEE = 45 + 5 + 50 =100	
Course objectives:		
<ol style="list-style-type: none"> 1. To understand the Mobile - Android OS architecture and life cycle. 2. To analyze and use appropriate tools for Android Application development. 3. To be familiar with managing of application resources. 4. To build elegant user interfaces with views, layouts& form widgets. 5. To understand the usage of Services and Notifications in Android Apps. 		

I. LIST OF PROGRAMS

1. Develop an android application that uses GUI components, Font and Colors.
2. Design an android application that uses Layout Managers and event listeners.
3. Develop a native android calculator application.
4. Write an application that draws basic graphical primitives on the screen.
5. Develop an android application that makes use of database.
6. Implement an android application that implements Multi-threading concept.
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 creates alarm clock

II.OPEN ENDED QUESTIONS

Develop an android application using Android Studio/ADT Bundle for any of the following:

- 1.Mobile Based Attendance System.
- 2.Android Campus Recruitment System.
- 3.Android Book Store Project.
- 4.Student Faculty Document Sharing Android Project
- 5.Android Based Feedback System.

NOTE :

- 1. Student is permitted to submit open ended solution to any other open ended question apart from the list above . but it has to be approved by the staff in charge.**
- 2. In the examination each student picks one question from a lot of all 10 questions.**

Course Outcomes:

After completing the course the students are able to:

CO1: Analyze the fundamentals of Mobile application development.

CO2: Analyze the problems to build Mobile apps by assessing the basic framework and usage of SDK.

CO3: Design and develop Android applications using various resources and built-in classes.

CO4: Develop the skills in designing and deploying the sophisticated mobile applications.

CO5: Design and deploy Android applications with compelling User Interfaces.

COs	Mapping with POs
CO1	PO1,PO2,PO3,PO5
CO2	PO1,PO2,PO4,PO5,PO6
CO3	PO1,PO3,PO4,PO6,PO7
CO4	PO6,PO7,PO9,PO11,PO12
CO5	PO1,PO3,PO4,PO6,PO7

Sub Title : BIG DATA AND ANALYTICS LAB		
Sub Code:ISL76	No of Credits : 1:0:1.5	No. of Lecture Hours/Week : 03
Exam Duration : 3hours	Exam Marks :CIE +Assignment + SEE = 45 + 5 + 50 =100	

<p>Course Objectives:</p> <ol style="list-style-type: none"> 1. To understand the concept of Big data with hands on. 2. Understand installation of various Big data tools under Hadoop. 3. To apply Hadoop concepts to various applications and NoSQL implementation.

I. LIST OF PROGRAMS

1. Start by reviewing HDFS. You will find that its composition is similar to your local Linux file system. You will use the `hadoop fs` command when interacting with HDFS.

- a. Review the commands available for the Hadoop Distributed File System:
- b. Copy file `foo.txt` from local disk to the user's directory in HDFS
- c. Get a directory listing of the user's home directory in HDFS
- d. Get a directory listing of the HDFS root directory
- e. Display the contents of the HDFS file `user/fred/bar.txt`

2. Start by reviewing HDFS. You will find that its composition is similar to your local Linux file system. You will use the `hadoop fs` command when interacting with HDFS.

- a. Move that file to the local disk, named as `baz.txt`
- b. Create a directory called `input` under the user's home directory
- c. Delete the directory `input` and all its contents
- d. Verify the copy by listing the directory contents in HDFS.

3. Demonstrate word count on an input file using MapReduce program.

4. Using movie ratings data, Develop the queries in Hive for the following-

- a. List all the Users who have rated the movies (Users who have rated at least one movie)
- b. List of all the User with the max, min, average ratings they have given against any movie
- c. List all the Movies with the max, min, average ratings given by any user

5. In this program you will use HiveQL to filter and aggregate click data to build facts about user's movie preferences. The query results will be saved in a staging table used to populate the Oracle Database.

The `moveapp_log_json` table contains an activity column. Activity states are as follows:

- RATE_MOVIE
 - COMPLETED_MOVIE
 - PAUSE_MOVIE
 - START_MOVIE
 - BROWSE_MOVIE
 - LIST_MOVIE
 - SEARCH_MOVIE
 - LOGIN
 - LOGOUT
 - INCOMPLETE_MOVIE.
 - PURCHASE_MOVIE
- a. Write a query to select only those clicks which correspond to starting, browsing, completing, or purchasing movies. Use a CASE statement to transform the RECOMMENDED column into integers where 'Y' is 1 and 'N' is 0. Also, ensure GENREID is not null. Only include the first 25 rows.
 - b. Write a query to select the customer ID, movie ID, recommended state and most recent rating for each movie.

