S.A.ENGINEERING COLLEGE
AUTONOMOUS INSTITUTION
REGULATION – 2020A
CURRICULUM AND SYLLABUS I TO IV SEMESTERS (FULL TIME)
MASTER OF COMPUTER APPLICATIONS

PROGRAMME EDUCATIONAL OBJECTIVES (PEOs):

I. To prepare students to pursue constant learning and do research in computing field by providing solid technical foundations.

II. To provide students with numerous computing skills like analysis, design and development of software products to meet the needs of business, engineering and manufacturing industries.

III. To formulate students to communicate and to task effectively in teams in all aspects within the global, societal and environmental context

PROGRAM OUTCOMES (POS) :

On successful completion of the program:

1. **Knowledge Computing :** Use expertise of computing fundamentals, mathematics, and domain knowledge suitable to figure out solutions for the complex problems

2. **Problem analysis:** Classify, articulate, review and analyze research and computing problems to reach valid conclusions using computing sciences, mathematics and relevant domain fields.

3. **Design/development of solutions:** Design solutions to complex problems and plan system requirements or processes which meet the specific needs of the clients for the public health and safety, and the cultural, societal, and environmental considerations.

4. **Conduct investigations of complex problems:** Apply research oriented methods to analyze, interpret and to do the design of experiments on the information to arrive at effective conclusions.

5. **Modern tool usage:** Build, select, and apply suitable techniques, resources and modern computing IT tools including prediction, analysis and modeling to computing systems .

6. **Research Ability :** Facility to independently carry out research / investigations, identify problems and develop solutions to solve practical problems

7. **Innovation and Entrepreneurship** Recognize and identify an opportunity for using innovation to pursue that opportunity to create value for the benefit of the individual and society at large.

8. **Ethics** Apply ethical principles and commit to professional ethics and responsibilities and norms of the professional computing practice.

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

10. **Communication:** Communicate effectively on complex system building activities with the stake holders and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

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

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

Course-PO Matrix of all courses of the program

SUB CODE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
MC 2101A	2.67	3.00	2.75		2.33							
MC 2102A	3.00	2.33	2.67	3.00	2.00			1.00	2.00			
MC 2103A	3.00	2.50	3.00	3.00	2.67	2.00			2.00	2.00		
MC 2104A	3.00	3.00	3.00	2.00	3.00	2.00			2.00		3.00	
MA 2105A	3.00	2.33	3.00	2.67	2.00	2.00						
MC 2106A	2.80	2.40	3.00	3.00	2.00	2.80	3.00	3.00		2.50	2.00	2.00
MC 2111A	2.67	3.00	3.00		2.67							
MC 2112A	3.00	3.00	3.00	2.00	3.00							
MC 2113A	2.00	1.00			1.50		3.00	1.00		3.00		1.50
MC 2201A	3.00		3.00		2.80	3.00			3.00	2.00		
MC 2202A	2.50	2.00	2.00		2.67	2.00	2.00		2.00			
MC 2203A	2.60	2.40	2.60		2.60	2.20						
MC 2204A	2.20	1.80	3.00	1.80	2.80	3.00						
MC 2205A	2.00	3.00	3.00	2.50	2.67	2.67	2.67		2.00			
MC 2001A	3.00	2.00	2.67	2.00	2.00	3.00					3.00	
MC 2002A	3.00	2.00	3.00	2.00	3.00							3.00

MC 2003A	2.2	2.00	2.4	2.3	2.7			2.00	2.00	2.00	2.00	2.2
MC 2004A	2.4	2.2	2.00	2.00				2.00		2.00	2.25	2.00
MC 2005A	2.6	2.6	2.6	2.2	2.3			2.00	2.00	2.00		2.2
MC 2211A	2.40	2.60	2.40	1.40	3.00	2.40						
MC 2212A	1.60	1.80	2.00	2.20	2.00	2.00						
MC 2214A	1.50	2.50	1.00	1.50	1.00	1.50	1.00	1.00	1.33	2.00		1.00
MC 2301A	2.00	1.80	3.00	2.00	1.75							
MC 2302A	2.00	2.40	2.80	2.00								
MC 2303A	2.40	2.00	2.00		3.00	2.00		2.00				
MC 2006A	3.00	3.00	2.6	2.4	2.8	2.00			2.00	2.00	2.00	2.4
MC 2007A	3.00	3.00	2.8	2.00	2.8	2.00	2.00	1.00	1.75	1.8	2.00	2.6
MC 2008A	3.00	2.00	2.67	2.00	2.00	3.00			3.00			
MC 2009A	3.00	2.00	3.00		3.00			1.00				2.00
MC 2010A	2.8	2.3	3.00	2.00	2.00							2.00
MC 2011A	2.8	2.2	2.00	2.00	2.00							2.00
MC 2012A	3.00	2.6	2.6	2.00	2.00		1.00					2.00
MC 2013A	3.00	2.6	2.6	2.00	2.00	2.00	1.00					2.00
MC 2014A	3.00	3.00	2.6	2.00	2.00	1.00				2.00	2.00	2.00
MC 2015A	2.80	2.80	2.40		3.00	2.20			1.00	2.40	1.80	
MC 2016A	3.00	3.00	2.8	2.00	3.00	1.00				2.00	1.8	2.00
MC 2017A	3.00	3.00	2.20		2.00							
MC 2018A	3.00	3.00	2.6	2.00	2.00	1.00		3.00		2.00	2.00	2.00
MC 2019A	3.00	2.75	2.5	2.5	1.75	1.75	1.5	2.00	2.00	2.00	2.00	2.00
MC 2020A	3.00	3.00	2.6	2.00	2.00	1.00		3.00		2.00	2.00	2.00
MC 2021A	3.00	3.00	2.6	2.6	2.6	2.6		2.00		2.00	2.00	2.00
MC 2022A	3.00	3.00	2.33	2.00	2.00							
MC 2023A	3.00	2.2	2.8	2.6	3.00	2.6	2.00		2.00	2.00		2.00
MC 2024A	3.00	3.00	2.8	2.6	3.00	2.6	2.00		2.00	2.00	2.00	2.00
MC 2025A	2.80	2.00	3.00		2.50							

MC 2311A	1.80	3.00	2.20		3.00	2.00						
MC 2312A	2.20	2.80	3.00	2.00	2.40							
MC 2313A	2.00	1.50	2.00	1.50	1.67	1.67			2.00	1.50	1.33	1.00
MC 2401A	2.60	2.50	2.50	2.33	3.00	1.50		1.00	3.00	2.50	2.33	2.00

S.A.ENGINEERING COLLEGE, CHENNAI -77
AN AUTONOMOUS INSTITUTUION
REGULATION – 2020A
CHOICE BASED CREDIT SYSTEM
MASTER OF COMPUTER APPLICATIONS

SEMESTER I

SL. NO.	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT HOURS	L	T	P	C
THEORY								
1.	MC 2101A	Python Programming	FC	3	3	0	0	3
2.	MC 2102A	Advanced Data Structures and Algorithms	PC	3	3	0	0	3
3.	MC 2103A	Advanced Database Technology	PC	3	3	0	0	3
4.	MC 2104A	Object Oriented Software Engineering	PC	3	3	0	0	3
5.	MA 2105A	Matrices, Probability and Statistics	PC	5	3	2	0	4
6.	MC 2106A	Research Methodology and Intellectual Property Rights	FC	2	2	0	0	2
PRACTICALS								
7.	MC 2111A	Advanced Database Technology Lab	PC	4	0	0	4	2
8.	MC 2112A	Advanced Data Structures and Python Programming Lab	PC	4	0	0	4	2
9.	MC 2113A	Communication Skills Enhancement	PC	2	0	0	2	1
			TOTAL	**29**	**17**	**2**	**10**	**23**

SEMESTER II

SL. NO.	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT HOURS	L	T	P	C
THEORY								
1.	MC 2201A	Internet Programming	PC	3	3	0	0	3
2.	MC 2202A	Cloud Computing Technologies	PC	3	3	0	0	3
3.	MC 2203A	Artificial Intelligence and Machine Learning	PC	3	3	0	0	3
4.	MC 2204A	Mobile Application Development	PC	3	3	0	0	3
5.	MC 2205A	Cyber Security	PC	3	3	0	0	3
6.	MC 200XA	Elective I: 1.Software Project Management 2. Agile Methodologies 3. E Learning	PE	3	3	0	0	3

SL. NO.	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT HOURS	L	T	P	C
		4.Accounting and Financial Management for Application Development 5.Advances in Operating Systems						
PRACTICALS								
7.	MC 2211A	Internet Programming Laboratory	PC	4	0	0	4	2
8.	MC 2212A	Artificial Intelligence and Machine Learning Laboratory	PC	4	0	0	4	2
9.	MC 2214A	Technical seminar and report writing	PC	2	0	0	2	1
			TOTAL	**28**	**18**	**0**	**10**	**23**

SEMESTER III

SL. NO.	COURSE CODE	COURSE TITLE	CATE GORY	CONTACT HOURS	L	T	P	C
THEORY								
1.	MC 2301A	Data Science	PC	3	3	0	0	3
2.	MC 2302A	Embedded Systems and Internet of Things	PC	3	3	0	0	3
3.	MC 2303A	Software Testing and Quality Assurance	PC	3	3	0	0	3
4.	MC 200XA	Elective II 6. Compiler Optimization Techniques 7. C# and .NET programming 8. Wireless Networking 9. Web Design 10.Big Data Analytics	PE	3	3	0	0	3
5.	MC 200XA	Elective III 11.Social Network Analytics 12. Bio Inspired Computing 13. Information Retrieval Techniques 14. Software Architecture 15. Data Mining and Data Warehousing Techniques	PE	3	3	0	0	3
6.	MC 200XA	Elective IV 16.Data Visualization Techniques 17 Resource Management Techniques 18 Professional Ethics 19.Organizational Behavior 20.Business Data Analytics	PE	3	3	0	0	3
7.	MC 200XA	Elective V: 21. Cryptocurrency and Blockchain Technologies 22. Advances in Networking	PE	3	3	0	0	3

		23. Soft Computing 24. Deep Learning 25. Network Programming and Security						
PRACTICALS								
1.	MC 2311A	Data Science Laboratory	PC	4	0	0	4	2
2.	MC 2312A	Internet of Things Laboratory	PC	4	0	0	4	2
3.	MC 2313A	Mini Project	EEC					2
			TOTAL	**29**	**21**	**0**	**8**	**27**

SEMESTER IV

SL. NO.	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT HOURS	L	T	P	C
PRACTICALS								
1.	MC 2401A	Project Work	EEC	24	0	0	24	12
			TOTAL	**24**	**0**	**0**	**24**	**12**

TOTAL CREDITS: 85

MC2101A   **PYTHON PROGRAMMING**   **L T P C**
                                                                                 3 0 0 3

OBJECTIVES:

● To develop Python programs with conditionals and loops.

● To define Python functions and use function calls.

● To use Python data structures – lists, tuples, dictionaries.

● To do input/output with files in Python.

UNIT I   PYTHON BASICS   10

Introduction to Python Programming – Python Interpreter and InteractiveMode– Variables and Identifiers – Arithmetic Operators – Values and Types – Statements.Operators – Boolean Values – Operator Precedence – Expression – Conditionals: If-ElseConstructs – Loop Structures/Iterative Statements – While Loop – For Loop – BreakStatement-Continue statement – Function Call and Returning Values – Parameter Passing – Local and Global Scope – Recursive Functions.

UNIT II   DATA TYPES IN PYTHON   10

Lists, Tuples, Sets, Strings, Dictionary, Modules: Module Loading and Execution – Packages – Making Your Own Module – The Python Standard Libraries

UNIT III   FILE HANDLING AND EXCEPTION HANDLING   8

Files: Introduction – File Path – Opening and Closing Files – Reading and Writing Files –File Position – Exception: Errors and Exceptions, Exception Handling, Multiple Exceptions

UNIT IV   MODULES, PACKAGES   9

Modules: Introduction – Module Loading and Execution – Packages – Making Your Own Module – The Python Libraries for data processing, data mining and visualization- NUMPY, Pandas, Matplotlib, Plotly

UNIT V   OBJECT ORIENTED PROGRAMMING IN PYTHON   8

Creating a Class, Class methods, Class Inheritance, Encapsulation, Polymorphism, class method vs. static methods, Python object persistence

                                                              TOTAL: 45 PERIODS

OUTCOMES:

● Develop algorithmic solutions to simple computational problems

● Apply Python basic constructs and datatypes to Solve real - world Problems

● Apply file operation on a given file

● Apply data processing and data visualization techniques

● Analyse a given problem and write functions to handle distinct tasks.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									
CO2	2		3									
CO3					3							
CO4	3		2		2							
CO5			3		2							
AVERAGE	2.67	3	2.75		2.33							

TEXT BOOKS:
1. Reema Thareja, "Python Programming using Problem Solving Approach", Oxford University Press, First edition, 2017
2. Guido van Rossum, Fred L. Drake Jr., "An Introduction to Python – Revised and Updated for Python 3.2, Network Theory Ltd., First edition, 2011

REFERENCES:

1. John V Guttag, "Introduction to Computation and Programming Using Python", Revised and Expanded Edition, MIT Press, 2013
2. Charles Dierbach, "Introduction to Computer Science using Python", Wiley IndiaEdition, First Edition, 2016
3. Allen B. Downey, "Think Python: How to Think Like a Computer Scientist", Second Edition, Shroff,O'Reilly Publishers, 2016(http://greenteapress.com/wp/thinkpython/)
4. Timothy A. Budd, "Exploring Python", Mc-Graw Hill Education (India) Private Ltd.,First edition,2011
5. Kenneth A. Lambert, "Fundamentals of Python: First Programs", Cengage Learning ,second edition,2012

MC2102A   ADVANCED DATA STRUCTURES AND ALGORITHMS   L T P C
3 0 0 3

OBJECTIVES:

● Understand and apply linear data structures-List, Stack and Queue
● Understand the graph algorithms.
● Learn different algorithm analysis techniques.
● Apply data structures and algorithms in real time applications
● Analyze the efficiency of an algorithm

UNIT I   LINEAR DATA STRUCTURES   9
Introduction - Abstract Data Types (ADT) – Stack – Queue – Circular Queue - Double Ended Queue - Applications of stack – Evaluating Arithmetic Expressions - Other Applications - Applications of Queue - Linked Lists - Singly Linked List - Circularly Linked List - Doubly Linked lists – Applications of linked list – Polynomial Manipulation.

UNIT II   **NON-LINEAR DATA STRUCTURES**   **9**

Binary Tree – expression trees – Binary tree traversals – applications of trees – Huffman Algorithm - Binary search tree - Balanced Trees - AVL Tree - B-Tree - Splay Trees – Heap-Heap operations- -Binomial Heaps - Fibonacci Heaps- Hash set.

UNIT III   **GRAPHS**   **9**

Representation of graph - Graph Traversals - Depth-first and breadth-first traversal - Applications of graphs - Topological sort – shortest-path algorithms - Dijkstra's algorithm – Bellman-Ford algorithm – Floyd's Algorithm - minimum spanning tree – Prim's and Kruskal's algorithms.

UNIT IV   **ALGORITHM DESIGN AND ANALYSIS**   **9**

Algorithm Analysis – Asymptotic Notations - Divide and Conquer – Merge Sort – Quick Sort - Binary Search - Greedy Algorithms – Knapsack Problem – Dynamic Programming – Optimal Binary Search Tree - Warshall's Algorithm for Finding Transitive Closure.

UNIT V   **ADVANCED ALGORITHM DESIGN AND ANALYSIS**   **9**

Backtracking – N-Queen's Problem - Branch and Bound – Assignment Problem - P & NP problems – NP-complete problems – Approximation algorithms for NP-hard problems – Traveling salesman problem-Amortized Analysis.

TOTAL: 45 PERIODS

OUTCOMES:

- Implement a program using stack, queue, linked list data structures
- Implement Tree data structures
- Apply the Graph Data structure and to find shortest path among the several possibilities
- Perform analysis of various algorithms
- Analyze algorithms to appreciate the impact of algorithm design in practice.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3		2						2			
CO2	3	2	3									
CO3	3	3	3									
CO4		2		3	2							
CO5	3			3				1				
AVERAGE	3	2.33	2.67	3	2			1	2			

TEXT BOOKS

1. **Anany Levitin**, *Introduction to the Design and Analysis of Algorithms*, 3rd Edition, Pearson Education, 2015.

2. **Jean Paul Tremblay** and **Paul G. Sorensen**, *An Introduction to Data Structures with Applications*, 2nd Edition, Tata McGraw Hill, New Delhi, 2017.

REFERENCE BOOKS

1. **T. H. Cormen**, **C. E. Leiserson**, **R. L. Rivest**, and **C. Stein**, *Introduction to Algorithms*, 3rd Edition, PHI Learning Private Ltd, 2012.

2. **Peter Drake**, *Data Structures and Algorithms in Java*, 4th Edition, Pearson Education, 2014.

3. **V. Ahoy**, **J. E. Hopcroft**, and **J. D. Ullman**, *Data Structures and Algorithms*, 1st Edition, Pearson Education, 1983.

4. **Michael Goodrich**, *Algorithm Design: Foundations, Analysis and Internet Examples*, 2nd Edition, Wiley India Pvt. Ltd, 2006.

MC2103A   **ADVANCED DATABASE TECHNOLOGY**   **L T P C**
                                                                            3 0 0 3

OBJECTIVES:

- To learn the fundamentals of data modeling and design in advanced databases.

- To study the working principles of distributed databases.

- To have an introductory knowledge about the query processing in object-based databases and its usage.

- To understand the basics of spatial, temporal and mobile databases and their applications.

- To learn emerging databases such as XML, Data warehouse and Nosily.

UNIT I   **DISTRIBUTED DATABASES**   **9**

Distributed Systems – Introduction – Architecture – Distributed Database Concepts – Distributed Data Storage – Distributed Transactions – Commit Protocols – Concurrency Control – Distributed Query Processing

UNIT II   **NOSQL DATABASES**   **9**

Nosily – CAP Theorem – Shading - Document based – Mongo DB Operation: Insert, Update, Delete, Query, Indexing, Application, Replication, Shading, Deployment – Using Mongo DB with PHP / JAVA – Advanced Mongo DB Features – Cassandra: Data Model, Key Space, Table Operations, CRUD Operations, CQL Types – HIVE: Data types, Database Operations, Partitioning – Havel – Orient DB Graph database – Orient DB Features

UNIT III   **ADVANCED DATABASE SYSTEMS**   **9**

Object Oriented Databases-Need for Complex Data Types - The Object-Oriented Data Model-Object-Oriented Languages-Spatial Databases: Spatial Data Types, Spatial Relationships, Spatial Data Structures, and Spatial Access Methods – Temporal Databases: Overview – Active Databases – Deductive Databases – Recursive Queries in SQL – Mobile Databases: Location and Handoff Management, Mobile Transaction Models, Concurrency – Transaction Commit Protocols – Multimedia Databases.

UNIT IV   XML AND DATAWAREHOUSE   9

XML Database: XML – XML Schema – XML DOM and SAX Parsers – XSL – XSLT – Path and XQuery – Data Warehouse: Introduction – Multidimensional Data Modeling – Star and Snowflake Schema – Architecture – OLAP Operations and Queries.

UNIT V   INFORMATION RETRIEVAL AND WEB SEARCH   9

IR concepts – Retrieval Models – Queries in IR system – Text Preprocessing – Inverted Indexing – Evaluation Measures – Web Search and Analytics – Ontology based Search - Current trends.

TOTAL: 45 PERIODS

OUTCOMES:

- Understand a distributed database system and execute distributed queries
- Use NoSQL database systems and manipulate the data associated with it.
- Understand the data warehouse systems and OLAP operations.
- Use XML database systems and validate with XML schema.
- Apply knowledge of information retrieval concepts on web databases.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3		3	3								
CO2	3				3	2						
CO3			3		3				2			
CO4		2	3		2							
CO5	3	3								2		
AVERAGE	3	2.33	2.67	3	2			1	2			

TEXT BOOKS

1. **Henry F. Korth**, **Abraham Silberschatz**, and **S. Sudarshan**, *Database System Concepts*, 6th Edition, McGraw Hill, 2011.

2. **R. Elmasri** and **S. B. Navathe**, *Fundamentals of Database Systems*, 7th Edition, Pearson Education/Addison Wesley, 2017.

REFERENCE BOOKS

1. **C. J. Date**, **A. Kannan**, and **S. Swamynathan**, *An Introduction to Database Systems*, 8th Edition, Pearson Education, 2006.

2. **Jiawei Han**, **Micheline Kamber**, and **Jian Pei**, *Data Mining: Concepts and Techniques*, 3rd Edition, Morgan Kaufmann, 2012.

3. **Brad Dayley**, *Teach Yourself NoSQL with MongoDB in 24 Hours*, Sams Publishing, 1st Edition, 2014.

4. **Shashank Tiwari**, *Professional NoSQL*, O'Reilly Media, 1st Edition, 2011.

5. **Vijay Kumar**, *Mobile Database Systems*, John Wiley & Sons, 1st Edition, 2006.

MC2104A   OBJECT ORIENTED SOFTWARE ENGINEERING   L T P C
                                                                        3 0 0 3

OBJECTIVES:

- To understand the phases in object oriented software development

- To gain fundamental concepts of requirements engineering and analysis.

- To know about the different approach for object oriented design and its methods

- To learn about how to perform object oriented testing and how to maintain software

- To provide various quality metrics and to ensure risk management.

UNIT I   SOFTWARE DEVELOPMENT LIFE CYCLE   9

Introduction – Object Orientation - Object Oriented Methodologies – Terminologies - Software Development Life Cycle – Conventional Software Life Cycle Models – Build and Fix Model – Waterfall Model – Prototyping Model – Iterative Enhancement Model – Spiral Model – Extreme Programming - Object Oriented Software Life Cycle Models – Selection of Software Development Life Cycle Models

UNIT II   OBJECT ORIENTED REQUIREMENTS ELICITATION & ANALYSIS   9

Software Requirement - Requirements Elicitation Techniques – Initial Requirements Document – Use Case Approach – Characteristics of a Good Requirement – SRS Document – Requirements Change Management – Object Oriented Analysis : Identification of Classes and Relationships, Identifying State and Behavior – Case Study LMS - Managing Object Oriented Software Engineering: Projection Selection and Preparation – Product Development Organization – Project Organization and Management – Project Staffing

UNIT III   OBJECT ORIENTED SOFTWARE DESIGN   9

Object Oriented Design – Interaction Diagrams – Sequence Diagram – Collaboration Diagrams – Refinement of   Use Case Description – Refinement of Classes and Relationships – Construction of Detailed Class Diagram – Development of Detailed Design & Creation of Software Design Document - Object Oriented Methods : Object Oriented Analysis (OOA / Coad-Yourdon), Object Oriented Design (OOD/Booch) , Hierarchical Object Oriented Design (HOOD), Object Modeling Technique (OMT), Responsibility – Driven Design Case Studies : Warehouse Management System, Telecom

UNIT IV   OBJECT ORIENTED TESTING AND MAINTENANCE   9

Software testing: Software Verification Techniques – Object Oriented Checklist :- Functional Testing – Structural Testing – Class Testing – Mutation Testing – Levels of Testing – Static

and Dynamic Testing Tools - Software Maintenance – Categories – Challenges of Software Maintenance – Maintenance of Object Oriented Software – Regression Testing

UNIT V   **SOFTWARE QUALITY & METRICS**   **9**

Need of Object Oriented Software Estimation – Lorenz and Kidd Estimation – Use Case Points Method – Class Point Method – Object Oriented Function Point – Risk Management – Software Quality Models – Analyzing the Metric Data – Metrics for Measuring Size and Structure – Measuring Software Quality - Object Oriented Metrics

TOTAL: 45 PERIODS

OUTCOMES:

- Identify the appropriate process model to develop the object oriented software

- Gain knowledge about requirement elicitation and analyzing techniques

- Design suitable UML diagrams and methods for real world applications

- Apply correct testing methods and maintain software systems.

- Use metric data to estimate the object oriented application.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									
CO2		3	3	2								
CO3			3		3							
CO4			3		3				2			
CO5	3					2					3	
AVERAGE	**3**	**3**	**3**	**2**	**3**	**2**			**2**		**3**	

TEXT BOOKS

1. **Yogesh Singh** and **Ruchika Malhotra**, *Object-Oriented Software Engineering*, PHI Learning Private Limited, 1st Edition, 2012.

2. **Ivar Jacobson**, **Magnus Christerson**, **Patrik Jonsson**, and **Gunnar Overgaard**, *Object-Oriented Software Engineering: A Use Case Driven Approach*, Pearson Education, 7th Impression, 2009.

REFERENCE BOOKS

1. **Craig Larman**, *Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development*, 3rd Edition, Pearson Education, 2008.

2. **Grady Booch**, **Robert A. Maksimchuk**, **Michael W. Engle**, **Bobbi J. Young**, **Jim Conallen**, and **Kelli A. Houston**, *Object-Oriented Analysis and Design with Applications*, 3rd Edition, Pearson Education, 2010.

3. **Roger S. Pressman**, *Software Engineering: A Practitioner's Approach*, 8th Edition, Tata McGraw-Hill Education, 2015.

4. **Timothy C. Lethbridge** and **Robert Laganiere**, *Object-Oriented Software Engineering: Practical Software Development using UML and Java*, 2nd Edition, Tata McGraw-Hill Publishing Company Limited, 2004.

MA2105A   **MATRICES, PROBABILITY AND STATISTICS**   **L   T   P   C**
                                                                    3   2   0   4

 OBJECTIVES:

- To provide methods for understanding the consistency and solving the equation as well as for finding the Eigenvalues and Eigenvectors of square matrix.
- To provide foundation on Applied Probability
- To introduce the concepts of correlation and regression of random variables
- To use various statistical techniques in Application problems
- To introduce the concept of Design of Experiments for data analysis

UNIT - I   MATRICES AND EIGENVALUE PROBLEMS   5
Matrices - Rank of a Matrix - Consistently of a system of linear equations - Solution of the matrix equation $\Delta x = b \Delta x = b$ - Row - reduced Echelon Form - Eigenvalues and Eigenvectors - Properties - Cayley - Hamilton Theorem - Inverse of a matrix.

UNIT - II   PROBABILITY AND RANDOM VARIABLES   15
Probability - Axioms of Probability - Conditional Probability - Addition and multiplication laws of Probability - Baye's theorem - Random Variables - Discrete and continuous random variables - Probability mass function and Probability density functions - Cumulative distribution function - Moments and variance of random variables - Properties - Binomial, Poisson, Geometric, Uniform, Exponential, Normal distributions and their properties.

UNIT - III   TWO-DIMENTIONAL RANDOM VARIABLES   15
Joint probability distributions - Marginal and conditional probability distributions - Covariance - Correlation - Linear regression lines - Regression curves - Transform of random variables - Central limit theorem (for independent identically random variables).

UNIT - IV   TESTING OF HYPOTHESIS15
Sampling distributions - Tests based on small and large samples -   Normal, Student's t, Chi-square and F distributions for testing of mean, variance and proportion and testing of difference of means variances and proportions - Tests for independence of attributes and goodness of fit.

UNIT - V   DESIGN OF EXPERIMENTS   15
Analysis of variance - Completely randomized design - Random block design (One-way and Two-way classifications) - Latin square design -$2^2 2^2$ Factorial design.

                                                                    TOTAL PERIODS:75

OUTCOMES:

- After the completion of the course the student will be able to Test the consistency and solve system of linear equations as well as find the Eigenvalues and Eigenvector.

- After the completion of the course the student will be able to Apply the Probability axioms as well as rules and the distribution of discrete and continuous ideas in solving real world problems.

- After the completion of the course the student will be able to Apply the concepts of correlation and regression of random variables in solving application problems.

- After the completion of the course the student will be able to Use statistical techniques in testing hypothesis on data analysis.

- After the completion of the course the student will be able to Use the appropriate statistical technique of design of experiments in data analysis.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3		3								
CO2	3	2										
CO3	3	2				2						
CO4	3			3	2							
CO5	3		3	2								
AVERAGE	3	2.33	3	2.67	3	2						

TEXT BOOKS
1. B.S. Grewal, *Higher Engineering Mathematics*, Khanna Publishers, 43rd Edition, New Delhi, 2015.
2. R.K. Jain and S.R.K Iyenger, *Advanced Engineering Mathematics*, Narosa Publishing House, New Delhi, 2002.

REFERENCE BOOKS
1. Devore, J.L, *Probability and Statistics for Engineering and Sciences*, Cengage Learning, 8th Edition, New Delhi, 2014.
2. Miller and M. Miller, *Mathematical Statistics*, Pearson Education Inc., Asia 7th Edition, New Delhi, 2011.
3. Richard Johnson, *Miller and Freund's Probability and Statistics for Engineers*, Prentice Hall of India Private Ltd., 8th Edition, New Delhi, 2011.

MC2106A   RESEARCH METHODOLOGY AND INTELLECTUAL
                              PROPERTY RIGHTS   L T P C
                                                                2 0 0 2

COURSE OBJECTIVES:

The course should enable the students to:

- Identify an appropriate research problem in their interesting domain.

- Understand ethical issues; understand the Preparation of a research project thesis report.

- Understand the Preparation of a research project thesis report

- Understand the law of patent and copyrights.
- Acquire adequate knowledge of IPR.

UNIT I RESEARCH METHODOLOGY 6

Research Methodology – An Introduction, Objectives, Types of research, Research approaches, Significance, Research methods versus Methodology, Research and Scientific method, Importance, Research process, Criteria, Problems encountered by researchers.

Defining the research problem – Research problem, Selecting the problem, Necessity, Technique involved, An illustration.

Reviewing the Literature – The place of the literature review in research, How to review the Literature, Writing about the literature reviewed.

UNIT II RESEARCH DESIGN 6

Research Design – Meaning, Need, Features, Different research design, Basic principles of experimental designs, Important experimental designs.

Measurement & Scaling techniques – Sampling Design, Measurement in research, Measurement scales, Error, Measurement tools, Scaling, Meaning, Scale classification, Scale construction techniques

Data Collection – Collection of primary data, Collection of secondary data, Selection of appropriate method for data collection.

UNIT III RESEARCH TECHNIQUE AND TOOLS 6

Testing of Hypothesis – Basic concepts, Procedure, Test of Hypothesis, Important parametric Tests, Hypothesis Testing unifications.

Interpretation & Report writing – Meaning, techniques, Precaution in Interpretation, Significance of Report writing, steps, Layout, types, mechanics, precautions.

Use of Tools/ Techniques for research – Use of Encyclopedias, Research Guides, Handbook etc., Academic Databases for Computer Science Discipline, Use of tools / techniques for Research methods to search required information effectively, Reference Management Software like Zotero/Mendeley, Software for paper formatting like LaTeX/MS Office, Software for detection of Plagiarism

UNIT IV IINTELLECTUAL PROPERTY RIGHTS 6

Intellectual Property – The concept, IPS in India, development, Trade secrets, utility Models, IPR & Bio diversity, CBD, WIPO, WTO, Right of Property, Common rules, PCT, Features of Agreement, Trademark, UNESCO.

UNIT V PATENTS 6

Patents – Learning objectives, Concept, features, Novelty, Inventive step, Specification, Types of patent application, E-filling, Examination, Grant of patent, Revocation, Equitable

Assignments, Licences, Licencing of related patents, patent agents, Registration of patent agents.

TOTAL: 30 PERIODS

OUTCOMES:

- Listen and comprehend Lectures in English
- Articulate well and give presentations clearly
- Participate in Group Discussions successfully
- Communicate effectively in formal and informal writing
- Write proficient essays and emails

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3		3		3				3		
CO2	3	3	3	3	2	3				2		
CO3	2	2				2				3	2	2
CO4	3	2		3	2	3	3					
CO5	3	2		3		3	3	3		2	2	
AVERAGE	2.80	2.40	3	3	2	2.80	3	3		2.50	2	2

TEXT BOOKS

1. **C. R. Kothari** and **Gaurav Garg**, *Research Methodology: Methods and Techniques*, 4th Edition, New Age International Publishers, 2018.
2. **Professional Programme – Intellectual Property Rights, Law and Practice**, The Institute of Company Secretaries of India, Statutory Body under an Act of Parliament, September 2013.

REFERENCE BOOKS

1. **Ranjit Kumar**, *Research Methodology: A Step-by-Step Guide for Beginners*, 3rd Edition, SAGE Publications Ltd., 2011.
2. **Stuart Melville** and **Wayne Goddard**, *Research Methodology: An Introduction for Science & Engineering Students*, 1st Edition, Juta and Co. Ltd., 1996.
3. **W. M. K. Trochim**, *Research Methods: The Concise Knowledge Base*, 1st Edition, Atomic Dog Publishing, 2005.
4. **John W. Best** and **James V. Kahn**, *Research in Education*, 8th Edition, Pearson Education.

MC2111A   ADVANCED DATABASETECHNOLOGY LABORATORY   L T P C
0 0 4 2

OBJECTIVES:
The student should be able:

- To understand the concepts of Open Source DBMS.

- To understand the process of distributing tables across multiple systems

- To understand the process of storing, retrieving spatial and temporal data

- To understand the process of storing, retrieving objects in a database

- To understand the process of storing and retrieving data from a XML Database

- To use the open source database for building a mobile application

EXPERIMENTS IN THE FOLLOWING TOPICS:
1. NOSQL Exercises
   a. MongoDB – CRUD operations,Indexing, Sharding, Deployment
   b. Cassandra: Table Operations, CRUD Operations, CQL Types
   c. HIVE: Data types, Database Operations, Partitioning – HiveQL
   d. OrientDB Graph database – OrientDB Features
2. MySQL Database Creation, Table Creation, Query
3. MySQL Replication – Distributed Databases
4. Spatial data storage and retrieval in MySQL
5. Temporal data storage and retrieval in MySQL
6. Object storage and retrieval in MySQL
7. XML Databases , XML table creation, XQuery FLWOR expression
8. Mobile Database Query Processing using open source DB (MongoDB/MySQL etc)

TOTAL: 60 PERIODS

OUTCOMES:

- Design and Implement databases.

- Structure complex queries using SQL

- Design and Implement applications that have GUI and access databases for backend connectivity

- To design and implement Mobile Databases

- To design and implement databases to store spatial and temporal data objects

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3		3									
CO2		3			3							
CO3			3		3							
CO4	3		3									
CO5	2				2							
AVERAGE	2.67	3	3		2.67							

MC2112A   ADVANCED DATA STRUCTURES AND PYTHON   L T P C
PROGRAMMING LABORATORY   0 0 4 2

OBJECTIVES:

- To learn the basic programming constructs in Python.

- To implement Recursive programming in Python

- To implement Divide and Conquer algorithmic technique in Python

- To implement Tree Data structures in Python

- To implement Graphs in Python

- To deploy the standard libraries in Python

EXPERIMENTS:

1. Towers of Hanoi using Recursion
2. To implement Binary Search
3. Merge Sort
4. To implement AVL Trees using Python
5. To implement Splay Trees using Python
6. To implement Red black Trees using Python
7. To implement Graphs using Python
8. Implementing programs using written modules and Python Standard Libraries.
9. Implementing real-time/technical applications using Files and Exception handling.

TOTAL: 60 PERIODS

OUTCOMES:

- Develop algorithmic solutions to simple computational problems
- Develop and execute Python programs.
- Decompose a Python program into functions.
- Represent compound data using Python data structures.
- Apply Python features in developing software applications.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3										
CO2	3		3	2	3							
CO3	3		3									
CO4	3		3	2								
CO5			3									
AVERAGE	3	3	3	2	3							

MC2113A   **COMMUNICATION SKILLS - I**   **L   T   P   C**

                                                                         0   0   2   1

OBJECTIVES:

● To provide opportunities to learners to practice Englishand thereby make them proficient users of the language.

● To enable learners to fine-tune their linguistic skills (LSRW) with the help of Technology.

● To enhance the performance of students listening, speaking,reading and writing and thereby develop their career opportunities.