6. The moveapp_log_json table contains an activity column. Activity states are as follows:

- RATE_MOVIE
 - COMPLETED_MOVIE
 - PAUSE_MOVIE
 - START_MOVIE
 - BROWSE_MOVIE
 - LIST_MOVIE
 - SEARCH_MOVIE
 - LOGIN
 - LOGOUT
 - INCOMPLETE_MOVIE.
- a. Load the results of the previous two queries into a staging table. First, create the staging table:
 - b. Next, load the results of the queries into the staging table.

7. Write R program to:

- a. Create two matrices and perform multiplication & division on those matrices.
- b. Create a data frame and print the: data frame, structure of data frame and summary of data frame.
- c. Create a Bar chart and sketch the Bar chart by taking months as input & plot it against revenue. Also, add legend to the chart that includes regions.

II. OPEN ENDED QUESTIONS

1. Installation and Configuration of Hadoop software on stand alone system.
2. Installation and Configuration of Hadoop software on Ubuntu cluster system.
3. Highest temperature year wise using MapReduce.

NOTE:

- 1. STUDENT IS PERMITTED TO SUBMIT OPEN ENDED SOLUTION TO ANY OTHER OPEN ENDED QUESTION APART FROM THE LIST ABOVE . BUT IT HAS TO BE APPROVED BY THE STAFF IN CHARGE.**
- 2. STUDENT IS REQUIRED TO EXECUTE ONE PROGRAM FROM PART A and ONE PROGRAM FROM PART B .**

Course Outcomes:

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

CO1: Elucidate installation of various Big data tools under Hadoop.

CO2: Implement HiveQL statements.

CO3: Differentiate between SQL and NoSQL commands.


COs	Mapping with POs
CO1	PO2,PO5,PO7,PO11
CO2	PO5, PO7,PO12
CO3	PO7,PO9,PO10,PO12

Sub Title : PROJECT PHASE -I

Sub Code:ISP77

No. of Credits: No Credits (L-T-P)

VIII SEMESTER

	INTELLECTUAL PROPERTY RIGHTS		
	Subject Code: HS04	No. of Credits: 2	No of lecture hours per week: 2 Hrs
	Exam Duration: 2 HOURS	Exam Marks: 50	Total No. of lecture hours: 26hrs

Course Objective:

1. The main objective of the IPR is to make the students aware of their rights for the protection of their invention done in their project work.
2. To get registration in our country and foreign countries of their invention, designs and thesis or theory written by the students during their project work and for this they must have knowledge of patents, copy right, trademarks, designs and information Technology Act.
3. Further teacher will have to demonstrate with products and ask the student to identify the different types of IPR's.

units	Syllabus Content	Hours
1	INTRODUCTION TO IPR: Meaning of property, Origin, Nature, Meaning of Intellectual Property Rights, Introduction to TRIPS and WTO. Kinds of Intellectual property rights—Copy Right, Patent, Trade Mark, Trade Secret and trade dress, Design, Layout Design, Geographical Indication, Plant Varieties and Traditional Knowledge.	03
2	PATENT RIGHTS AND COPY RIGHTS — Origin, Meaning of Patent, Types, Inventions which are not patentable, Registration Procedure, Rights and Duties of Patentee, Assignment and licence , Restoration of lapsed Patents, Surrender and Revocation of Patents, Infringement, Remedies & Penalties. COPY RIGHT —Origin, Definition &Types of Copy Right, Registration procedure, Assignment & licence, Terms of Copy Right,Piracy, Infringement, Remedies, Copy rights with special reference to software.	10
3	TRADE MARKS — Origin, Meaning & Nature of Trade Marks, Types, Registration of Trade Marks, Domain Names, Infringement & Remedies, Offences relating to Trade Marks, Passing Off, Penalties.	04
4	DESIGN- Meaning, Definition, Object, Registration of Design, Cancellation of Registration, International convention on design, functions of Design. Semiconductor Integrated circuits and layout design Act-2000.	05
5	BASIC TENENTS OF INFORMATION TECHNOLOGY ACT-2000- Cyber crimes, digital signature and E-Commerce.	04

Course outcomes:

- The students once they complete their academic projects, they get awareness of acquiring the patent
- They also learn to have copyright for their innovative works.
- They also get the knowledge of plagiarism in their innovations which can be questioned legally.