LIST OF ACTIVITIES:

1. Listening:

    ● Listening and practicing neutral accents

    ● Listening to short talks and lectures and completing listening comprehension exercises

    ● Listening to TED Talks

2. Speaking:

    ● Giving one minute talks

    ● Participating in small Group Discussions

    ● Making Presentations

3. Reading:

    ● Reading Comprehension

    ● Reading subject specific material

    ● Technical Vocabulary

4. Writing:

    ● Formal vs Informal Writing

    ● Paragraph Writing

    ● Essay Writing

    ● Email Writing

                                                                      TOTAL: 30 PERIODS

REFERENCES / MANUALS / SOFTWARE: Open Sources / websites

OUTCOMES:

- Listen and comprehend Lectures in English
- Articulate well and give presentations clearly
- Participate in Group Discussions successfully
- Communicate effectively in formal and informal writing
- Write proficient essays and emails

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1										3		
CO2										3		
CO3							3		2	3		
CO4	2	1			2			1	2	3		1
CO5	2				1				1	3		2
AVERAGE	2	1			1.50		3	1		3		1.50

MC2201A   **INTERNET PROGRAMMING**   **L T P C**
                                                                    3 0 0 3

COURSE OBJECTIVES:

1. To understand the fundamentals of web programming and client side scripting.
2. To learn the server side development using servlets, websocket.
3. To learn the Spring framework and build applications using Spring.
4. To learn and implement the concept of Java Persistence API.
5. To learn the advanced client side scripting and framework.

UNIT I   INTRODUCTION TO WEB & CLIENT SIDE PROGRAMMING   9

Introduction to Web: Server - Client - Communication Protocol (HTTP), JavaScript: Data Types and Variables - Expressions - Operators and Statements - Objects and Arrays - Functions - Classes - Modules - DOM - Events - Storage: LocalStorage, Cookies, IndexedDB, JSON, AJAX

UNIT II   SERVER SIDE PROGRAMMING   9

Web Server: Web Containers - Web Components, Servlet: Lifecycle - Request - Servlet Context - Response - Filter - Session - Dispatching Requests, WebSocket, Logging - Log4j2, Build tool - Gradle. Introduction to Spring: IoC Container and Dependency Injection (DI)

UNIT III   **SPRING**   **9**

Spring Configuration and Spring Boot, Spring MVC: DispatcherServlet and Configuration - Interceptors - Controllers - Views - Input Validation - File Upload, Building RESTful Web Services, Spring Security Architecture, Spring Cache.

UNIT IV   JAVA PERSISTENCE API AND HIBERNATE   9

Entity: Basic, Embeddable and Collection Types - Identifiers - Entity Relationship - Inheritance, Persistence Context and Entity Manager, JPQL, Criteria API, Spring Data JPA - Specification and Projection.

UNIT V   ADVANCED CLIENT SIDE PROGRAMMING   9

Asynchronous JavaScript: Callbacks - Promises - async and await, React JS: ReactDOM - JSX - Components - Properties - State and Lifecycle - Events - Lifting State Up - Composition and Inheritance - Higher Order Components.

TOTAL: 45 PERIODS

Course Outcomes:

- Implement client side scripting.
- Implement the server side of the web application
- Implement web application using spring.
- Implement a Java application using Java Persistence API.
- Implement a full-stack Single Page Application using React, Spring and JPA.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1					2					2		
CO2	3		3		3	3						
CO3			3		3	3			3			
CO4	3		3		3	3						
CO5	3		3		3				3			
AVERAGE	3		3		2.80	3			3	2		

TEXT BOOKS

1. David Flanagan, *"JavaScript: The Definitive Guide"*, O'Reilly Media, Inc., 7th Edition, 2020.

2. Iuliana Cosmina, Rob Harrop, Chris Schaefer, Clarence Ho, *"Pro Spring 5: An In-Depth Guide to the Spring Framework and Its Tools"*, Apress, 5th Edition, 2017.

3. Christian Bauer, Gavin King, and Gary Gregory, *"Java Persistence with Hibernate"*, Manning Publications, 2nd Edition, 2015.

REFERENCE BOOKS

1. Matt Frisbie, *"Professional JavaScript for Web Developers"*, Wiley Publishing, Inc., 4th Edition, ISBN: 978-1-119-36656-0, 2019.

2. Alex Banks, Eve Porcello, *"Learning React"*, O'Reilly Media, Inc., 2nd Edition, 2020. [Online Reference: React Official Documentation](#)

3. David R. Heffelfinger, *"Java EE 8 Application Development"*, Packt Publishing, 1st Edition, 2017. Benjamin Muschko, *"Gradle in Action"*, Manning Publications, 1st Edition, 2014

MC2202A	CLOUD COMPUTING TECHNOLOGIES	L T P C
		3 0 0 3

OBJECTIVES:

- To understand the basic concepts of Distributed systems

- To learn about the current trend and basics of Cloud computing

- To be familiar with various Cloud concepts

- To expose with the Server, Network and storage virtualization

- To be aware of Microservices and DevOps

UNIT I   DISTRIBUTED SYSTEMS   9

Introduction to Distributed Systems – Characterization of Distributed Systems – Distributed Architectural Models –Remote Invocation – Request-Reply Protocols – Remote Procedure Call – Remote Method Invocation – Group Communication – Coordination in Group Communication – Ordered Multicast – Time Ordering – Physical Clock Synchronization – Logical Time and Logical Clocks

UNIT II   INTRODUCTION TO CLOUD COMPUTING   9

Cloud Computing Basics – Desired features of Cloud Computing – Elasticity in Cloud – On demand provisioning - Applications – Benefits – Cloud Components: Clients, Datacenters & Distributed Servers – Characterization of Distributed Systems – Distributed Architectural Models - Principles of Parallel and Distributed computing - Applications of Cloud computing – Benefits – Cloud services – Open source Cloud Software: Eucalyptus, Open Nebula, Open stack, Aneka, Cloudsim.

UNIT III   CLOUD INFRASTRUCTURE   9

Cloud Architecture and Design – Architectural design challenges – Technologies for Network based system - NIST Cloud computing Reference Architecture – Public, Private and Hybrid clouds – Cloud Models : IaaS, PaaS and SaaS – Cloud storage providers - Enabling Technologies for the Internet of Things – Innovative Applications of the Internet of Things.

UNIT IV   CLOUD ENABLING TECHNOLOGIES   9

Service Oriented Architecture – Web Services – Basics of Virtualization – Emulation – Types of Virtualization – Implementation levels of Virtualization – Virtualization structures – Tools & Mechanisms – Virtualization of CPU, Memory & I/O Devices – Desktop Virtualization – Server Virtualization – Google App Engine – Amazon AWS - Federation in the Cloud.

UNIT V   MICROSERVICES AND DEVOPS   9

Defining Microservices - Emergence of Microservice Architecture – Design patterns of Microservices – The Mini web service architecture – Microservice dependency tree – Challenges with Microservices - SOA vsMicroservice – Microservice and API – Deploying and maintaining Microservices – Reason for having DevOps – Overview of DevOps – History of DevOps – Concepts and terminology in DevOps – Core elements of DevOps – Life cycle of DevOps –Adoptionof DevOps - DevOps Tools – Build, Promotion and Deployment in DevOps - DevOps in Business Enterprises.

TOTAL: 45 PERIODS

OUTCOMES:

- Use Distributed systems in Cloud Environment
- Understand the main concepts, key technologies, strengths and limitations of Cloud computing
- Understand the Architecture, Infrastructure and delivery models of Cloud computing
- Use Tools and Technologies for cloud deployment, Monitoring, and management based on specific use cases.
- Apply Microservices and DevOps in Cloud environment

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2				2							
CO2	2	2										
CO3	3		2									
CO4					3		2					
CO5	3				3	2			2			
AVERAGE	2.50	2	2		2.67	2	2		2			

TEXT BOOKS

1. Kai Hwang, Geoffrey C. Fox & Jack G. Dongarra, *"Distributed and Cloud Computing: From Parallel Processing to the Internet of Things"*, Morgan Kaufmann Publishers, 1st Edition, 2012.

2. Thomas Erl, Zaigham Mahmood & Ricardo Puttini, *"Cloud Computing: Concepts, Technology & Architecture"*, Prentice Hall, 2nd Edition, 2013.

3. Richard Rodger, *"The Tao of Microservices"*, Manning Publications, 1st Edition, December 2017.

REFERENCE BOOKS

1. Andrew S. Tanenbaum & Maarten Van Steen, *"Distributed Systems – Principles and Paradigms"*, 2nd Edition, Pearson Prentice Hall, 2006.

2. Magnus Larsson, *"Hands-On Microservices with Spring Boot and Spring Cloud: Build and deploy microservices using Spring Cloud, Istio and Kubernetes"*, Packt Publishing Ltd, 1st Edition, September 2019.

3. Jim Lewis, *"DEVOPS: A Complete Beginner's Guide to DevOps Best Practices"*, ISBN-13: 978-1673259148, ISBN-10: 1673259146, 1st Edition, 2019.

MC2203A   ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING   L T P C
3 0 0 3

OBJECTIVES:

- To familiarize with the principles of Artificial intelligence like problem solving, inference, perception, knowledge representation, and learning.
- To understand the various characteristics of Intelligent agents
- To design and implement the machine learning techniques for real world problems
- To gain experience in doing research using Artificial intelligence and Machine learning techniques.

UNIT I   ARTIFICIAL INTELLIGENCE   9

Foundation of AI-History of AI-State of Art.-Intelligent Agents: Agents and Environments-Concepts of Rationality-Nature of Environments-Structure of Agents. Problem Solving: Problem Solving by Search: Problem Solving Agents-Searching for Solutions-Uniform Search Strategies-Heuristic Search Strategies- local Search Algorithms and Optimization Problems.

UNIT II   KNOWLEDGE AND REASONING   9

Logical Agents: Knowledge Based Agents-Logic-Propositional Logic-Propositional Theorem Proving-Model Checking-Agent based on Propositional Logic. First-Order Logic: Syntax and Semantics- Using First-Order Logic-Knowledge Engineering. Inference in First-Order Logic: Prepositional Vs. First-Order Inference-Unification and Lifting-Forward Chaining-Backward Chaining –Resolution.

UNIT III   BAYESIAN LEARNING   9

Basic Probability Notation- Inference – Independence - Bayes' Rule. Bayesian Learning: Maximum Likelihood and Least Squared error hypothesis-Maximum Likelihood hypotheses for predicting probabilities- Minimum description Length principle -Bayes optimal classifier - Naïve Bayes classifier - Bayesian Belief networks -EM algorithm.

UNIT IV   PARAMETRIC MACHINE LEARNING   9

Logistic Regression: Classification and representation – Cost function – Gradient descent – Advanced optimization – Regularization - Solving the problems on overfitting. Perceptron – Neural Networks – Multi – class Classification - Backpropagation – Non-linearity with activation functions (Tanh, Sigmoid, Relu, PRelu) - Dropout as regularization.

UNIT V   NON PARAMETRIC MACHINE LEARNING   9

k- Nearest Neighbors- Decision Trees – Branching – Greedy Algorithm - Multiple Branches – Continuous attributes – Pruning. Random Forests:ensemble learning. Boosting – Adaboost algorithm. Support Vector Machines – Large Margin Intuition – Loss Function - Hinge Loss – SVM Kernels.

TOTAL: 45 PERIODS

OUTCOME:

● Apply the techniques of Problem Solving in Artificial Intelligence.

● Implement Knowledge and Reasoning for real world problems.

● Model the various Learning features of Artificial Intelligence

● Analyze the working model and features of Decision tree

● Apply k-nearest algorithm for appropriate research problem.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	3		3	2						
CO2	2	3	2		2	3						
CO3	3	2	3		2	2						
CO4	2	2	3		3	2						
CO5	3	3	2		3	2						
AVERAGE	2.60	2.40	2.60		2.60	2.20						

TEXT BOOKS
1. Stuart Russell and Peter Norvig, *"Artificial Intelligence: A Modern Approach"*, 3rd Edition, Pearson Education Limited, 2015.
2. Tom M. Mitchell, *"Machine Learning"*, 1st Edition, McGraw-Hill Education (India), 2013.
3. Christopher M. Bishop, *"Pattern Recognition and Machine Learning"*, Springer, 2011.

REFERENCE BOOKS
1. Trevor Hastie, Robert Tibshirani, Jerome Friedman, *"The Elements of Statistical Learning: Data Mining, Inference and Prediction"*, Springer, 2nd Edition.
2. Ethem Alpaydin, *"Introduction to Machine Learning"*, 2nd Edition, MIT Press, 2010.
3. Elaine Rich, Kevin Knight, Shivashankar B. Nair, *"Artificial Intelligence"*, 3rd Edition, Tata McGraw-Hill Education, 2012.
4. Calum Chace, *"Surviving AI: The Promise and Peril of Artificial Intelligence"*, Three CS Publication, 2nd Edition, 2015.

MC2204A   MOBILE APPLICATION DEVELOPMENT   L T P C
3 0 0 3

OBJECTIVES:

- To understand the need and characteristics of mobile applications.
- To design the right user interface for mobile application.
- To understand the design issues in the development of mobile applications.
- To understand the development procedure for mobile application.
- To develop mobile applications using various tools and platforms.

UNIT I   INTRODUCTION   9
Mobile Application Model – Infrastructure and Managing Resources – Mobile Device Profiles – Frameworks and Tools.

UNIT II   USER INTERFACE   9
Generic UI Development - Multimodal and Multichannel UI –Gesture Based UI – Screen Elements and Layouts – Voice XML.

UNIT III   APPLICATION DESIGN   9

Memory Management – Design Patterns for Limited Memory – Work Flow for Application development – Java API – Dynamic Linking – Plugins and rule of thumb for using DLLs – Concurrency and Resource Management.

UNIT IV   MOBILE OS   9

Mobile OS: Android, iOS – Android Application Architecture – Android basic components – Intents and Services – Storing and Retrieving data – Packaging and Deployment – Security and Hacking.

UNIT V   APPLICATION DEVELOPMENT   9

Communication via the Web – Notification and Alarms – Graphics and Multimedia: Layer Animation, Event handling and Graphics services – Telephony – Location based services

TOTAL: 45 PERIODS

OUTCOMES

- Understand the basics of mobile application development frameworks and tools
- Develop a UI for mobile application
- Implement mobile applications that manages memory dynamically

- Build applications based on mobile OS like Android, iOs
- Build location based services

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	3	3	1	3	3						
CO2	2	3	3	1	3	3						
CO3	3	1	3	2	3	3						
CO4	2	1	3	3	2	3						
CO5	2	1	3	2	3	3						
AVERAGE	2.20	1.80	3	1.80	2.80	3						

TEXT BOOKS

1. Reto Meier, *"Professional Android 4 Application Development"*, Wiley, 1st Edition, 2012.

2. Zigurd Mednieks, Laird Dornin, G. Blake Meike, Masumi Nakamura, *"Programming Android"*, O'Reilly, 2nd Edition, 2012.

REFERENCE BOOKS

1. Alasdair Allan, *"iPhone Programming"*, O'Reilly, 1st Edition, 2010.

MC2205A	CYBER SECURITY	L T P C
		3 0 0 3

OBJECTIVES

- To learn the principles of cyber security and to identify threats and risks.

- To learn how to secure physical assets and develop system security controls.

- To understand how to apply security for Business applications and Network Communications.

- To learn the technical means to achieve security.

- To learn to monitor and audit security measures.

UNIT I   PLANNING FOR CYBER SECURITY   9

Best Practices-Standards and a plan of Action-Security Governance Principles, components and Approach-Information Risk Management-Asset Identification-Threat Identification-Vulnerability Identification-Risk Assessment Approaches-Likelihood and Impact Assessment-Risk Determination, Evaluation and Treatment-Security Management Function-Security Policy-Acceptable Use Policy-Security Management Best Practices.

UNIT II   **SECURITY CONTROLS**   **9**

People Management-Human Resource Security-Security Awareness and Education-Information Management- Information Classification and handling-Privacy-Documents and Record Management-Physical Asset Management-Office Equipment-Industrial Control Systems-Mobile Device Security- System Development-Incorporating Security into SDLC-Case study on information security policies.

UNIT III   **CYBER SECURITY FOR BUSINESS APPLICATIONS AND NETWORKS**
                                                                    9

Business Application Management-Corporate Business Application Security-End user Developed Applications-System Access- Authentication Mechanisms-Access Control-System Management-Virtual Servers-Network Storage Systems-Network Management Concepts-Firewall-IP Security-Electronic Communications – Case study on OWASP vulnerabilities using OWASP ZAP tool.

UNIT IV   **TECHNICAL SECURITY**   **9**

Supply Chain Management-Cloud Security-Security Architecture-Malware Protection-Intrusion Detection-Digital Rights Management-Cryptographic Techniques-Threat and Incident Management-Vulnerability Management-Security Event Management-Forensic Investigations-Local Environment Management-Business Continuity. – Case study on cloud and cryptographic vulnerabilities.

UNIT V   **SECURITY ASSESSMENT**   **9**

Security Monitoring and Improvement-Security Audit-Security Performance-Information Risk Reporting-Information Security Compliance Monitoring-Security Monitoring and Improvement Best Practices. – Case study on vulnerability assessment using ACUNETIX.

                                                                    TOTAL: 45 PERIODS

OUTCOMES

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

- Develop a set of risk and security requirements to ensure that there are no gaps in an organization's security practices.

- Achieve management, operational and technical means for effective cyber security.

- Audit and monitor the performance of cyber security controls.

- To spot gaps in the system and devise improvements.

- Identify and report vulnerabilities in the system

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2			2					2			
CO2		3		3			3					
CO3					3	3	3					
CO4			3		3	3						
CO5					2	2	2					
AVERAGE	2	3	3	2.50	2.67	2.67	2.67		2			

TEXT BOOKS
1. William Stallings, *"Effective Cyber Security: A Guide to Using Best Practices and Standards"*, Addison-Wesley Professional, 1st Edition, 2018.
2. Adam Shostack, *"Threat Modelling: Designing for Security"*, Wiley Publications, 1st Edition, 2014.

REFERENCE BOOKS
1. Gregory J. Touhill and C. Joseph Touhill, *"Cyber Security for Executives: A Practical Guide"*, Wiley Publications, 1st Edition, 2014.
2. Raef Meeuwisse, *"Cyber Security for Beginners"*, 2nd Edition, Cyber Simplicity Ltd, 2017.
3. Patrick Engebretson, *"The Basics of Hacking and Penetration Testing: Ethical Hacking and Penetration Testing Made Easy"*, Syngress, 2nd Edition, 2013.
4. **OWASP ZAP Tool:** https://owasp.org/www-project-zap/
5. **ACUNETIX Tool:** https://www.acunetix.com/

MC2211A	INTERNET PROGRAMMING LABORATORY	L T P C
		0 0 4 2

Course Objectives:
1. To implement the client side of the web application using javascript.
2. To implement the server side of the web application using Servlets and WebSockets.
3. To develop a full stack single page application using React, Spring and Hibernate.
4. Be exposed to tool kits for cloud environment
5. Be familiar with migration of Virtual Machines from one node to another and learn to run virtual machines of different configuration.

LIST OF EXPERIMENTS:
1. Create a javascript application in an Object Oriented way using Classes and Modules. It should also use browser storage for persistence.
2. Create an event registration application using java script. It should implement different widgets for registration form and registered records view using tabs. It should perform the form validation.
3. Build a chat application using WebSocket.
4. Build a web application using Gradle. The server side of the application should implement RESTful APIs using Servlet and do necessary logging. The client side of the application should be a single page application which consumes the RESTful APIs through AJAX.
5. Develop a full-stack application using React and Spring. Make use of Spring REST, Spring Security, Spring Data JPA, Hibernate, Spring Boot, Gradle and React's higher order component

6. Find a procedure to run the virtual machine of different configurations. Check how many virtual machines can be utilized at particular time. Use Eucalyptus or Open Nebula or Open Stack or equivalent to set up the cloud and demonstrate
7. Find a procedure to attach a virtual block to the virtual machine and check whether it holds the data even after the release of the virtual machine. Use Eucalyptus or Open Nebula or Open Stack or equivalent to set up the cloud and demonstrate
8. Install a C compiler in the virtual machine and execute a sample program. Use Eucalyptus or Open Nebula or Open Stack or equivalent to set up the cloud and demonstrate
9. Show the virtual machine migration based on the certain condition from one node to the other. Use Eucalyptus or Open Nebula or Open Stack or equivalent to set up the cloud and demonstrate

TOTAL : 60 PERIODS

Course Outcomes:
- Write client and server side of the web application.
- Write a real time application using WebSocket.
- Write applications using the JavaScript framework React.
- Able to Use the cloud tool kits.
- Implement applications on the Cloud environment

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	1	3	2						
CO2	2	3	2	1	3	2						
CO3	3	3	3	1	3	2						
CO4	1	2	1	2	3	3						
CO5	3	2	3	2	3	3						
AVERAGE	2.40	2.60	2.40	1.40	3	2.40						

MC2212A   ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING LABORATORY

L T P C
0 0 4 2

OBJECTIVES:

- To familiarize with the machine learning algorithms and implement in practical situations.

- To involve the students to practice AI algorithms and techniques.

- Learn to use different algorithms for real time data sets.

List of Experiments :

1. Write a program to illustrate problem solving as a search.
2. Write a program to illustrate local search algorithms.
3. Write a program to demonstrate logical agents.
4. Evaluate forward chainer and rule base on at least four different databases. Try to create at least one database that demonstrates an interesting feature of the domain, or an interesting feature of forward chaining in general.
5. Demonstrate agent based on propositional logic.
6. Write a program to implement the naïve Bayesian classifier for a sample training data set. Compute the accuracy of the classifier, considering few test data sets.
7. Write a program to construct a Bayesian network considering medical data. Use this model to demonstrate the diagnosis of heart patients using standard Heart Disease Data Set.
8. Apply EM algorithm to cluster a set of data stored in a .CSV file.
9. Write a program to implement k-Nearest Neighbor algorithm to classify the data set.
10. Apply the technique of pruning for a noisy data monk2 data, and derive the decision tree from this data. Analyze the results by comparing the structure of pruned and unpruned tree.
11. Build an Artificial Neural Network by implementing the Backpropagation algorithm and test the same using appropriate data sets
12. Implement Support Vector Classification for linear kernel.
13. Implement Logistic Regression to classify the problems such as spam detection. Diabetes predictions so on.

Total: 60 Periods

OUTCOMES:

- Apply the techniques of Problem Solving in Artificial Intelligence.
- Implement Knowledge and Reasoning for real world problems.
- Model the various Learning features of Artificial Intelligence
- Analyze the working model and features of Decision tree
- Apply k-nearest algorithm for appropriate research problem.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	1	2	3	3	3						
CO2	1	2	3	1	2	2						
CO3	1	3	2	3	1	1						
CO4	2	1	2	1	3	2						
CO5	2	2	1	3	1	2						
AVERAGE	1.60	1.80	2	2.20	2	2						

MC2214A   TECHNICAL SEMINAR AND REPORT WRITING   L T P C
                                                        0 0 2 1
                                            TOTAL: 30 PERIODS

REFERENCES / MANUALS / SOFTWARE: Open Sources / websites

OUTCOMES:

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

- Critical analysis of research literature

- Communication and presentation skills

- Original insights and problem solving

- Iterative improvement based on feedback

- Defend research and conclude finding

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	3										
CO2			1			2			2	3		
CO3	1	2		2			1					
CO4			1	1	1				1			1
CO5						1		1	1	1		1
AVERAGE	1.50	2.50	1	1.50	1	1.50	1	1	1.33	2		1

MC2301A   DATA SCIENCE   L T P C
                                                             3 0 0 3

OBJECTIVES:

- To know the fundamental concepts of data science and analytics.
- To learn fundamental data analysis using R.
- To understand various data modeling techniques.
- To learn the basic and advanced features of open source big data tools and frameworks.
- To study various analytics on stream data.

UNIT I   INTRODUCTION TO DATA SCIENCE AND BIG DATA   9

Introduction to Data Science – Data Science Process – Exploratory Data analysis – Big data: Definition, Risks of Big Data, Structure of Big Data – Web Data: The Original Big Data – Evolution Of Analytic Scalability – Analytic Processes and Tools – Analysis versus Reporting – Core Analytics versus Advanced Analytics– Modern Data Analytic Tools – Statistical

Concepts: Sampling Distributions – Re-Sampling – Statistical Inference – Introduction to Data Visualization.

UNIT II   DATA ANALYSIS USING R   9

Univariate Analysis: Frequency, Mean, Median, Mode, Variance, Standard Deviation, Skewness and Kurtosis – Bivariate Analysis: Correlation – Regression Modeling: Linear and Logistic Regression – Multivariate Analysis – Graphical representation of Univariate, Bivariate and Multivariate Analysis in R: Bar Plot, Histogram, Box Plot, Line Plot, Scatter Plot, Lattice Plot, Regression Line, Two-Way cross Tabulation.

UNIT III   DATA MODELING   9

Bayesian Modeling – Support Vector and Kernel Methods – Neuro – Fuzzy Modeling – Principal Component Analysis – Introduction to NoSQL: CAP Theorem, MongoDB: RDBMS VsMongoDB, Mongo DB Database Model, Data Types and Sharding – Data Modeling in HBase: Defining Schema – CRUD Operations

UNIT IV   DATA ANALYTICAL FRAMEWORKS   10

Introduction to Hadoop: Hadoop Overview – RDBMS versus Hadoop – HDFS (Hadoop Distributed File System): Components and Block Replication – Introduction to MapReduce – Running Algorithms Using MapReduce – Introduction to HBase: HBase Architecture, HLog and HFile, Data Replication – Introduction to Hive, Spark and Apache Sqoop.

UNIT V   STREAM ANALYTICS   8

Introduction To Streams Concepts – Stream Data Model and Architecture – Stream Computing – Sampling Data in a Stream – Filtering Streams – Counting Distinct Elements in a Stream – Estimating Moments – Counting Oneness in a Window – Decaying Window.

TOTAL: 45 PERIODS

OUTCOMES:

1. Understand the fundamentals of data science and Big data.
2. Perform data analysis using R.
3. Design efficient modeling of very large data and work with big data platforms..
4. Apply the mapreduce concept in small problem solving methods.
5. Apply suitable data analysis for stream data.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	1	3	2	3	3						
CO2	1	2	2	3	1	3						
CO3	1	2	2	3	1	3						
CO4	2	1	2	3	1	3						
CO5	1	2	1	3	1	3						
AVERAGE	1.40	1.60	2.00	2.80	1.40	3						

TEXT BOOKS

1. Bill Franks, *"Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics"*, John Wiley & Sons, 1st Edition, 2013.

2. Umesh R. Hodeghatta, Umesha Nayak, *"Business Analytics Using R – A Practical Approach"*, Apress, 1st Edition, 2017.

REFERENCE BOOKS

1. Jure Leskovec, Anand Rajaraman, Jeffrey David Ullman, *"Mining of Massive Datasets"*, Cambridge University Press, 2nd Edition, 2014.

2. Nishant Garg, *"HBase Essentials"*, Packt, 1st Edition, 2014.

3. Rachel Schutt, Cathy O'Neil, *"Doing Data Science"*, O'Reilly, 1st Edition, 2013.

4. Foster Provost, Tom Fawcett, *"Data Science for Business"*, O'Reilly, 1st Edition, 2013.

5. Bart Baesens, *"Analytics in a Big Data World: The Essential Guide to Data Science and its Applications"*, Wiley, 1st Edition, 2014.

6. Skiena, Steven, *Data Science resources*, https://www3.cs.stonybrook.edu/~skiena/519/

MC2302A	EMBEDDED SYSTEMS AND INTERNET OF THINGS	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To learn the internal architecture and programming of an embedded processor.

- To introduce interfacing I/O devices to the processor and to run, debug programs in an IDE.

- To build a small low cost embedded system using Open Hardware Platforms.

- To apply the concept of Internet of Things in real world scenario.

- To deploy IoT application and connect to the cloud.

UNIT I   EMBEDDED CONTROLLER   9

Microcontrollers and Embedded Processors, Introduction to 8051, PSW and Flag Bits, 8051 Register Banks and Stack, Internal Memory Organization of 8051, IO Port Usage in 8051, Types of Special Function Registers and their uses in 8051, Pins Of 8051. Memory Address Decoding, 8031/51 Interfacing With External ROM And RAM.8051 Addressing Modes.

UNIT II   EMBEDDED C PROGRAMMING   9

Memory and I/O Devices Interfacing – Programming Embedded Systems in C – Need for RTOS – Multiple Tasks and Processes – Context Switching – Priority Based Scheduling Policies.

UNIT III   FUNDAMENTALS OF IOT   9

Introduction and Characteristics – Physical and Logical Design – IoT Protocols: Link Layer Protocols, Network Layer Protocols, Transport Layer and Application Layer Protocols – IoT Levels – IoT versus M2M – Sensors and Actuators – Power Sources.

UNIT IV   BUILDING IOT   9

Open Hardware Platforms: Interfaces, Programming, APIs and Hacks – Web Services – Integration of Sensors and Actuators with Arduino/ Raspberry Pi/ Other Light Weight Boards.

UNIT V   APPLICATIONS   9

Complete Design of Embedded Systems – Smart Cities: Smart Parking, Smart Traffic Control, Surveillance – Home Automation: Smart Appliances, Intrusion Detection, Smoke/Gas Detectors – Cloud Storage and Communication APIs: WAMP, Xively, Django – Data and Analytics for IoT.

TOTAL: 45 PERIODS

OUTCOMES:

- Understand architecture of embedded processors and micro controllers.

- Deploy timers and interrupts in RTOS applications.

- Design and develop the prototype of embedded and IoT systems.

- Design portable IoT using Arduino/Raspberry Pi /equivalent boards.

- Design and develop applications of IoT in real time scenario

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	3	2	2								
CO2	2	2	3	2								
CO3	2	2	3	2								
CO4	2	2	3	2								
CO5	2	3	3	2								
AVERAGE	2	2.40	2.80	2								

TEXT BOOKS

1. Muhammad Ali Mazidi, Janice Gillispie Mazidi, Rolin D. McKinlay, *"The 8051 Microcontroller and Embedded Systems"*, Pearson Education, 2nd Edition, 2007.
2. Arshdeep Bahga, Vijay Madisetti, *"Internet of Things: A Hands-on-Approach"*, VPT, 1st Edition, 2014.

REFERENCE BOOKS

1. Wayne Wolf, *"Computers as Components: Principles of Embedded Computer System Design"*, Elsevier, 1st Edition, 2006.

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

MC2303A   **SOFTWARE TESTING AND QUALITY ASSURANCE**   **L T P C**
                                                         3 0 0 3

OBJECTIVES:

● To know the behavior of the testing techniques and to design test cases to detect the errors in the software

● To get insight into the levels of testing in the user environment

● To understand standard principles to check the occurrence of defects and its removal.

● To learn the functionality of automated testing tools to apply in the specialized environment.

● To understand the models and metrics of software quality and reliability.

UNIT I   **TESTING TECHNIQUES & TEST CASE DESIGN**   **9**

Using White Box Approach to Test design - Test Adequacy Criteria – Static Testing Vs. Structural Testing – Code Functional Testing – Coverage and Control Flow Graphs – Covering Code Logic – Paths – Their Role in White box Based Test Design – Code Complexity Testing – Evaluating Test Adequacy Criteria. Test Case Design Strategies – Using Black Box Approach to Test Case Design – Random Testing – Requirements based testing – Boundary Value Analysis –Decision tables – Equivalence Class Partitioning – State based testing – Cause-effect graphing – Error guessing –Case study for Control Flow Graph and State based Testing.

UNIT II   **LEVELS OF TESTING**   **9**

The Need for Levels of Testing- Unit Test Planning –Designing the Unit Tests – The Test Harness – Running the Unit tests and Recording Results – Integration Tests – Designing Integration Tests – Integration Test Planning – Scenario Testing – Defect Bash Elimination. System Testing – Acceptance testing – Performance testing – Regression Testing - Internationalization testing - Ad-hoc testing – Alpha, Beta Tests- Usability and Accessibility Testing – Configuration Testing - Compatibility Testing – Testing the documentation – Website Testing - Case Study for Unit and Integration Testing.

UNIT III   **TESTING FOR SPECIALIZED ENVIRONMENT**   **9**

Testing Client / Server Systems – Testing in a Multiplatform Environment - Testing Object Oriented Software – Object Oriented Testing – Testing Web based systems – Challenges in

Testing for Web-based Software – Quality Aspects – Web Engineering – Case Study for Web Application Testing

UNIT IV   TEST AUTOMATION   9

Selecting and Installing Software Testing Tools - Software Test Automation – Skills needed for Automation – Scope of Automation – Design and Architecture for Automation – Requirements for a Test Tool – Challenges in Automation – Tracking the Bug – Debugging – Case study using Bug Tracking Tool.

UNIT V   SOFTWARE TESTING AND QUALITY METRICS   9

Six-Sigma – TQM - Complexity Metrics and Models –Availability Metrics - Defect Removal Effectiveness - FMEA - Quality Function Deployment – Taguchi Quality Loss Function – Cost of Quality. Case Study for Complexity and Object Oriented Metrics.

TOTAL: 45 PERIODS

OUTCOMES:

- Choose the software testing techniques to cater to the need of the project
- Apply software testing techniques to ensure software performance.
- Apply software testing strategies across different platforms
- Understand the software quality models.
- Use of statistical methods in software quality

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	1	2		3							
CO2	2	3						2				
CO3	3	2	1		3							
CO4	2		3									
CO5	2				3	2						
AVERAGE	2.40	2	2		3	2		2				

TEXT BOOKS

1. Kshirasagar Naik and Priyadarshi Tripathy, *"Software Testing and Quality Assurance Theory and Practice"*, 2nd Edition, John Wiley & Sons, 2011.
2. Ron Patton, *"Software Testing"*, 2nd Edition, Pearson Education, 2007.

REFERENCE BOOKS

1. William E. Lewis, *"Software Testing and Continuous Quality Improvement"*, 3rd Edition, Auerbach Publications, 2011.
2. Glenford J. Myers, Tom Badgett, Corey Sandler, *"The Art of Software Testing"*, 3rd Edition, John Wiley & Sons, 2012.
3. Paul C. Jorgensen, *"Software Testing, A Craftsman's Approach"*, 4th Edition, CRC Press Taylor & Francis Group, 2018.

MC2311A **DATA SCIENCE LABORATORY** **L T P C**

0 0 4 2

OBJECTIVES:

● To provide hands-on cloud and data analytics frameworks and tools.

● To use the Python/R packages for performing analytics.

● To learn using analytical tools for real world problems.

● To familiarize the usage of distributed frameworks for handling voluminous data.

● To write and deploy analytical algorithms as MapReduce tasks.

EXPERIMENTS:

Do the following experiments using R/Python:

1. Download, install and explore the features of R/Python for data analytics.

2. Use the Diabetes data set from UCI and Pima Indians Diabetes data set for performing the following:

a. Univariate Analysis: Frequency, Mean, Median, Mode, Variance, Standard Deviation, Skewness and Kurtosis.

b. Bivariate Analysis: Linear and logistic regression modeling.

c. Multiple Regression Analysis

d. Also compare the results of the above analysis for the two data sets.

3. Apply Bayesian and SVM techniques on Iris and Diabetes data set.

4. Apply and explore various plotting functions on UCI data sets.

Implement the following using Hadoop, Map Reduce, HDFS, Hive:

5. Perform setting up and Installing Hadoop in its two operating modes: pseudo-distributed and fully distributed.

6. Implement the following file management tasks in Hadoop: adding files and directories, Retrieving files and Deleting files

7. (i) Performing a MapReduce Job for word search count (look for specific keywords in a file)

(ii) Implement stop word elimination problem: Input a large textual file containing one sentence per line and a small file containing a set of stop words (one stop word per line) and save the results in an output textual file containing the same sentences of the large input file without the words appearing in the small file.

8. Implement a MapReduce program that processes a weather data set to:

(i) Find average, max and min temperature for each year in National Climate Data Centre data set.

(ii) Filter the readings of a set based on value of the measurement. The program must save the line of input files associated with a temperature value greater than30.0 and store it in a separate file.

9. Install, deploy & configure Apache Spark cluster. Run Apache Spark applications using Scala.

10. Install and run Hive then use Hive to create, alter, and drop databases, tables, views, functions, and indexes.

11. Mini projects on the following:

(i) Simulate a simple recommender system with Amazon product dataset, Social tweet data set etc. on Hadoop.

(ii) Perform a very large text classification run on Hadoop.

TOTAL: 60 PERIODS

OUTCOMES:

1. Install analytical tools and configure distributed file system.
2. Develop and execute analytical procedures in dataset.
3. Develop, implement and deploy simple applications on very large datasets.
4. Implement simple to complex data modeling in NoSQL databases.
5. Develop and deploy simple applications in cloud.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1		2		3							
CO2	2	3	1		3							
CO3	2		3		3							
CO4	2	3	2									
CO5	2		3		3	2						
AVERAGE	1.80	3	2.20		3	2						

MC2312A   **INTERNET OF THINGS LABORATORY**   **L T P C**

                                                          0 0 4 2

OBJECTIVES:

- To learn tools relevant to embedded system and IoT development.
- To write simple assembly programs that uses various features of the processor.
- To design and develop IoT application Arduino/Raspberry pi for real world scenario.