TEXT BOOKS:

1. Intellectual Property Rights and the Law, Gogia Law Agency, by Dr. G.B. Reddy.
2. Law relating to Intellectual Property, Universal Law Publishing Co, by Dr. B.L.Wadehra.
3. IPR by P. Narayanan.
4. Law of Intellectual Property, Asian Law House, Dr.S.R. Myneni.

Sub Title : SOFTWARE TESTING		
Sub Code:IS81	No. of Credits:4=4 : 0 : 0 (L-T-P)	No.of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks:CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours :52

Course Objectives:

1. Discuss about terminologies of software testing .
2. Familiarize with strengths and weaknesses of a variety of test generation.
3. Analyze different types of software testing.
4. Infer functional and non functional testing.
5. Integrating the applications of Test management and automation in software testing

Unit No	Syllabus Content	No of Hours
1	Basics of Software Testing: Humans, Errors and Testing(1.1), Software Quality(1.2); Requirements, Behavior and Correctness(1.3), Correctness versus Reliability(1.4), Testing and Debugging(1.5), Test Metrics(1.6), Software and Hardware Testing(1.7), Testing and Verification(1.8), Defect Management(1.9),Test-generation Strategies(1.10), Static Testing(1.11), Model-Based Testing and Model Checking(1.12), Control-Flow Graph(2.2), Execution History(2.3). Text book 1:	12
2	Test Generation: Introduction(3.1), The Test-Selection Problem(3.2), Equivalence Partitioning(3.3), Boundary Value Analysis(3.4), Category-Partition Method(3.5), Cause-Effect Graphing(4.3) Text book 1:	10
3	Types of Testing – 1: White Box Testing (T2:3), Static Testing (T2:3.2), Structural Testing (T2:3.3), Challenges in White box testing (T2:3.4), Black Box Testing(T2:4), Integration Testing(T2:5 and 5.1), Integration testing as a Type of Testing(T2:5.2), Integration testing as a Phase of Testing (T2:5.3), Scenario Testing(T2:5.4), Defect Bash(T2:5.5). T2:Text book 2:	10
4	Types of Testing – 2: System and Acceptance Testing: System Testing Overview(T2:6 and 6.1), why is system testing done? (T2:6.3),Functional versus non-functional Testing(T2:6.3), Functional System Testing(T2:6.4), Non-functional Testing(T2:6.5), Acceptance Testing(T2:6.6); Summary of Testing Phases(T2:6.7), Regression Testing(T2:8 to 8.3), How to do regression Testing(T2:8.4.1 to 8.4.6), Best Practices in regression testing (T2:8.5). T2:Text book 2:	10

5	<p>Test Management and automation: Introduction (T2:15.1), Test planning (T2:15.2), Test management (T2:15.3), Test process(T2:15.4), Test reporting(T2:15.5), Test planning checklists(T2:Appendix A), Test plan template(T2:Appendix B).</p> <p>Software test Automation: What is Test automation?(T2:16.1) Terms used in Automation(T2:16.2), Skills needed for Automation(T2:16.3), what to automate? Scope of automation(T2:16.4), Design and architecture for automation(T2:16.5).</p> <p>T2:Text book 2:</p>	10
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Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

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

CO1: Apply terms associated with software testing.

CO2: Design various test generation strategies.

CO3: Implement different types of software testing in application development.

CO4: Summarize aspects of functional and non functional testing.

CO5:Apply the usage of test Management and automation in software testing.

COs	Mapping with Pos
CO1	PO1,PO2,PO7,PO12
CO2	PO1,PO2,PO3,PO5,PO7
CO3	PO1,PO2,PO3,PO5,PO7,PO9,PO10
CO4	PO1,PO2,PO3,PO4,PO5,PO7
CO5	PO5,PO7,PO8,PO9,P10,PO11,PO12

TEXT BOOKS:

1. Aditya P Mathur, Foundations of Software Testing, Pearson Education, First Edition, 2010.ISBN-9788131707951
2. Srinivasan Desikan, Gopaldaswamy Ramesh, Software Testing - Principles and Practices, Pearson Education, First Edition, 2010. ISBN-978-8-177-58121-8

REFERENCE BOOKS/WEBLINKS:

Ron Patton, Software Testing, Pearson Education, Second Edition, 2010.
ISBN-978-81-7758-030

Sub Title : WIRELESS SENSOR NETWORKS		
Sub Code:IS821	No. of Credits:4=4: 0 : 0 (L-T-P)	No. of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours :52

Course Objectives:

1. Architect sensor networks for various application setups
2. Explore the design space and conduct trade-off analysis between performance &resources
3. Devise appropriate data dissemination protocols and model links cost.
4. Determine suitable medium access protocols and radio hardware.
5. Prototype sensor networks using commercial components.
6. Provision quality of service, fault-tolerance, security and other dependability requirements while coping with resource constraints.

UNIT No	Syllabus Content	No of Hours
1	Introduction, Overview and Applications of Wireless Sensor Networks Introduction, Basic overview of the Technology, Applications of Wireless Sensor Networks: Introduction, Background, Range of Applications, Examples of Category 2 WSN Applications, Examples of Category 1 WSN Applications, Another Taxonomy of WSN Technology (Chapter 1: 1.1, 1.2, Chapter2: 2.1-2.6)	10
2	Basic Wireless Sensor Technology and Systems: Introduction, Sensor Node Technology, Sensor Taxonomy, WN Operating Environment, WN Trends, Wireless Transmission Technology and Systems: Introduction, Radio Technology Primer, Available Wireless Technologies (Chapter3: 3.1-3.5, Chapter 4: 4.1-4.3)	10
3	MAC and Routing Protocols for Wireless Sensor Networks: Introduction, Background, Fundamentals of MAC Protocols, MAC Protocols for WSNs, Sensor-MAC case Study, IEEE 802.15.4 LR-WPANs Standard Case Study. Routing Protocols for Wireless Sensor Networks: Introduction, Background, Data Dissemination and Gathering, Routing Challenges and Design Issues in WSNs, Routing Strategies in WSNs. (Chapter 5: 5.1-5.6, Chapter 6: 6.1-6.5)	10
4	Transport Control and Middleware for Wireless Sensor Networks Traditional Transport Control Protocols, Transport Protocol Design Issues, Examples of Existing Transport Control Protocols, Performance of Transport Control Protocols. Middleware for Wireless Sensor Networks: Introduction, WSN Middleware Principles, Middleware Architecture, Existing Middleware. (Chapter 7: 7.1-7.4, Chapter 8: 8.1-8.4)	10
5	Network Management and Operating System for Wireless Sensor Networks Introduction, Network Management Requirements, Traditional Network Management Models, Network Management Design Issues. Operating Systems for Wireless Sensor Networks: Introduction, Operating System Design Issues, Examples of Operating Systems. (Chapter 9: 9.1-9.5, Chapter 10: 10.1-10.3)	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After the completion of the above course students will be able to:

CO1: Develop applications of wireless sensor actuator networks

CO2: Implement the elements of distributed computing and network protocol.

CO3: Explore various hardware, software platforms that exist for sensor networks

TEXT BOOKS:

1. KAZEM SOHRABY, DANIEL MINOLI, TAIEB ZNATI, “Wireless Sensor Networks: Technology, Protocols and Applications:”,
2. WILEY , Second Edition (Indian) , 2014

REFERENCE BOOKS:

- 1 .Ian F. Akyildiz, Mehmet Can Vuran "Wireless Sensor Networks", Wiley 2010
2. Feng Zhao & Leonidas J. Guibas, “Wireless Sensor Networks- An Information Processing Approach”, Elsevier, 2007.

Sub Title : PROTOCOL ENGINEERING		
Sub Code:ISE03	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks :CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours : 52
Course Objectives: <ol style="list-style-type: none"> 1. Introduce concepts about communication protocols. 2. To understand about protocol specification. 3. To introduce students to the concepts of SDL along with testing concepts. 		