EXPERIMENTS:

PART I:

1. Implement assembly and Interfacing Programs Using Embedded C.

2. Embedded Application Development

        (i) Using Arduino and Raspberry Pi

        (ii) Using Bluemix platform

3. IoT Application Development

        (i) Using sensors and actuators (temperature sensor, light sensor, infrared sensor)

        (ii) Interfacing sensors with Arduino/Raspberry Pi/other equivalent boards

        (iii) Reading data from sensors

4. Explore different communication methods with IoT devices.

5. Collecting and processing data from IoT systems in the cloud using Xively PaaS.

6. Develop IoT applications using Django Framework and Firebase/ Bluemix platform.

                                                          TOTAL: 60 PERIODS

OUTCOMES:

- Write and implement simple assembly programs that use various features of the processor.
- Test and experiment different sensors for application development Arduino/Raspberry Pi/ Equivalent boards.
- Develop IOT applications with different platform and frameworks.
- Understand and apply communication protocols for IOT devices.
- Evaluate the performance of IOT applications in cloud platforms and real time environment

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	3	2	1							
CO2	2	3	3	2	2							
CO3	3	3	3	2	3							
CO4	2	3	3	2	3							
CO5	2	3	3	2	3							
AVERAGE	2.20	2.80	3	2	2.40							

MC2001A   **SOFTWARE PROJECT MANAGEMENT**   **L T P C**
                                                              3 0 0 3

OBJECTIVES:

- To know of how to do project planning for the software process.
- To learn the cost estimation techniques during the analysis of the project.
- To understand the quality concepts for ensuring the functionality of the software

UNIT I   SOFTWARE PROJECT MANAGEMENT CONCEPTS   9

Introduction to Software Project Management: An Overview of Project Planning: Select Project, Identifying Project scope and objectives, infrastructure, project products and Characteristics. Estimate efforts, Identify activity risks, and allocate resources- TQM, Six Sigma, Software Quality: defining software quality, ISO9126, External Standards.

UNIT II   SOFTWARE EVALUATION AND COSTING   9

Project Evaluation: Strategic Assessment, Technical Assessment, cost-benefit analysis, Cash flow forecasting, cost-benefit evaluation techniques, Risk Evaluation. Selection of Appropriate Project approach: Choosing technologies, choice of process models, structured methods

UNIT III   SOFTWARE ESTIMATION TECHNIQUES   9

Software Effort Estimation: Problems with over and under estimations, Basis of software Estimation, Software estimation techniques, expert Judgment, Estimating by analogy. Activity Planning: Project schedules, projects and activities, sequencing and scheduling Activities, networks planning models, formulating a network model, Agile estimation-estimating size with story points, estimating in ideal days, techniques for estimating, re-estimating.

UNIT IV   RISK MANAGEMENT   9

Risk Management: Nature of Risk, Managing Risk, Risk Identification and Analysis, Reducing the Risk. Resource Allocation: Scheduling resources, Critical Paths, Cost scheduling, Monitoring and Control: Creating Framework, cost monitoring, prioritizing monitoring

UNIT V   GLOBALIZATION ISSUES IN PROJECT MANAGEMENT   9

Globalization issues in project management: Evolution of globalization- challenges in building global teams-models for the execution of some effective management techniques for managing global teams. Impact of the internet on project management: Introduction – the effect of internet on project management – managing projects for the internet – effect on project management activities. Comparison of project management software's: dot Project, Launch pad, openProj. Case study: PRINCE2

TOTAL: 45 PERIODS

OUTCOMES:

- Understand the activities during the project scheduling and quality standards of the software projects of any software application.

- Learn the evaluation techniques and the risk management activities for the projects.

- Apply the software estimation and resource allocation of any software application

- Acquire knowledge and skills needed for the construction of highly reliable software project

- To perform reliable, replicable cost estimation that links to the requirements of project planning and managing

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1			2		2							
CO2		2		2								
CO3	3		3									
CO4	3					3						
CO5			3								3	
AVERAGE	3	2	2.67	2	2	3					3	

TEXT BOOKS

1. Bob Hughes & Mike Cotterell, *"Software Project Management"*, Tata McGraw-Hill Publications, Fifth Edition, 2012.
2. Mike Cohn, *"Agile Estimating & Planning"*, Pearson Education, Third Impression, 2012.

REFERENCE BOOKS

1. Gopalaswamy Ramesh, *"Managing Global Software Projects"*, Tata McGraw Hill Publishing Company, First Edition, 2006.
2. S. A. Kelkar, *"Software Project Management"*, PHI, New Delhi, Third Edition, 2013.
3. Marvin Gechman, *"Project Management of Large Software-Intensive Systems, Controlling the Software Development Process"*, CRC Press, Taylor & Francis Group, First Edition, 2019.
4. Darrell Harris, *"Agile Project Management: Complete Beginner's Guide to Software Development and Step-By-Step Agile Project Management"*, Independently Published, First Edition, 2020.

MC2002A   **AGILE METHODOLOGIES**   **L T P C**
                                                                     3 0 0 3

OBJECTIVES:

- To provide students with a theoretical as well as practical understanding of agile software development practices and how small teams can apply them to create high-quality software.

- To provide a good understanding of software design and a set of software technologies and APIs.

- To do a detailed examination and demonstration of Agile development and testing techniques.

- To understand the benefits and pitfalls of working in an Agile team.

- To understand Agile development and testing

UNIT I   **AGILE METHODOLOGY**   **9**
Theories for Agile Management – Agile Software Development – Traditional Model vs. Agile Model - Classification of Agile Methods – Agile Manifesto and Principles – Agile Project Management – Agile Team Interactions – Ethics in Agile Teams - Agility in Design, Testing – Agile Documentations – Agile Drivers, Capabilities and Values

UNIT II   **AGILE PROCESSES**   **9**
Lean Production - SCRUM, Crystal, Feature Driven Development- Adaptive Software Development - Extreme Programming: Method Overview – Lifecycle – Work Products, Roles and Practices

UNIT III   **AGILITY AND KNOWLEDGE MANAGEMENT**   **9**
Agile Information Systems – Agile Decision Making – Earl's Schools of KM – Institutional Knowledge Evolution Cycle – Development, Acquisition, Refinement, Distribution, Deployment, Leveraging – KM in Software Engineering – Managing Software Knowledge – Challenges of Migrating to Agile Methodologies – Agile Knowledge Sharing – Role of Story-Cards – Story-Card Maturity Model (SMM)

UNIT IV   **AGILITY AND REQUIREMENTS ENGINEERING**   **9**
Impact of Agile Processes in RE–Current Agile Practices – Variance – Overview of RE Using Agile – Managing Unstable Requirements – Requirements Elicitation – Agile Requirements Abstraction Model – Requirements Management in Agile Environment, Agile Requirements Prioritization – Agile Requirements Modeling and Generation – Concurrency in Agile Requirements Generation

UNIT V   **AGILITY AND QUALITY ASSURANCE**   **9**

Agile Product Development – Agile Metrics – Feature Driven Development (FDD) – Financial and Production Metrics in FDD – Agile Approach to Quality Assurance - Test Driven Development – Agile Approach in Global Software Development - Agile Scrum - Scrum Master – Scaling Projects using Scrum

TOTAL: 45 PERIODS

OUTCOMES:

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

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1		2		2								
CO2		2		2								
CO3	3		3									
CO4	3				3							
CO5			3									3
AVERAGE	3	2	3	2	3							3

TEXT BOOKS

1. Craig Larman, *Agile and Iterative Development: A Manager's Guide*, Pearson Education, Second Impression, 2007.

REFERENCE BOOKS

1. David J. Anderson and Eli Schragenheim, *Agile Management for Software Engineering: Applying the Theory of Constraints for Business Results*, Illustrated Edition, Prentice Hall PTR, 2004.
2. Orit Hazza and Yael Dubinsky, *Agile Software Engineering*, Undergraduate Topics in Computer Science, Springer Verlag, First Edition, 2009.
3. Kevin C. Desouza, *Agile Information Systems: Conceptualization, Construction, and Management*, Elsevier, Butterworth-Heinemann, First Edition, 2007.
4. Ken Schwaber, *Agile Project Management with Scrum*, Illustrated, Revised Edition, Microsoft Press, 2004.

5. Konnor Cluster, *Agile Project Management: Learn How To Manage a Project With Agile Methods, Scrum, Kanban and Extreme Programming*, Independently Published, First Edition, 2019.

MC2003A	E-LEARNING	L T P C
		3 0 0 3

OBJECTIVES:

- To learn the various E-learning approaches andComponents.

- To explore DesignThinking.

- To understand the types of design models ofE-learning.

- To learn about E-learning Authoringtools.

- To know about evaluation and management of E-learning solutions

UNIT I   INTRODUCTION   9

Need for E-Learning – Approaches of E-Learning – Components of E-Learning – synchronous and Asynchronous Modes of Learning – Quality of E-Learning – Blended Learning: Activities, Team and Technology – Work Flow to Produce and Deliver E-Learning Content – Design Thinking: Introduction – Actionable Strategy – Act to Learn – Leading Teams to Win.

UNIT II   DESIGNING E-LEARNINGCOURSECONTENT   9

Design Models of E-Learning – Identifying and Organizing E-Learning Course Content: Needs Analysis – Analyzing the Target Audience – Identifying Course Content – Defining Learning Objectives – Defining the Course Sequence – Defining Instructional Methods – Defining Evaluation and Delivery Strategies – Case Study.

UNIT III   CREATINGINTERACTIVECONTENT   9

Preparing Content: Tips for Content Development and Language Style – Creating Storyboards: Structure of an Interactive E-Lesson – Techniques for Presenting Content – Adding Examples – Integrating Multimedia Elements – Adding Examples – Developing PracticeandAssessmentTests–AddingAdditionalResources–CoursewareDevelopment Authoring Tools – Types of Authoring Tools – Selecting an AuthoringTool.

UNIT IV   LEARNINGPLATFORMS   9

Types of Learning Platforms – Proprietary Vs. Open – Source LMS – LMS Vs LCMS – Internally Handled and Hosted LMS – LMS Solutions – Functional Areas of LMS.

UNIT V   COURSE DELIVERYAND EVALUATION   9

Components of an Instructor-Led or Facilitated Course – Planning and Documenting Activities – Facilitating Learners Activities – E-Learning Methods and Delivery Formats – Using Communication Tools for E-Learning – Course Evaluation.

TOTAL: 45 PERIODS

OUTCOMES: On completion of course, the students will be able to:

- Distinguish the phases of activities in models of E-learning.
- Identify appropriate instructional methods and delivery strategies.
- Choose appropriate E-learning Authoring tools.
- Create interactive E-learning courseware.
- Evaluate the E-learning courseware.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	2									2
CO2	2	2	3	2						2		2
CO3	2		2		3							2
CO4	2	2	3	2	3				2	2	2	2
CO5	2	2	2	3	2			2		2	2	3
AVERAGE	2.2	2	2.4	2.3	2.7			2	2	2	2	2.2

TEXT BOOK

1. Clark, R. C., Mayer, R. E., *E-Learning and the Science of Instruction*, Third Edition, 2011.

REFERENCE BOOKS

1. Crews, T. B., Sheth, S. N., Horne, T. M., *Understanding the Learning Personalities of Successful Online Students*, 1st Edition, Educause Review, 2014.
2. Johnny Schneider, *Understanding Design Thinking, Lean and Agile*, 1st Edition, O'Reilly Media, 2017.
3. Madhuri Dubey, *Effective E–learning Design, Development and Delivery*, 1st Edition, University Press, 2011.

MC2004A   ACCOUNTING AND FINANCIAL MANAGEMENT FOR APPLICATION DEVELOPMENT

L T P C
3 0 0 3

OBJECTIVES:

- To understand the basic principles of Double entry system and preparation of balance sheet.

- To understand partnership accounts

- To understand the process of estimating the depreciation of a particular asset.

- To understand single entry accounting

UNIT I   INTRODUCTION TO ACCOUNTING   9
Meaning and scope of Accounting, Basic Accounting Concepts and Conventions – Objectives of Accounting – Accounting Transactions – Double Entry Book Keeping – Journal, Ledger, Preparation of Trial Balance – Preparation of Cash Book.

UNIT II   FINAL ACCOUNTS   9
Preparation of Final Accounts of a Sole Trading Concern – Adjustments Receipts and Payments Account, Income & Expenditure Account and Balance Sheet of Non Trading Organizations

UNIT III   PARTNERSHIP ACCOUNTS   9
Partnership Accounts-Final accounts of partnership firms – Basic concepts of admission, retirement and death of a partner including treatment of goodwill - rearrangement of capitals. (Simple problems on Partnership Accounts).

UNIT IV   DEPRECIATION   9
Depreciation – Meaning, Causes, Types – Straight Line Method – Written Down Value Method, Insurance Policy Method, Sinking Fund Method & Annuity Method. Insurance claims – Average Clause (Loss of stock & Loss of Profit)

UNIT V   SINGLE ENTRY ACCOUNTING   9
Single Entry – Meaning, Features, Defects, Differences between Single Entry and Double Entry System – Statement of Affairs Method – Conversion Method

TOTAL: 45 PERIODS

OUTCOMES:

- Able to understand the basics of accounting

- Able to understand balance sheet preparation and do analysis

- Able to understand the partnership accounts

- Able to appreciate and depreciate the assets of an organization in accounting

- Able to understand Single Entry Accounting

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2						2				2
CO2	3	3	2	2				2		2	3	2
CO3	2	2	2					2			2	2
CO4	2	2		2				2			2	2
CO5	2	2						2			2	2
AVERAGE	2.4	2.2	2	2				2		2	2.25	2

TEXT BOOKS

1. R.L. Gupta & V.K. Gupta, *Advanced Accounting*, Sultan Chand & Sons, New Delhi, Fourteenth Revised and Enlarged Edition, 2019.

2. Jain & Narang, *Financial Accounting*, Kalyani Publishers, New Delhi, Twelfth Edition, 2014.

REFERENCE BOOKS

1. T.S. Reddy & A. Murthy, *Financial Accounting*, Margham Publications, Chennai, 6th Edition, 2012.

2. Shukla & Grewal, *Advanced Accounting*, S Chand, New Delhi, 19th Edition, 2017.

3. Nirmal Gupta, *Financial Accounting*, Ane Books India, New Delhi, Fifth Edition, 2012.

MC2005A	ADVANCES IN OPERATING SYSTEMS	L T P C
		3 0 0 3

OBJECTIVES:

● To learn the fundamentals of Operating Systems

● To gain knowledge on Distributed operating system concepts that includes architecture, Mutual exclusion algorithms, Deadlock detection algorithms and agreement protocols

● To gain insight on to the distributed resource management components viz. the algorithms for implementation of distributed shared memory, recovery and commit protocols

● To know the components and management aspects of Real time, Mobile operating systems

UNIT I   FUNDAMENTALS OF OPERATING SYSTEMS   9

Overview – Synchronization Mechanisms – Processes and Threads - Process Scheduling – Deadlocks: Detection, Prevention and Recovery – Models of Resources – Memory Management Techniques.

UNIT II   DISTRIBUTED OPERATING SYSTEMS   9

Issues in Distributed Operating System – Architecture – Communication Primitives – Lamport's Logical clocks – Causal Ordering of Messages – Distributed Mutual Exclusion Algorithms – Centralized and Distributed Deadlock Detection Algorithms – Agreement Protocols

UNIT III   DISTRIBUTED RESOURCE MANAGEMENT   9

Distributed File Systems – Design Issues - Distributed Shared Memory – Algorithms for Implementing Distributed Shared memory–Issues in Load Distributing – Scheduling Algorithms – Synchronous and Asynchronous Check Pointing and Recovery – Fault Tolerance – Two-Phase Commit Protocol – Nonblocking Commit Protocol – Security and Protection

UNIT IV   REAL TIME AND MOBILE OPERATING SYSTEMS   9

Basic Model of Real Time Systems - Characteristics- Applications of Real Time Systems – Real Time Task Scheduling - Handling Resource Sharing - Mobile Operating Systems – Micro Kernel Design - Client Server Resource Access – Processes and Threads - Memory Management - File system.

UNIT V   CASE STUDIES   9

Linux System: Design Principles - Kernel Modules - Process Management Scheduling - Memory Management - Input-Output Management - File System – Interprocess Communication. iOS and Android: Architecture and SDK Framework - Media Layer - Services Layer - Core OS Layer - File System.

TOTAL: 45 PERIODS

OUTCOMES:

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

- Discuss the various synchronization, scheduling and memory management issues
- Demonstrate the Mutual exclusion, Deadlock detection and agreement protocols of Distributed operating system
- Discuss the various resource management techniques for distributed systems
- Identify the different features of real time and mobile operating systems
- Install and use available open source kernel

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2								2
CO2	3	3	2	3								2
CO3	3	3	3	2	2							2
CO4	2	2	3	2	2					2		2
CO5	2	2	3	2	3			2	2	2		3
AVERAGE	2.6	2.6	2.6	2.2	2.3			2	2	2		2.2

TEXT BOOKS

1. Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, *Operating System Concepts – Essentials*, Ninth Edition, John Wiley & Sons, 2013.

2. Mukesh Singhal, Niranjan G. Shivaratri, *Advanced Concepts in Operating Systems – Distributed, Database, and Multiprocessor Operating Systems*, Tata McGraw-Hill, First Edition, 1994.

REFERENCE BOOKS

1. Love Robert, *Linux Kernel Development*, Pearson Education India, Third Edition, 2018.

2. Neil Smyth, *iPhone iOS 4 Development Essentials – Xcode*, Fourth Edition, Payload Media, 2011.

3. Rajib Mall, *Real-Time Systems: Theory and Practice*, Pearson Education India, First Edition, 2006.

4. Daniel P. Bovet, Marco Cesati, *Understanding the Linux Kernel*, 3rd Edition, O'Reilly, 2005.

MC2006A   **COMPILER OPTIMIZATION TECHNIQUES**   **L T P C**
                                                                   3 0 0 3

OBJECTIVES:

● To understand the optimization techniques used in compiler design.

● To be aware of the various computer architectures that support parallelism.

● To become familiar with the theoretical background needed for code optimization.

● To understand the techniques used for identifying parallelism in a sequential program.

● To learn the various optimization algorithms.

UNIT I   INTRODUCTION   9

Language Processors - The Structure of a Compiler – The Evolution of Programming Languages - The Science of Building a Compiler – Applications of Compiler Technology Programming Language Basics - The Lexical Analyzer Generator -Parser Generator - Overview of Basic Blocks and Flow Graphs - Optimization of Basic Blocks - Principle Sources of Optimization.

UNIT II   INSTRUCTION-LEVEL PARALLELISM   9

Processor Architectures – Code-Scheduling Constraints – Basic-Block Scheduling –Global Code Scheduling – Software Pipelining.

UNIT III   OPTIMIZING FOR PARALLELISM AND LOCALITY-THEORY   9

Basic Concepts – Matrix-Multiply: An Example - Iteration Spaces - Affine Array Indexes – Data Reuse Array data dependence Analysis.

UNIT IV   OPTIMIZING FOR PARALLELISM AND LOCALITY APPLICATION   9

Finding Synchronization - Free Parallelism – Synchronization between Parallel Loops – Pipelining – Locality Optimizations – Other Uses of Affine Transforms.

UNIT V   INTERPROCEDURAL ANALYSIS   9

Basic Concepts – Need for Interprocedural Analysis – A Logical Representation of Data Flow – A Simple Pointer-Analysis Algorithm – Context Insensitive Interprocedural Analysis - Context - Sensitive Pointer-Analysis - Datalog Implementation by Binary Decision Diagrams.

TOTAL: 45 PERIODS

OUTCOMES:

On completion of the course the students should be able to:

- Identify the various sources of optimization

- identify the constraints and architectures of parallel execution of instructions

- identify the sources of optimization of parallel execution of instructions

- apply the process of optimization using various techniques

- Implement optimization techniques

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	2							2
CO2	3	3	2	2	3							2
CO3	3	3	3	2	3							2
CO4	3	3	3	3	3	2			2	2		3
CO5	3	3	3	3	3	2			2	2	2	3
AVERAGE	3	3	2.6	2.4	2.8	2			2	2	2	2.4

TEXT BOOKS

1. Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, *Compilers: Principles, Techniques and Tools*, Second Edition, Pearson Education, 2008.

REFERENCE BOOKS

1. Randy Allen, Ken Kennedy, *Optimizing Compilers for Modern Architectures: A Dependence-based Approach*, Morgan Kaufmann Publishers, First Edition, 2002.

2. Steven S. Muchnick, *Advanced Compiler Design and Implementation*, Morgan Kaufmann Publishers - Elsevier Science, Indian Reprint, 2003.

MC2007A   **C# AND .NET PROGRAMMING**   **L T P C**
                                                                    3 0 0 3

OBJECTIVES:

- To learn the technologies of the .NET framework.

- To cover all segments of programming in C# starting from the language basis, followed by the object oriented programming concepts.

- To update and enhance skills in writing Windows applications, ADO.NET and ASP .NET.

- To introduce advanced topics namely data connectivity, WPF, WCF and WPF with C# and .NET 4.5.

- To implement mobile applications using .Net Compact Framework.

UNIT I   C# LANGUAGE BASICS   9

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

UNIT II   C# ADVANCED FEATURES   9

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

UNIT III   BASE CLASS LIBRARIES AND DATA MANIPULATION   9

Diagnostics Tasks – Threads and Synchronization – Manipulating XML – SAX and DOM – Manipulating files and the Registry – Transactions – Data access with ADO.NET: Introduction, LINQ to Entities and the ADO.NET Entity Framework, Querying a Database with LINQ – Creating the ADO.NET Entity Data Model Class Library, Creating a Windows Forms Project – Data Bindings between Controls and the Entity Data Model – Dynamically Binding Query Results.

UNIT IV   WINDOW AND WEB BASED APPLICATIONS   9

Window Based Applications – Core ASP.NET – ASP.NET Web Forms – Server Controls, Data Binding – ASP.NET State Management, Tracing, Caching, Error Handling, Security, Deployment, User and Custom Controls – Windows Communication Foundation (WCF) – Introduction to Web Services.

UNIT V   .NET COMPACT FRAMEWORK 9

Reflection – .Net Remoting-.Net Security – Localization – Peer-to-Peer Networking – Building P2P Applications – .Net Compact Framework – Compact Edition DataStores – Testing and Debugging – Optimizing performance – Packaging and Deployment.

TOTAL: 45 PERIODS

OUTCOMES:

Up on completion of the course, the student will be able to:

● Understand the difference between .NET and Java framework.

● Work with the basic and advanced features of C# language.

● Create applications using various data providers.

● Create web application using ASP.NET.

● Create mobile application using .NET compact framework.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	2			1		1		2
CO2	3	3	3	2	3				1	1		2
CO3	3	3	3	2	3	2			2	2	2	3
CO4	3	3	3	2	3	2	2	1	2	3	2	3
CO5	3	3	3	2	3	2	2		2	2	2	3
AVERAGE	3	3	2.8	2	2.8	2	2	1	1.75	1.8	2	2.6

TEXT BOOK

1. Christian Nagel, Bill Evjen, Jay Glynn, Karli Watson, Morgan Skinner, *Professional C# and .NET 4.5*, Wiley, First Edition, 2012.

REFERENCE BOOKS

1. Andrew Troelsen, *Pro C# 5.0 and the .NET 4.5 Framework*, Apress publication, First Edition, 2012.

2. Ian Gariffiths, Mathew Adams, Jesse Liberty, *Programming C# 4.0*, O'Reilly, Sixth Edition, 2010.

3. Andy Wigley, Daniel Moth, Peter Foot, *Mobile Development Handbook*, Microsoft Press, 2nd Edition, 2011.

4. Herbert Schildt, *C# - The Complete Reference*, Tata McGraw Hill, First Edition, 2010.

MC2008A   **WIRELESS NETWORKING**   **L T P C**
                                                       3 0 0 3

OBJECTIVES:

The student should be made:

● To understand the concept about Wireless networks, protocol stack and standards

● To understand and analyse the network layer solutions for Wireless networks

● To study about fundamentals of 3G Services, its protocols and applications

● To learn about evolution of 4G Networks, its architecture and applications

● To explore the architecture of 5G, 5G Modulation Schemes and to analyse the concept of MIMO and other research areas in 5G

UNIT I   **WIRELESS LAN**   **9**

Introduction-WLAN technologies: Infrared, UHF narrowband, spread spectrum, IEEE802.11: System architecture, protocol architecture, 802.11b, 802.11a – Hiper LAN: WATM, BRAN, HiperLAN2 – Bluetooth: Architecture, WPAN – IEEE 802.15.4, Wireless USB, Zigbee, 6LoWPAN, WirelessHART- IEEE802.16-WIMAX: Physical layer, MAC, Spectrum allocation for WIMAX

UNIT II   **MOBILE NETWORK LAYER**   **9**

Introduction - Mobile IP: IP packet delivery, Agent discovery, tunneling and encapsulation, IPV6-Network layer in the internet- Mobile IP session initiation protocol - mobile ad-hoc network: Routing: Destination Sequence distance vector, Dynamic source routing, IoT: CoAP. TCP enhancements for wireless protocols

UNIT III   **3G OVERVIEW**   **9**

Overview of UTMS Terrestrial Radio access network-UMTS Core network Architecture: 3G-MSC, 3G-SGSN, 3G-GGSN, 3GPP Architecture, SMS-GMSC/SMS-IWMSC, Firewall, DNS/DHCP-High speed Downlink packet access (HSDPA)- LTE network architecture and protocol, User equipment, CDMA2000 overview- Radio and Network components, Network structure, Radio Network, TD-CDMA, TD – SCDMA

UNIT IV   **4G NETWORKS**   **9**

Introduction – 4G vision – 4G features and challenges - Applications of 4G – 4G Technologies: Cognitive Radio, IMS Architecture, LTE, Advanced Broadband Wireless Access and Services, MVNO.

UNIT V   **5G NETWORKS**   **9**

Introduction to 5G, vision and challenges, 5G NR – New Radio – air interface of 5G, radio access, Ultra-Dense Network Architecture and Technologies for 5G- Generalized frequency division multicarrier (GFDM)- Principles, Transceiver Block diagram-MIMO in LTE,

Theoretical background, Single user MIMO, Multi-user MIMO, Capacity of massive MIMO: a summary, Basic forms of massive MIMO implementation.

TOTAL: 45 PERIODS

OUTCOMES:

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

- Conversant with the latest 3G/4G networks and its architecture

- Design and implement wireless network environment for any application using latest wireless protocols and standards

- Ability to select the suitable network depending on the availability and requirement

- Implement different type of applications for smart phones and mobile devices with latest network strategies

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1			2		2							
CO2		2		2								
CO3	3		3									
CO4	3					3						
CO5			3						3			
AVERAGE	3	2	2.67	2	2	3			3			

TEXT BOOK

1. Jochen Schiller, *Mobile Communications*, Second Edition, Pearson Education, 2012.

REFERENCE BOOKS

1. Vijay Garg, *Wireless Communications and Networking*, First Edition, Elsevier, 2007.

2. Afif Osseiran, Jose F. Monserrat, Patrick Marsch, *5G Mobile and Wireless Communications Technology*, Cambridge University Press, First Edition, 2016.

3. Clint Smith, Daniel Collins, *Wireless Networks*, 3rd Edition, McGraw-Hill Education, 2014.

4. Anurag Kumar, D. Manjunath, Joy Kuri, *Wireless Networking*, First Edition, Elsevier, 2011.

5. Xiang, W., Zheng, K., Shen, X. S., *5G Mobile Communications*, Springer, First Edition, 2016.

6. Saad Z. Asif, *5G Mobile Communication, Concepts and Challenges*, First Edition, CRC Press.

7. Thomas L. Marzetta, Erik G. Larsson, Hong Yang, Hien Quoc Ngo, *Fundamentals of Massive MIMO*, Cambridge University Press, First Edition, 2018.

MC2009A   **WEB DESIGN**   **L T P C**
                                                           3 0 0 3

OBJECTIVES:

- To understand the concepts and architecture of the World Wide Web.

- To understand and practice markup languages

- To understand and practice embedded dynamic scripting on client-side Internet

- Programming

- To understand and practice web development techniques on client-side.

- The objective is to enable the students to understand the Organizational Behaviour, and Organizational Change and dynamic of groups.

UNIT I   INTRODUCTION TO WWW   9

Understanding the working of Internet-Web Application Architecture-Brief history of Internet-Web Standards – W3C-Technologies involved in Web development – Protocols-Basic Principles involved in developing a website-Five Golden Rules of Web Designing.

UNIT II   UI DESIGN   9

HTML Documents-Understanding markup languages-Structure of HTML Documents-Markup Tags-Basic markup tags-Working with Text-Working with Images-Hyperlinks -Images-Tables-List-SVG-Advanced HTML- Iframes-HTML5 Video and Audio tags

Cascading Style Sheet: Need for CSS - Importance of separating document structuring and styling-Basic CSS selectors and properties-CSS properties for text (Color, font, weight, align, etc.) and working with colors-Selecting with classes, IDs, tags-CSS Specificity-Ways of linking CSS to HTML-CSS Pseudo selectors-Understanding the box model - Margins, padding and border – Inline and block elements -Structuring pages using Semantic Tags

UNIT III   WEB PAGE LAYOUTS WITH CSS3   9

Positioning with CSS – Positions, Floats, z-index-Layouts with Flexbox –Responsive web design with media queries-Advanced CSS Effects – Gradients, opacity, box-shadow-CSS3 Animations – Transforms and Transitions-CSS Frameworks – Bootstrap

UNIT IV   JAVA SCRIPT   9

Basic JavaScript syntax-JavaScript Objects and JSON-Understanding the DOM-JavaScript Events and Input validation-Modifying CSS of elements using JavaScript-JavaScript Local Storage and Session Storage-Cross domain data transfer with AJAX-Using JQuery to add interactivity-JQuery Selectors-JQuery Events-Modifying CSS with JQuery -Adding and removing elements with JQuery-AJAX with JQuery-Animations with JQuery (hide, show, animate, fade methods, Slide Method)

UNIT V   SERVER-SIDE PROGRAMMING WITH PHP   9

PHP basic syntax-PHP Variables and basic data structures-Using PHP to manage form submissions-File Handling -Cookies and Sessions with PHP-Working with WAMP and PHPMYADMIN-Establishing connectivity with MySQL using PHP

.**TOTAL: 45 PERIODS**

OUTCOMES:

- Understand the principles to design a website.

- Create webpages using HTML and CSS.

- Interactivity to websites using simple scripts

- Develop a dynamic webpage using java script.

- Apply PHP and databases to develop server side application.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	3									
CO2	3	2	3									
CO3		2			3			1				2
CO4		2			3							2
CO5	3	2	3					1				
AVERAGE	3	2	3		3			1				2

TEXT BOOK

1. Robin Nixon, *Learning PHP, MySQL, JavaScript & CSS: A Step-by-Step Guide to Creating Dynamic Websites*, O'Reilly Publications, 2nd Edition, 2018.

REFERENCE BOOKS

1. David Flanagan, *JavaScript: The Definitive Guide*, 7th Edition, O'Reilly Publications, 2020.

2. Danny Goodman, *Dynamic HTML: The Definitive Reference: A Comprehensive Resource for XHTML, CSS, DOM, JavaScript*, O'Reilly Publications, 3rd Edition, 2007.

3. Keith J. Grant, *CSS in Depth*, Manning Publications, 1st Edition, 2018.

4. Elizabeth Castro, *HTML5 & CSS3 Visual Quick Start Guide*, Peachpit Press, 7th Edition, 2012.

5. Harvey Deitel & Associates, *Internet and World Wide Web: How to Program*, Fifth Edition, Pearson Education, 2012.

6. Mozilla Developer Network (MDN), https://developer.mozilla.org/en-US/

7. Shay Howe, *Learn to Code HTML & CSS*, https://learn.shayhowe.com/

MC2010A	BIG DATA ANALYTICS	LT P C
		3 0 0 3

OBJECTIVES:

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

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

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

UNIT III   ASSOCIATION AND RECOMMENDATION SYSTEM   9
Advanced Analytical Theory and Methods: Association Rules – Overview – Apriori Algorithm – Evaluation of Candidate Rules – Applications of Association Rules – Finding Association& finding similarity – Recommendation System: Collaborative Recommendation- Content Based Recommendation – Knowledge Based Recommendation- Hybrid Recommendation Approaches.

UNIT IV   STREAM MEMORY   9
Introduction to Streams Concepts – Stream Data Model and Architecture – Stream Computing,
Sampling Data in a Stream – Filtering Streams – Counting Distinct Elements in a Stream – Estimating
moments – Counting oneness in a Window – Decaying Window – Real time Analytics Platform(RTAP) applications – Case Studies – Real Time Sentiment Analysis, Stock Market Predictions. Using Graph Analytics for Big Data: Graph Analytics

UNIT V   NOSQL DATA MANAGEMENT FOR BIG DATA AND VISUALIZATION 9
NoSQL Databases : Schema-less Models‖: Increasing Flexibility for Data Manipulation-Key Value Stores- Document Stores – Tabular Stores – Object Data Stores – Graph Databases Hive – Sharding –-Hbase – Analyzing big data with twitter – Big data for E-Commerce Big data for blogs – Review of Basic Data Analytic Methods using R.

TOTAL: 45 PERIODS

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

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

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3			2	2							2
CO2	3	3		2								
CO3	3	2	3									
CO4	2				2							
CO5	3	2										
AVERAGE	**2.8**	**2.3**	**3**	**2**	**2**							**2**

TEXT BOOK

1. Jure Leskovec, Anand Rajaraman, Jeffrey David Ullman, *Mining of Massive Datasets*, Cambridge University Press, 2nd Edition, 2016.

REFERENCE BOOKS

1. David Loshin, *Big Data Analytics: From Strategic Planning to Enterprise Integration with Tools, Techniques, NoSQL, and Graph*, Morgan Kaufmann/Elsevier Publishers, First Edition, 2013.

2. EMC Education Services, *Data Science and Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data*, Wiley Publishers, First Edition, 2015.

3. Bart Baesens, *Analytics in a Big Data World: The Essential Guide to Data Science and its Applications*, Wiley Publishers, First Edition, 2014.

4. Dietmar Jannach, Markus Zanker, *Recommender Systems: An Introduction*, Cambridge University Press, First Edition, 2010.

5. Kim H. Pries, Robert Dunnigan, *Big Data Analytics: A Practical Guide for Managers*, CRC Press, First Edition, 2015.

MC2011A   **SOCIAL NETWORK ANALYTICS**   **L T P C**
                                                                    3 0 0 3
OBJECTIVES:

- To gain knowledge about social networks, its structure and their data sources.

- To study about the knowledge representation technologies for social network analysis.

- To analyse the data left behind in social networks.

- To gain knowledge about the community maintained social media resources.

- To learn about the visualization of social networks.

UNIT I   INTRODUCTION TO SEMANTIC WEB   9

The development of Semantic Web – Emergence of the Social Web – The Development of Social Network Analysis – Basic Graph Theoretical Concepts of Social Network Analysis – Electronic Sources for Network Analysis – Electronic Discussion Networks, Blogs and Online Communities, Web-based Networks.

UNIT II   KNOWLEDGE REPRESENTATION ON THE SEMANTIC WEB   9

Ontology-based knowledge Representation – Ontology languages for the Semantic Web: RDF and OWL–Modeling Social Network Data – Network Data Representation, Ontological Representation of Social Individuals and Relationships –Aggregating and Reasoning with Social Network Data.

UNIT III   SOCIAL NETWORK MINING   9

Detecting Communities in Social Network – Evaluating Communities –Methods for Community Detection – Applications of Community Mining Algorithms – Tools for detecting communities – Application: Mining Facebook - Exploring Facebook's social Graph API – Analyzing social graph connections

UNIT IV   COMMUNITY MAINTAINED SOCIAL MEDIA RESOURCES   9

Community Maintained Resources – Supporting technologies for community maintained resources– User motivations-Location based social interaction – location technology– mobile location sharing – Social Information Sharing and social filtering – Automated recommender system.

UNIT V   VISUALIZATION OF SOCIAL NETWORKS   9

Visualization of Social Networks - Node-Edge Diagrams – Random Layout – Force-Directed Layout – Tree Layout – Matrix Representations –Matrix and Node-Link Diagrams – Hybrid Representations – Visualizing Online Social Networks.

                                                        TOTAL: 45 PERIODS

OUTCOMES:

Up on completion of the course, the students will be able to:

- Explain the basic principles behind network analysis algorithms.

- Model and represent knowledge for social semantic Web.

- Use extraction and mining tools for analyzing Social networks.

- Discuss about community maintained social media resources.