Unit No	Syllabus Content	No of Hours
1	Introduction: Communication model, Communication Software, Communication Subsystems, Communication Protocol Definition/Representation, Formal and Informal Protocol Development Methods, Protocol Engineering Phases. Textbook1 : Chapter1- 1.1, 1.2, 1.3, 1.4, 1.5, 1.6	08
2	Network Reference Model: Layered Architecture, Network Services and Interfaces, Protocol Functions: Encapsulation, Segmentation, Reassembly, Multiplexing, Addressing, OSI Model Layer Functions, TCP/IP Protocol Suite, Application Protocols. Textbook1:Chapter2 – 2.1, 2.2, 2.3, 2.4, 2.5, 2.7	8
3	Protocol Specification: Components of specification, Service specification, Communication Service Specification Protocol entity specification: Sender, Receiver and Channel specification, Interface specifications, Interactions, Multimedia specifications, Alternating Bit Protocol Specification, RSVP specification. Textbook1: Chapter3 – 3.1, 3.2, 3.3, 3.4, 3.5, 3.6, 3.7(3.7.1, 3.7.3)	12
4	Protocol Specification Language (SDL): Salient Features. Communication System Description using SDL, Structure of SDL. Data types and communication paths, Examples of SDL based Protocol Specifications: Question and answer protocol, X-on-X-off protocol, Alternating bit protocol, Sliding window protocol specification, TCP protocol specification, SDL based platform for network, OSPF, BGP Multi Protocol Label Switching SDL components. Textbook1: Chapter4 – 4.1(4.1.1, 4.1.2, 4.1.3)	12
5	Protocol Verification / Validation: Protocol Verification using FSM, ABP Verification, Protocol Design Errors, Deadlocks, Unspecified Reception, Non-executable Interactions, State Ambiguities, Protocol Validation Approaches: Perturbation Technique, Reachability Analysis,	12

	<p>Fair Reachability Graphs, Process Algebra based Validation, SDL Based Protocol Verification: ABP Verification, Liveness Properties, SDL Based Protocol Validation: ABP Validation.</p> <p>Textbook1: Chapter 5 – 5.1, 5.2 (5.2.1), 5.4 (5.4.1, 5.4.2, 5.4.3, 5.4.4), 5.5 (5.5.2, 5.5.3, 5.5.4), 5.6 (5.6.1), 5.7 (5.7.1)</p> <p>Protocol Conformance and Performance Testing: Conformance Testing Methodology and Framework, Local and Distributed Conformance Test Architectures, Test Sequence Generation Methods: T, U, D and W methods.</p> <p>Textbook1: Chapter 6 – 6.3, 6.4 (6.4.1, 6.4.2, 6.4.3), 6.5 (6.5.1, 6.5.2, 6.5.3, 6.5.4)</p>	
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Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After completing the course the students are able to:

CO1: Analyze the theoretical aspects of communication protocols.

CO2: Apply ideas and techniques discussed to various protocol designs.

CO3: Recognize the different protocol specification and understand about SDL.

CO4: Analyze various testing methodologies.

Cos	Mapping with Pos
CO1	PO1,PO3,PO6,PO7,PO12
CO2	PO3,PO5,PO7
CO3	PO1,PO4,PO5,PO7
CO4	PO1,PO9,PO10,PO12

TEXT BOOK:

Pallapa Venkataram and Sunilkumar S. Manvi: Communication Protocol Engineering, PHI, 2004.

REFERENCE BOOKS/WEB LINKS:

Mohammed G. Gouda: Elements of Protocol Design, Wiley Student Edition, 2004.

Course Title : MACHINE LEARNING AND APPLICATIONS		
CourseCode: SCN424	No.of Credits:4 =4:0:0:0(L-T-P)	No.of lecture hours/week : 4
Exam Duration : 3 hours	CIE + Assignment+ SEE = 45+5+50=100	Total No. of Contact Hours : 52

Course objectives:

1. To understand the basic concepts of machine learning along with decision trees.
2. To understand the neural networks and genetic algorithms
3. To understand the Bayesian techniques
4. To understand the instant based learning
5. To understand the analytical learning and reinforced learning

Unit No.	Syllabus	No. of Hours
1	<p>INTRODUCTION and DECISION TREES: Machine learning basics: What is machine learning? Key terminology , Key tasks of machine learning,How to choose the right algorithm, Steps in developing a machine learning application , Why Python. Classifying with k-Nearest Neighbors Classifying with distance measurements, Prepare: importing data with Python , Putting the kNN classification, algorithm into action, How to test a classifier, Example: improving matches with kNN, Prepare: parsing data from a text file, Analyze: creating scatter plots with Matplotli, Prepare: normalizing numeric values, Test: testing the classifier as a whole program, Use: putting together a useful system, Example: a handwriting recognition system, Prepare: converting images.</p>	11
2	<p>NEURAL NETWORKS and GENETIC ALGORITHMS: Biological Multilayer Networks and Back Propagation Algorithms, Genetic Algorithms, Neural Network Representation, Problems, Perceptrons,</p>	10
3	<p>BAYESIAN AND COMPUTATIONAL LEARNING Bayes Theorem – Concept Learning – Maximum Likelihood – Minimum Description Length Principle – Bayes Optimal Classifier – Gibbs Algorithm – Naïve Bayes Classifier – Bayesian Belief Network – EM Algorithm – Probably Learning – Sample Complexity for Finite and Infinite Hypothesis Spaces – Mistake Bound Model.</p>	10
4	<p>K- Nearest Neighbor Learning – Locally Weighted Regression – Radial Basis Functions – Case-Based Reasoning – Sequential Covering Algorithms – Learning Rule Sets – Learning First Order Rules – Learning Sets of First Order Rules – Induction as Inverted Deduction – Inverting Resolution</p>	10
5	<p>MODULE V ANALYTICAL LEARNING AND REINFORCED LEARNING Perfect Domain Theories – Explanation Based Learning – Inductive-Analytical Approaches - FOCL Algorithm – Reinforcement Learning – Task – Q-Learning – Temporal Difference Learning</p>	11

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

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

CO1: Choose the learning techniques with this basic knowledge. Also, obtain knowledge on decision tree learning.

CO2: Apply and comprehend neural network and genetic algorithms techniques.

CO3: Obtain knowledge about supervised and semi-supervised learning.

CO4: Differentiate between reinforcement and analytical learning techniques.

CO5: Differentiate different machine learning applications.

COs	Mapping with PO's
CO1	PO1,PO4
CO2	PO2,PO3,PO4
CO3	PO3,PO4
CO4	PO3,PO4,PO5,PO6
CO5	PO4,PO8,PO9,PO11

Text Books:

1. Peter Harrington , “Machine Learning in Action”, MANNING Shelter Island Publication, ISBN 9781617290183, 2012. Unit1: Chapter 1-2.4 (page no 1 to 36)
2. Tom M. Mitchell, “Machine Learning”, McGraw-Hill Education, 2013. Unit2, Unit3, Unit4 and Unit5: Chapter 4 to chapter 8 (Page no: 81 to 247)

Reference Books:

1. Ethem Alpaydin, “Introduction to Machine Learning”, 2nd Ed., PHI Learning Pvt. Ltd., 2013.
2. T. Hastie, R. Tibshirani, J. H. Friedman, “The Elements of Statistical Learning”, Springer; 1st edition, 2001.

Sub Title : : INTERNET PROGRAMMING		
Sub Code:ISE04	No. of Credits:4=4: 0 : 0 (L-T-P)	No. of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks: CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours :52
Course Objectives: <ol style="list-style-type: none"> 1. To create a web page using XHTML 2. To understand Cascading Style Sheets 3. To do data validation and user interaction using JavaScript 		

Unit No..	Syllabus Content	No of Hours
1	Fundamentals of web, XHTML – 1: Internet, WWW, Web Browsers, and Web Servers; URLs; MIME; HTTP; Security; The Web Programmers Toolbox. XHTML-1 : Origins and evolution of HTML and XHTML; Basic syntax; Standard XHTML document structure; Basic text markup. XHTML – 2: Images; Hypertext Links; Lists; Tables; Forms; Frames; Syntactic differences between HTML and XHTML. Text 1 Chapter1, chapter2	12
2	CSS: Introduction; Levels of style sheets; Style specification formats; Selector forms; Property value forms; Font properties; List properties; Color; Alignment of text; The Box model; Background images, the and <div> Tags, conflict resolution. Chapter 3	9
3	Javascript: Overview of JavaScript; Object orientation and JavaScript; General syntactic characteristics; Primitives, operations, and expressions; Screen output and keyboard input; Control statements; Object creation and modification; Arrays; Functions; Constructor; Pattern matching using regular expressions Chapter4	11
4	Javascript and HTML documents: The Javascript execution environment; The Document Object Model; Element access in Javascript; Events and event handling; Handling events from the Body elements, Button elements, Text box and Password elements; The DOM 2 event model Chapter 5	10
5	Dynamic documents with javascript: Introduction to dynamic documents; Positioning elements; Moving elements; Element visibility; Changing colors and fonts; Dynamic content; Stacking elements; Locating the mouse cursor; Reacting to a mouse click; Slow movement of elements; Dragging and dropping elements Chapter 6	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

After the completion of the above course students will be able to

CO1: Identify and relate the different terms associated with web technologies.