- Develop personalized visualization for Social networks.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2		2								2
CO2	3	2	2									
CO3	3	3	2		2							
CO4	2	2		2								
CO5	3	2										2
AVERAGE	2.8	2.2	2	2	2							2

TEXT BOOK

1. Matthew A. Russell, *Mining the Social Web: Data Mining Facebook, Twitter, LinkedIn, Google+, Github and more*, O'Reilly, Third Edition, 2018.

REFERENCE BOOKS

1. Charu Aggarwal, *Social Network Data Analytics*, Springer, First Edition, 2014.
2. Jennifer Golbeck, *Analyzing the Social Web*, Waltham, MA: Morgan Kaufmann (Elsevier), First Edition, 2013.
3. Borko Furht, *Handbook of Social Network Technologies and Applications*, Springer, First Edition, 2010.
4. Peter Mika, *Social Networks and the Semantic Web*, Springer, First Edition, 2007.
5. Stanley Wasserman, Katherine Faust, *Social Network Analysis: Methods and Applications*, Cambridge University Press, First Edition, 1999.

MC2012A   **BIO INSPIRED COMPUTING**   **L T P C**
                                                                   3 0 0 3

OBJECTIVES:

- To Learn bio-inspired theorem and algorithms
- To Understand random walk and simulated annealing
- To Learn genetic algorithm and differential evolution
- To Learn swarm optimization and ant colony for feature selection
- To understand bio-inspired application in various fields

UNIT I   INTRODUCTION   9
Introduction to algorithm - Newton ' s method - optimization algorithm - No-Free-Lunch Theorems - Nature-Inspired Metaheuristics -Analysis of Algorithms -Nature Inspires Algorithms -Parameter tuning and parameter control.

UNIT II   RANDOM WALK AND ANEALING   9
Random variables - Isotropic random walks - Levy distribution and flights - Markov chains - step sizes and search efficiency - Modality and intermittent search strategy - importance of randomization- Eagle strategy-Annealing and Boltzmann Distribution - parameters -SA algorithm - Stochastic Tunneling.

UNIT III   GENETIC ALOGORITHMS AND DIFFERENTIAL EVOLUTION   9
Introduction to genetic algorithms and - role of genetic operators - choice of parameters - GA varients - schema theorem - convergence analysis - introduction to differential evolution - varients - choice of parameters - convergence analysis - implementation.

UNIT IV   SWARM OPTIMIZATION AND FIREFLY ALGORITHM   9
Swarm intelligence - PSO algorithm - accelerated PSO - implementation - convergence analysis - binary PSO - The Firefly algorithm - algorithm analysis - implementation - variants-Ant colony optimization toward feature selection.

UNIT V   APPLICATIONS OF BIO INSPIRED COMPUTING   9
Improved Weighted Thresholded Histogram Equalization Algorithm for Digital Image Contrast Enhancement Using Bat Algorithm - Ground Glass Opacity Nodules Detection and Segmentation using Snake Model - Mobile Object Tracking Using Cuckoo Search- Bio inspired algorithms in cloud computing- Wireless Sensor Networks using Bio inspired Algorithms
                                                             TOTAL: 45 PERIODS

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

- Implement and apply bio-inspired algorithms
- Explain random walk and simulated annealing
- Implement and apply genetic algorithms
- Explain swarm intelligence and ant colony for feature selection
- Apply bio-inspired techniques in various fields.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	2	2	2	2	1					2
CO2	3	2	2	2	2							2
CO3	3	3	3	2	2	2						2
CO4	3	3	3	2	2	2						2
CO5	3	3	3	2	2	2						2
AVERAGE	3	2.6	2.6	2	2		1					2

TEXT BOOK
1. Xin-She Yang, *Nature Inspired Optimization Algorithm*, Elsevier, First Edition, 2014.

REFERENCE BOOKS
1. Eiben, A. E., Smith, James E., *Introduction to Evolutionary Computing*, Springer, 2nd Edition, 2015.
2. Helio J. C. Barbosa, *Ant Colony Optimization - Techniques and Applications*, Intech, First Edition, 2013.
3. Xin-She Yang, Jaao Paulo Papa, *Bio-Inspired Computing and Applications in Image Processing*, Elsevier, First Edition, 2016.
4. Yang, Cui, Xiao, Gandomi, Karamanoglu, *Swarm Intelligence and Bio-Inspired Computing*, Elsevier, First Edition, 2013.

MC2013   INFORMATION RETRIEVAL TECHNIQUES   L T P C

3 0 0 3

OBJECTIVES:

- To understand the basics of information retrieval with pertinence to modeling, query operations and indexing

- To get an understanding of machine learning techniques for text classification and clustering.

- To understand the various applications of information retrieval giving emphasis to multimedia IR, web search

- To understand the concepts of digital libraries

UNIT I   INTRODUCTION: MOTIVATION   9

Basic Concepts – Practical Issues - Retrieval Process – Architecture - Boolean Retrieval – Retrieval Evaluation – Open Source IR Systems–History of Web Search – Web Characteristics– The impact of the web on IR ——IR Versus Web Search–Components of a Search engine

UNIT II   MODELING   9

Taxonomy and Characterization of IR Models – Boolean Model – Vector Model - Term Weighting – Scoring and Ranking –Language Models – Set Theoretic Models - Probabilistic

Models – Algebraic Models – Structured Text Retrieval Models – Models for Browsing

UNIT III   INDEXING   9

Static and Dynamic Inverted Indices – Index Construction and Index Compression. Searching-Sequential Searching and Pattern Matching. Query Operations -Query Languages – Query Processing - Relevance Feedback and Query Expansion - Automatic Local and Global Analysis – Measuring Effectiveness and Efficiency

UNIT IV   CLASSIFICATION AND CLUSTERING   9

Text Classification and Naïve Bayes – Vector Space Classification – Support vector machines and Machine learning on documents. Flat Clustering – Hierarchical Clustering – Matrix decompositions and latent semantic indexing – Fusion and Meta learning

UNIT V   SEARCHING THE WEB   9

Searching the Web –Structure of the Web –IR and web search – Static and Dynamic Ranking – Web Crawling and Indexing – Link Analysis - XML Retrieval Multimedia IR: Models and Languages – Indexing and Searching Parallel and Distributed IR – Digital Libraries

TOTAL: 45 PERIODS

OUTCOMES:

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

● Build an Information Retrieval system using the available tools.

● Identify and design the various components of an Information Retrieval system.

● Model an information retrieval system

● Apply machine learning techniques to text classification and clustering which is used for efficient Information Retrieval.

● Design an efficient search engine and analyze the Web content structure.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	2	2	2	2	1					2
CO2	3	2	2	2	2							2
CO3	3	3	3	2	2	2						2
CO4	3	3	3	2	2	2						2
CO5	3	3	3	2	2	2						2
AVERAGE	3	2.6	2.6	2	2	2	1					2

TEXT BOOK

1. Christopher D. Manning, Prabhakar Raghavan & Hinrich Schütze, *Introduction to Information Retrieval*, Cambridge University Press, Online Edition, 2009.

REFERENCE BOOKS

1. Ricardo Baeza-Yates, Berthier Ribeiro-Neto, *Modern Information Retrieval: The Concepts and Technology behind Search*, ACM Press Books, Second Edition, 2011.

2. Stefan Büttcher, Charles L. A. Clarke, Gordon V. Cormack, *Information Retrieval*, First Edition, 2010.

3. *Implementing and Evaluating Search Engines*, The MIT Press, Cambridge, Massachusetts London, England, First Edition, 2010.

MC2014A   SOFTWARE ARCHITECTURE   L T P C
**   3 0 0 3**

OBJECTIVES:

- Understand software architectural requirements and drivers

- Be exposed to architectural styles and views

- Be familiar with architectures for emerging technologies

UNIT I   INTRODUCTION AND ARCHITECTURAL DRIVERS   9

Introduction – Software architecture - Architectural structures – Influence of software architecture on organization - both business and technical – Architecture Business Cycle- Functional requirements – Technical constraints – Quality Attributes.

UNIT II   QUALITY ATTRIBUTE WORKSHOP   9

Quality Attribute Workshop – Documenting Quality Attributes – Six part scenarios – Case studies.

UNIT III   ARCHITECTURAL VIEWS   9

Introduction – Standard Definitions for views – Structures and views – Representing views-available notations – Standard views – 4+1 view of RUP, Siemens 4 views, SEI's perspectives and views – Case studies

UNIT IV   ARCHITECTURAL STYLES   9

Introduction – Data flow styles – Call-return styles – Shared Information styles – Event styles – Case studies for each style.

UNIT V   DOCUMENTING THE ARCHITECTURE   9

Good practices – Documenting the Views using UML – Merits and Demerits of using visual languages – Need for formal languages – Architectural Description Languages – ACME –

Case studies. Special topics: SOA and Web services – Cloud Computing – Adaptive structures

TOTAL: 45 PERIODS

OUTCOMES:

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

- Explain influence of software architecture on business and technical activities

- Summarize quality attribute workshop

- Identify key architectural structures

- Use styles and views to specify architecture

- Design document for a given architecture

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	2	1				2	2	2
CO2	3	3	2	2	2	1				2	2	2
CO3	3	3	3	2	2	1				2	2	2
CO4	3	3	3	2	2	1				2	2	2
CO5	3	3	3	2	2	1				2	2	2
AVERAGE	**3**	**3**	**2.6**	**2**	**2**	**1**				**2**	**2**	**2**

TEXT BOOK

1. Len Bass, Paul Clements, and Rick Kazman, *Software Architecture: Principles and Practices*, 2nd Edition, Addison-Wesley, 2003.

REFERENCE BOOKS

1. Anthony J. Lattanze, *Architecting Software Intensive Systems: A Practitioner's Guide*, 1st Edition, Auerbach Publications, 2010.

2. Paul Clements, Felix Bachmann, Len Bass, David Garlan, James Ivers, Reed Little, Paulo Merson, Robert Nord, and Judith Stafford, *Documenting Software Architectures: Views and Beyond*, 2nd Edition, Addison-Wesley, 2010.

3. Paul Clements, Rick Kazman, and Mark Klein, *Evaluating Software Architectures: Methods and Case Studies*, 1st Edition, Addison-Wesley, 2001.

4. Mark Hansen, *SOA Using Java Web Services*, 1st Edition, Prentice Hall, 2007.

5. David Garlan, Bradley Schmerl, and Shang-Wen Cheng, "Software Architecture-Based Self-Adaptation," in Mieso K Denko, Laurence Tianruo Yang, and Yan Zang (eds.), *Autonomic Computing and Networking*, 1st Edition, Springer Verlag, 2009.

MC2015A   DATA MINING AND DATA WAREHOUSING TECHNIQUES   L T P C
3 0 0 3

OBJECTIVES:

- To gain knowledge on data mining and the need for pre-processing.

- To characterize the kinds of patterns that can be discovered by association rule mining.

- To implement classification techniques on large datasets.

- To analyze various clustering techniques in real world applications.

- To get exposed to the concepts of data warehousing architecture and implementation.

UNIT I   DATA MINING & DATA PREPROCESSING   9

Data Mining–Concepts , DBMS versus Data mining , kinds of Data, Applications, Issues and Challenges–Need for Data Pre-processing – Data Cleaning – Data Integration and Transformation – Data Reduction – Data Discretization and Concept Hierarchy Generation.

UNIT II   ASSOCIATION RULE MINING AND CLASSIFICATION BASICS   9

Introduction to Association rules – Association Rule Mining – Mining Frequent Itemsets with and without Candidate Generation – Mining Various Kinds of Association Rules - Classification versus Prediction – Data Preparation for Classification and Prediction.

UNIT III   CLASSIFICATION AND PREDICTION TECHNIQUES   9

Classification by Decision Tree – Bayesian Classification – Rule Based Classification – Bayesian Belief Networks – Classification by Back Propagation – Support Vector Machines – K-Nearest Neighbor Algorithm –Linear Regression, Nonlinear Regression, Other Regression-Based Methods

UNIT IV   CLUSTERING TECHNIQUES   9

Cluster Analysis – Partitioning Methods: k-Means and k- Mediods – Hierarchical Methods: Agglomerative and Divisive – Density–Based Method: DBSCAN –Model Based Clustering Methods: Fuzzy clusters and Expectation-Maximization Algorithm – Clustering High-Dimensional Data: Biclustering – Outlier Analysis.

UNIT V   DATA WAREHOUSE   9

Need for Data Warehouse – Database versus Data Warehouse – Multidimensional Data Model – Schemas for Multidimensional Databases – OLAP operations – OLAP versus OLTP – Data Warehouse Architecture – Extraction, Transformation and Loading (ETL).

TOTAL: 45 PERIODS

OUTCOMES:

- Identify data mining techniques in building intelligent model.
- Illustrate association mining techniques on transactional databases.
- Apply classification techniques in real world applications.
- Apply various clustering techniques on data objects.
- Apply data warehousing concepts for effective data storage and analysis

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2		3	2			1	2	1	
CO2	3	3	2		3	2				2	1	
CO3	3	3	3		3	2			1	3	2	
CO4	2	3	2		3	3			1	3	2	
CO5	3	2	3		3	2			1	2	3	
AVERAGE	2.80	2.80	2.40		3	2.20			1	2.40	1.80	

TEXT BOOK

1. Daniel T. Larose, Chantal D. Larose, *Data Mining and Predictive Analytics*, Second Edition, Wiley Publication, 2015.

REFERENCE BOOKS

1. G. K. Gupta, *Introduction to Data Mining with Case Studies*, Eastern Economy Edition, Prentice Hall of India, Third Edition, 2014.

MC2016A	DATA VISUALIZATION TECHNIQUES	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To understand the categories of data quality principles.
- To describe data through visual representation.
- To provide basic knowledge about how large datasets are represented into visual graphics and easily understand about the complex relationships within the data.
- To design effective visualization techniques for any different problems.

UNIT I   INTRODUCTION   9

Visualization – visualization process – role of cognition – Pseudocode conventions – Scatter plot - Data foundation : Types of data - Structure within and between records - Data preprocessing – Human perceptions and information processing.

UNIT II   VISUALIZATION FOUNDATIONS   9

Semiology of graphical Symbols – Eight Visual Variables – Historical Perspective- Visualization Techniques for spatial data – One-dimensional data- two dimensional data – Three dimensional data- dynamic data – combining techniques- Visualization of Geospatial data – Visualization of Point, line, area data.

UNIT III   DESIGNING EFFECTIVE VISUALIZATION   9

Steps in Designing Visualization – problems in Designing Effective Visualization – Comparing and evaluating visualization techniques – Visualization Systems.

UNIT IV   INFORMATION DASHBOARD DESIGN   9

Characteristics of dashboards – Key goals in visual design process – Dashboard display media – Designing dashboards for usability – Meaningful organization – Maintaining consistency – Aesthetics of dashboards – Testing for usability – Case Studies: Sales dashboard, Marketing analysis dashboard.

UNIT V   VISUALIZATION SYSTEMS   9

Systems based on Data type-systems based on Analysis type – Text analysis and visualization – Modern integrated visualization systems – toolkit-Research directions in visualization – issues of cognition, perception and reasoning –issues of evaluation - issues of Hardware.

TOTAL: 45 PERIODS

OUTCOME:

On completion of the course the student should be able to:

- Describe principles of visual perception

- Apply visualization techniques for various data analysis tasks – numerical data

- Apply visualization techniques for various data analysis tasks – Non numerical data

- Design effective visualization techniques for different problems

- Design information dashboard.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	3	1				2	1	2
CO2	3	3	3	2	3	1				2	2	2
CO3	3	3	3	2	3	1				2	2	2
CO4	3	3	3	2	3	1				2	2	2
CO5	3	3	3	2	3	1				2	2	2
AVERAGE	**3**	**3**	**2.8**	**2**	**3**	**1**				**2**	**1.8**	**2**

TEXT BOOK

1. Matthew O. Ward, Georges Grinstein, Daniel Keim, *Interactive Data Visualization: Foundations, Techniques, and Applications*, CRC Press; 2nd edition, 2015.

REFERENCE BOOKS

1. Stephen Few, *Now You See It: Simple Visualization Techniques for Quantitative Analysis*, 1st Edition, Analytics Press, 2009.
2. Stephen Few, *Information Dashboard Design: The Effective Visual Communication of Data*, 1st Edition, O'Reilly, 2006.
3. Ben Fry, *Visualizing Data: Exploring and Explaining Data with the Processing Environment*, 1st Edition, O'Reilly, 2008.

MC2017A   RESOURCE MANAGEMENT TECHNIQUES   L T P C
3 0 0 3

OBJECTIVES:

- To provide the concept and an understanding of basic concepts in Operations Research techniques for Analysis and Modeling in Computer Applications.

- To understand , develop and solve mathematical model of linear programming problems

- To understand , develop and solve mathematical model of Transport and assignment problems

- To Understand network modeling for planning and scheduling the project activities

UNIT I   LINEAR PROGRAMMING MODELS   9

Formulation of LPP, Graphical solution of LPP. Simplex Method, Artificial variables: big-M method, degeneracy and unbound solutions.

UNIT II   TRANSPORTATION AND ASSIGNMENT MODELS   9

Formulation - Methods for finding basic Feasible Solution - Optimality Test - MODI method - Degeneracy in Transportation Problem -Unbalanced Transportation Problem. Assignment Method: Mathematical formulation of assignment models – Hungarian Algorithm – Variants of the Assignment problem

UNITIII   SCHEDULING BY PERT AND CPM   9

Introduction - Rules to frame a Network - Fulkerson's Rule to numbering of events - Activity, Times - Critical Path Computation - Slack and Float - PERT- Steps and computing variance, Merits and demerits of PERT, CPM- Time estimating & Limitations, Comparison between PERT & CPM.

UNIT IV   QUEUEING MODELS   9

Characteristics of Queueing Models–Poisson Queues-(M /M/1):(FIFO/∞/∞), (M / M / 1) :
(FIFO / N / ∞), (M / M / C) : (FIFO / ∞ / ∞), (M / M / C) : (FIFO / N / ∞)models.

UNIT V   GAME THEORY   9

Competitive game, rectangular game, saddle point, minimax (maximin) method of optimal
strategies- value of the game. Solution of games with saddle points, dominance principle.
Rectangular games without saddle point – mixed strategy for 2 X 2 games.

                                        TOTAL: 45 PERIODS

OUTCOMES:

- Understand and apply linear programming to solve operational problem with constraints

- Apply transportation and assignment models to find optimal solution

- To prepare project scheduling using PERT and CPM

- Identify and analyze appropriate queuing model to reduce the waiting time in queue.