CO2: Design simple web pages using different tags of XHTML.

CO3: Classify and use different levels of style sheets.

CO4: Validate and provide user functionality using JavaScript (client side data).

CO5: Access the different elements using JavaScript and make use pattern matching concepts

COs	Mapping with POs
CO1	PO2,PO3,PO5
CO2	PO1,PO2,PO3,PO6,PO7,PO9
CO3	PO2,PO3,PO5,PO6
CO4	PO2,PO3,PO5,PO6,PO9
CO5	PO2,PO3,PO5,PO6

TEXT BOOK:

Robert W. Sebesta: Programming the World Wide Web, 6th Edition, Pearson education, 2010

REFERENCE BOOKS / WEBLINKS:

1. M. Deitel, P.J. Deitel, A. B. Goldberg: Internet & World Wide Web How to Program, 5th Edition, Pearson education, 2012.
2. Chris Bates: Web Programming Building Internet Applications, 3rd Edition, Wiley India, 2006.
3. www.w3schools.com

Sub Title :ARTIFICIAL INTELLIGENCE		
Sub Code:ISE05	No. of Credits:4=4: 0 : 0 (L-T-P)	No. of Lecture Hours/Week : 4
Exam Duration : 3 hours	Exam Marks:CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours :52

Course Objectives:

1. Understand about agent, behavior and structure
2. Learn different search strategies
3. Representation of knowledge and reasoning
4. Gain knowledge about planning and learning strategies

Unit No	Syllabus Content	No of Hours
1	Intelligent agents: Agents and environments, good behavior, concept of rationality, nature of environments, structure of agents	10
2	Problem-solving through Search: Problem solving agents, searching for solutions, uninformed search strategies, A*, minimax	11
3	Knowledge Representation and Reasoning: ontologies, representing and reasoning about objects, relations, events, actions, time, and space; predicate logic, syntax and semantics of first order logic, Propositional vs. First order inference, Forward chaining and backward chaining.	10
4	Planning: planning as search, partial order planning, construction and use of planning graphs	11
5	Machine Learning and Knowledge Acquisition: forms of learning, inductive learning, learning decision trees, Learning nearest neighbor, Reinforcement learning, passive and active RL.	10

Note : Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4 .

Assignment -III from Unit 5

Course Outcomes:

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

CO1:Analyze agent and environment.

CO2: Apply different Search strategies in problem solving .

CO3: Represent knowledge and perform reasoning.

CO4: Apply Planning strategies and machine learning techniques.

COs	Mapping with POs
CO1	PO1,PO12
CO2	PO7,PO12
CO3	PO1,PO2
CO4	PO5,PO7,PO12

TEXT BOOKS:

Artificial Intelligence: A Modern Approach, 3rd Edition, by Stuart Russell and Peter Norvig.
 (2.1,2.2,2.3,2.4,3.1,3.3,3.4,4.1,4.2,6.2,8.1,8.2,9.1,9.3,9.4,10.1,10.2,10.3,10.4,11.2,11.3,11.4,18.1,18.2,18.3,19.3,20.4,21.1,21.2,21.3)

REFERENCE BOOKS/WEBLINKS:

1. Luger, G. F., & Stubblefield, W. A., Artificial Intelligence - Structures and Strategies for Complex Problem Solving. New York, NY: Addison Wesley, 5th edition (2005).
2. Nilsson, N. J. Artificial Intelligence - A Modern Synthesis. Palo Alto: Morgan Kaufmann. (1998).
3. Nilsson, N. J., Principles of Artificial Intelligence. Palo Alto, CA: Tioga (1981).
4. Rich, E., & Knight, K., Artificial Intelligence. New York: McGraw-Hill (1991).

Sub Title : JAVA PROGRAMMING		
Sub Code:ISE06	No. of Credits:4=4 : 0 : 0 (L-T-P)	No. of lecture hours/week : 4
Exam Duration : 3 hours	Exam Marks :CIE +Assignment + SEE = 45 + 5 + 50 =100	Total No. of Contact Hours :52

Course Objectives:

1. To understand Object oriented concepts like data abstraction, encapsulation, etc.
2. To solve the real world scenarios using top down approach.
3. To understand various Java programming constructs.
4. Create animation & events based upon advanced java concepts.

UNIT No	Syllabus Content	No of Hours
1	<p>Introduction to Java: Java and Java applications; Java Development Kit (JDK); Java is interpreted, Byte Code, JVM; Object-oriented programming; Simple Java programs.</p> <p>Chapter 1: Page 3-16, Chapter 2 : 17-27</p> <p>Data types and other tokens: Boolean variables, int, long, char, operators, arrays, white spaces, literals, assigning values; Creating and destroying objects; Access specifiers.</p> <p>Chapter 2: 32-34 , Chapter 3: 35-48</p> <p>Operators and Expressions: Arithmetic Operators, Bitwise operators, Relational operators, The Assignment Operator, The ? Operator; Operator Precedence; Logical expression; Type casting; Strings</p> <p>Chapter 4 : 61- 79</p> <p>Control Statements: Selection statements, iteration statements, Jump Statements.</p> <p>Chapter 5 : 81-108</p>	12
2	<p>Classes, Inheritance:Classes: Classes in Java; Declaring a class; Class name; Super classes; Constructors; Creating instances of class; Inner classes. Inheritance: Simple, multiple, and multilevel inheritance; Overriding, overloading.</p> <p>Chapter 6: 109-128, Chapter 7: 129-139, 149-154, Chapter 8: 161-186</p>	10
3	<p>Exception handling:Exception handling in Java.</p> <p>Chapter 10 : 213-232</p> <p>The Applet Class: Two types of Applets; Applet basics; Applet Architecture; An Applet skeleton; Simple Applet display methods; Requesting repainting; Using the Status Window; The HTML APPLET tag; Passing parameters to Applets; getDocumentbase() and getCodebase(); ApletContext and showDocument(); The AudioClip Interface; The AppletStub Interface; Output to the Console.</p> <p>Chapter 13 : 747-768</p>	10
4	<p>Multi Threaded Programming,:Multi Threaded Programming: What are threads? How to make the classes threadable; Extending threads; Implementing runnable; Synchronization; Changing state of the thread; Bounded buffer problems, read-write problem, producer-consumer problems</p>	10

	Chapter 11 : 233-261	
5	Event Handling: Two event handling mechanisms; The delegation event model; Event classes; Sources of events; Event listener interfaces; Using the delegation event model; Adapter classes; Inner classes. Chapter 24 : 769-796 Swings: Swings: The origins of Swing; Two key Swing features; Components and Containers; The Swing Packages; A simple Swing Application; Create a Swing Applet; JLabel and ImageIcon; JTextField;The Swing Buttons; JTabbedPane; JScrollPane; JList; JComboBox; JTable. Chapter 31 : 1021-1036 ; Chapter32 : 1041-1068	10

Note 1: All units will have internal choice

Note 2: Three Assignments are evaluated for 5 marks:

Assignment – I from Units 1 and 2.

Assignment – II from Units 3 and 4

Assignment -III from Unit 5

Course Outcomes:

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

CO1: Solve computational problems using basic constructs like if-else, control structures, array, strings and write java programs .

CO2: Model real world scenario using class diagram.

CO3: Demonstrate communication between 2 objects using sequence diagram. Implement relationships between classes.

CO4: Design and develop programs on exceptions, multithreading and applets, database applications.

COs	Mapping with Pos
CO1	PO1,PO2,PO5,PO6,PO10
CO2	PO3,PO4,PO5,PO7
CO3	PO1,PO5,PO7
CO4	PO1,PO2,PO5,PO7

TEXT BOOK:

1. Herbert Schildt: Java - The Complete Reference, 7th Edition, Tata McGraw Hill, 2007.
(Chapters 1, 2, 3, 4, 5, 6, 8, 10, 11, 21, 22, 29, 30, 31)
2. Jim Keogh: J2EE - The Complete Reference, Tata McGraw Hill, 2007.
(Chapters 5, 6, 11, 12, 15)

REFERENCE BOOKS/WEBLINKS:

1. Y. Daniel Liang: Introduction to JAVA Programming, 6th Edition, Pearson Education, 2007.
2. Stephanie Bodoff et al: The J2EE Tutorial, 2nd Edition, Pearson

Sub Title : Project Phase-II		
Sub Code:ISP83	No. of Credits:12	
	CIE +SEE= 50+50=100	

Sub Title : SEMINAR		
Sub Code:ISS84	No. of Credits:2	
	CIE = 50	