- To choose the best strategy using decision making methods under game theory.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2		2							
CO2	3	3	2		2							
CO3	3	3	3		2							
CO4	3	3	2		2							
CO5	3	3	2		2							
AVERAGE	3	3	2.20		2							

TEXT BOOK

1. Taha H.A., *Operations Research: An Introduction*, 10th Edition, Prentice Hall of India, New Delhi, 2017.

REFERENCE BOOKS

1. Kanti Swarup, P.K. Gupta, Man Mohan, *Operations Research*, 15th Revised Edition, S. Chand & Sons Education Publications, New Delhi, 2017.

2. Ronald L. Rardin, *Optimization in Operations Research*, 2nd Edition, Pearson Education, India, 2018.

3. Jatinder Kumar, *Optimization Techniques in Operations Research*, LAP LAMBERT Academic Publishing, 2015.

4. D.S. Hira and P.K. Gupta, *Operations Research*, 5th Edition, S.Chand & Sons, 2015.

MC2018A   **PROFESSIONAL ETHICS**   **L T P C**
                                                            3 0 0 3

OBJECTIVES:

● To understand the concepts of computer ethics in work environment.

● To understand the threats in computing environment

● To Understand the intricacies of accessibility issues

● To ensure safe exits when designing the software projects

UNIT I   INTRODUCTION TO ETHICS   9

Definition of Ethics- Right, Good, Just- The Rational Basis of Ethics -Theories of Right: Intuitionist vs. End-Based vs. Duty-Based -Rights, Duties, Obligations -Theory of Value -Conflicting Principles and Priorities -The Importance of Integrity -The Difference Between Morals, Ethics, and Laws -Ethics in the Business World - Corporate Social Responsibility - Creating an Ethical Work Environment -Including Ethical Considerations in Decision Making

UNIT II   ETHICS IN INFORMATION TECHNOLOGY, INTERNET CRIME   9

IT Professionals - Are IT Workers Professionals- Professional Relationships That Must Be Managed -Professional Codes of Ethics - Professional Organizations - Certification - IT Professional Ethics, Three Codes of Ethics, Management Conflicts. The Reveton Ransomware Attacks -IT Security Incidents: A Major Concern - Why Computer Incidents Are So Prevalent -Types of Exploits -Types of Perpetrators-Federal Laws for Prosecuting Computer Attacks-Implementing Trustworthy Computing -Risk Assessment -Establishing a Security Policy -Educating Employees and Contract Workers

UNIT III   FREEDOM OF EXPRESSION, PRIVACY   9

First Amendment Rights -Obscene Speech-Defamation -Freedom of Expression: Key Issues -Controlling Access to Information on the Internet -Strategic Lawsuit Against Public Participation (SLAPP)-Anonymity on the Internet-Hate Speech- Privacy Protection and the Law- Information Privacy- Privacy Laws, Applications, and Court Rulings-Key Privacy and Anonymity Issues- Data Breaches -Electronic Discovery-Consumer Profiling- Workplace Monitoring -Advanced Surveillance Technology

UNIT IV   FREEDOM OF EXPRESSION, INTELLECTUAL PROPERTY RIGHTS   9

Intellectual Property Rights-Copyrights-Copyright Term - Eligible Works -Fair Use Doctrine - Software Copyright Protection –Copyright Laws and the internet-Copyright and Piracy– Patents- -Software Patents -Cross-Licensing Agreements -Trade Secrets-Trade Secret Laws -Employees and Trade Secrets-Key Intellectual Property Issues-Plagiarism -Reverse Engineering-Open Source Code- Competitive Intelligence -Trademark Infringement -Cyber squatting

UNIT V   SOCIAL NETWORKING ETHICS AND ETIQUETTES   9

Social Networking Web Site- Business Applications of Online Social Networking-Social Network Advertising-The Use of Social Networks in the Hiring Process-Social Networking Ethical Issues –Cyber bullying- Online Virtual Worlds-Crime in Virtual Worlds-Educational and Business Uses of Virtual Worlds

TOTAL: 45 PERIODS

OUTCOMES:

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

- Helps to examine situations and to internalize the need for applying ethical principles, values to tackle with various situations.
- Develop a responsible attitude towards the use of computer as well as the technology.
- Able to envision the societal impact on the products/ projects they develop in their career
- Understanding the code of ethics and standards of computer professionals.
- Analyze the professional responsibility and empowering access to information in the work place.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	2	1		3		2	2	2
CO2	3	3	2	2	2	1		3		2	2	2
CO3	3	3	3	2	2	1		3		2	2	2
CO4	3	3	3	2	2	1		3		2	2	2
CO5	3	3	3	2	2	1		3		2	2	2
AVERAGE	**3**	**3**	**2.6**	**2**	**2**	**1**		**3**		**2**	**2**	**2**

TEXT BOOK

George Reynolds, *Ethics in Information Technology*, 6th Edition, Cengage Learning, 2018.

REFERENCE BOOKS

1. Caroline Whitbeck, *Ethics in Engineering Practice and Research*, Cambridge University Press, 2nd Edition, 2011.
2. Robert Barger, *Computer Ethics: A Case-Based Approach*, Cambridge University Press, 1st Edition, 2008.
3. John Weckert and Douglas Adeney, *Computer and Information Ethics*, Greenwood Press, 1st Edition, 1997.
4. Penny Duquenoy, Simon Jones, Barry G. Blundell, *Ethical, Legal and Professional Issues in Computing*, Middlesex University Press, 1st Edition, 2008.
5. Sara Baase, *A Gift of Fire: Social, Legal, and Ethical Issues for Computing and the Internet*, 3rd Edition, Prentice Hall, 2008.
6. http://www.infosectoday.com/Articles/Intro_Computer_Ethics.html

MC2019A	ORGANIZATIONAL BEHAVIOR	L T P C
		3 0 0 3

OBJECTIVE:

● The objective is to enable the students to understand the Organizational Behavior, and Organizational Change and dynamic of groups.

UNIT I   ORGANISATIONAL BEHAVIOUR   9

Organization Behaviour – Definition – Scope and Application in Management – Contributions of Other Disciplines to OB. Emerging Issues in Organizational Behaviour- Organizational behaviour models

UNIT II   INDIVIDUAL PROCESSES   9

Personality – types – Factors influencing personality– Theories. Emotions - Theories – Emotional Intelligence- Learning – Types of learners – The learning process – Learning theories.

Perceptions – Importance – Factors influencing perception- Attitudes – Nature of Attitudes Components of Attitudes Formation of Attitude Benefits of Positive Attitude Functions of Attitudes– Measurement-Motivation – Importance – Types – Theories.

UNIT III   LEADERSHIP AND POWER   9

Meaning – Importance – Leadership styles – Theories – Leaders Vs Managers – Sources of power – Power centers – Power and Politics.

UNIT IV   GROUP DYNAMICS   9

Meaning – Types of Groups – Functions of Small Groups – Group Size Status – Managerial Implications – Group Behaviour – Group Norms – Cohesiveness – Group Thinking

UNIT V   ORGANISATIONAL CHANGE AND DEVELOPMENT   9

Organizational Change: Meaning – Nature of Work Change – Need for Change – Change Process – Types of Change – Factors Influencing Change – Resistance to Change – Overcoming Resistance – Organizational Development: Meaning and Different Types of OD Interventions.

TOTAL: 45 PERIODS

OUTCOMES:

On completion of the course should be able to:

- Students will have a better understanding of human behavior in organization.

- They will know the framework for managing individual and group performance.

- Characteristics of attitudes and components of attitudes — A brief discussion

- List the determinants of personality

- List the characteristics of various leadership styles.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	2	2	1	1	1	2	2	2	2	2
CO2	3	3	2	2	2	2	1	2	2	2	2	2
CO3	3	3	3	3	2	2	2	2	2	2	2	2
CO4	3	3	3	3	2	2	2	2	2	2	2	2
AVERAGE	3	2.75	2.5	2.5	1.75	1.75	1.5	2	2	2	2	2

TEXT BOOK

1. K. Aswathappa, *Organizational Behaviour*, Himalaya Publishing House Pvt. Ltd., 11th Edition.

REFERENCE BOOKS

1. Stephen P. Robbins, *Organizational Behavior*, PHI Learning / Pearson Education, 17th Edition, 2016 (Global Edition).
2. Fred Luthans, *Organizational Behavior*, McGraw Hill, 12th Edition.
3. Nelson, Quick, Khandelwal, *ORGB – An Innovative Approach to Learning and Teaching*, Cengage, 2nd Edition, 2012.
4. Ivancevich, Konopaske & Maheson, *Organizational Behaviour & Management*, Tata McGraw Hill, 7th Edition, 2008.
5. Robert Kreitner and Angelo Kinicki, *Organizational Behaviour*, Tata McGraw Hill, 10th Edition, 2016.

MC2020A   **BUSINESS DATA ANALYTICS**   **L T P C**
                                                                    3 0 0 3
OBJECTIVES:

- To understand the basics of business analytics and its life cycle.
- To gain knowledge about fundamental business analytics.
- To learn modeling for uncertainty and statistical inference.
- To understand analytics using Hadoop and Map Reduce frameworks.
- To acquire insight on other analytical frameworks.

UNIT I   OVERVIEW OF BUSINESS ANALYTICS   9

Introduction – Drivers for Business Analytics – Applications of Business Analytics: Marketing and Sales, Human Resource, Healthcare, Product Design, Service Design, CustomerService and Support – Skills Required for a Business Analyst – Framework for BusinessAnalytics Life Cycle for Business Analytics Process.

UNIT II   ESSENTIALS OF BUSINESS ANALYTICS   9

Descriptive Statistics – Using Data – Types of Data – Data Distribution Metrics: Frequency,Mean, Median, Mode, Range, Variance, Standard Deviation, Percentile, Quartile, z-Score,Covariance, Correlation – Data Visualization: Tables, Charts, Line Charts, Bar and ColumnChart, Bubble Chart, Heat Map – Data Dashboards.

UNIT III   MODELING UNCERTAINTY AND STATISTICAL INFERENCE   9

Modeling Uncertainty: Events and Probabilities – Conditional Probability – RandomVariables – Discrete Probability Distributions – Continuous Probability Distribution –Statistical Inference: Data Sampling – Selecting a Sample – Point Estimation – SamplingDistributions – Interval Estimation – Hypothesis Testing.

UNIT IV   ANALYTICS USING HADOOP AND MAPREDUCE FRAMEWORK   9

Introducing Hadoop – RDBMS versus Hadoop – Hadoop Overview – HDFS (HadoopDistributed File System) – Processing Data with Hadoop – Introduction to MapReduce –Features of MapReduce – Algorithms Using Map-Reduce: Matrix-Vector Multiplication,Relational Algebra Operations, Grouping and Aggregation – Extensions to MapReduce

UNIT V   OTHER DATA ANALYTICAL FRAMEWORKS   9

Overview of Application development Languages for Hadoop – PigLatin – Hive – Hive QueryLanguage (HQL) – Introduction to Pentaho, JAQL – Introduction to Apache: Sqoop, Drill andSpark, Cloudera Impala – Introduction to NoSQL Databases – Hbase and MongoDB.

                                                            TOTAL: 45 PERIODS

OUTCOMES:

On completion of the course, the student will be able to:
- Identify the real world business problems and model with analytical solutions.
- Solve analytical problem with relevant mathematics background knowledge.
- Convert any real world decision making problem to hypothesis and apply suitable statistical testing.
- Write and Demonstrate simple applications involving analytics using Hadoop andMapReduce
- Use open source frameworks for modeling and storing data.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	2	1		3		2	2	2
CO2	3	3	2	2	2	1		3		2	2	2
CO3	3	3	3	2	2	1		3		2	2	2
CO4	3	3	3	2	2	1		3		2	2	2
CO5	3	3	3	2	2	1		3		2	2	2
AVERAGE	3	3	2.6	2	2	1		3		2	2	2

TEXT BOOK
1. U. Dinesh Kumar, *Business Analytics: The Science of Data-Driven Decision Making*, Wiley, First Edition, 2017.

REFERENCE BOOKS
1. Umesh R. Hodeghatta, Umesha Nayak, *Business Analytics Using R – A Practical Approach*, Apress, First Edition, 2017.
2. Jeffrey D. Camm, James J. Cochran, Michael J. Fry, Jeffrey W. Ohlmann, David R. Anderson, *Essentials of Business Analytics*, Cengage Learning, Second Edition, 2016.
3. Rui Miguel Forte, *Mastering Predictive Analytics with R*, Packt Publication, First Edition, 2015.
4. Vignesh Prajapati, *Big Data Analytics with R and Hadoop*, Packt Publishing, First Edition, 2013.
5. Anand Rajaraman, Jeffrey David Ullman, *Mining of Massive Datasets*, Cambridge University Press, First Edition, 2012.
6. A. Ohri, *R for Business Analytics*, Springer, First Edition, 2012.

MC2021A   CRYPTOCURRENCY AND BLOCK CHAIN TECHNOLOGIES   L T P C
3 0 0 3

Objectives:

- To understand the basics of Blockchain
- To understand the basics of Crypto currency
- To understand the working of digital tokens and wallets
- To understand the working of contracts
- To understand the working of block chain platforms

UNIT I   OVERVIEW OF BLOCKCHAIN: **9**

Why Blockchain - The Structure of Blockchain - Data Structure of Blockchain - Data Distribution in Blockchain - Block Validation. **Block Validators:** Proof of Work – Proof of Stake - Proof of Activity - Proof of Elapsed Time - Proof of Burn.

UNIT II   CRYPTOCURRENCY   **9**

Overview.**Bitcoin:** Bitcoin Working - Bitcoin Transactions - Bitcoin Mining - Value of Bitcoin - Community, Politics and Regulations – Advantages – Disadvantages. **Ethereum:** Overview – Decentralized Application. **Components of Ethereum:** Smart contracts – Ether - Ethereum Clients - Ethereum Virtual Machine – Etherscripter.

UNIT III   HYPERLEDGER   **9**

Introduction. **Digital Tokens:** Overview **-** Initial Coin Offering – OmiseGO – EOS – Tether. **MetaMask:** Wallet Seed - MetaMask Transactions. **Mist:** Overview **-** Mist wallet. **Truffle**: Features of Truffle – Development Truffle boxes - Community truffle box.

UNIT IV   SOLIDITY   **9**

Smart Contracts - Contract and Interfaces - **Hyperledger Fabric:** Introduction - Fabric v/s Ethereum - HyperledgerIroha - Features of Iroha.**HyperledgerSawtooth:** Components of sawtooth - Proof of Elapsed time.

UNIT V   BLOCKCHAIN PLATFORMS   **9**

Multichain - HydraChain**. Future Blockchain:** IOTA **–** Corda - Chain Core.**Blockchain Framework:** CoCo Framework – Tierion – BigchainDB.

                                   TOTAL:45 PERIODS

OUTCOME:

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

- describe the Basics of Block chain Technology concepts and its applications

- know about the implementation of Crypto currency

- identify the different ways to achieve Block chain Technology

- Illustrate how to design and build smart contracts using various platforms

- understand about the future of Block chain technology

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	2	2		2		2	2	2
CO2	3	3	2	2	2	2		2		2	2	2
CO3	3	3	3	3	3	3		2		2	2	2
CO4	3	3	3	3	3	3		2		2	2	2
CO5	3	3	3	3	3	3		2		2	2	2
AVERAGE	**3**	**3**	**2.6**	**2.6**	**2.6**	**2.6**		**2**		**2**	**2**	**2**

TEXT BOOK
1. Josh Thompson, *Blockchain: The Blockchain for Beginners, Guide to Blockchain Technology and Blockchain Programming*, Create Space Independent Publishing Platform, 1st Edition, 2017.

REFERENCE BOOKS
1. Arvind Narayanan, Joseph Bonneau, Edward Felten, Andrew Miller, Steven Goldfeder, *Bitcoin and Cryptocurrency Technologies: A Comprehensive Introduction*, 1st Edition, Princeton University Press, 2016.
2. Joseph Bonneau et al., *SoK: Research Perspectives and Challenges for Bitcoin and Cryptocurrency*, IEEE Symposium on Security and Privacy, 1st Edition, 2015.
3. Online Reference: Blockchain Book PDF
4. MOOC Resources:
   o www.coursera.org (Courses: Blockchain, Blockchain and Cryptocurrency Explained, Blockchain Revolution, Bitcoin and Cryptocurrency Technologies, Blockchain Basics, Introduction to Blockchain, Introduction to Blockchain Technologies, Blockchain Foundations and Use Cases)
   o www.udemy.com (Courses: Build a Blockchain and Cryptocurrency from Scratch, The Basics of Blockchain, Blockchain Advanced Level, Learn Blockchain Technology and Cryptocurrency in Java, Full Cryptocurrency Courses: Ethereum, Bitcoin and Blockchain)

MC2022A	ADVANCES IN NETWORKING	L T P C
		3 0 0 3

OBJECTIVES:

The student should be made:

- To understand the theme underlying IPv6 Structure and addressing methods

- To understand and analyse the protocols for IPv6 Implementation

- To identify and provide solutions for QoS and Security Issues with IPv6

- To learn about Software Defined concepts, architectures, protocols and applications

- To explore the significance of Network Function Virtualization

UNIT I   IPv6 STRUCTURE AND ADDRESSING   9

IPv4 Address Depletion- IPv6 Transition Issues-IPv6 Structure: IPv6 Header, Extension Headers: Hop-by-Hop Options Header, Destination Options Header, Routing Header, Fragment Header, AH, ESP- IPv6 Addresses: Unicast, Anycast, Multicast – Address Autoconfiguration

UNIT II   IPv6 NETWORKING   9

IPv6 Internet Control Message Protocol (ICMPv6): ICMPv6 Messages, Fragmentation and Path MTU- IPv6 Neighbor Discovery- IPv6 Routing: RIPng, EIGRP for IPv6,OSPFv3 - Mobile IPv6

UNIT III   QoS, PROVISIONING AND SECURITY WITH IPv6   9

QoS in IPv6 Protocols: Differentiated Services and IPv6, IPv6 Flows, Explicit Congestion Notification in IPv6 –Provisioning: Stateless DHCPv6,Stateful DHCPv6, DNS Extensions for IPv6- Security with IPv6: IP Security Protocol (IPsec)Basics, IPv6 Security Elements,Interaction of IPsec with IPv6 Elements

UNIT IV   SOFTWARE DEFINED NETWORKING   9

Genesis of SDN – Separation of Control Plane and Data Plane – Distributed Control Plane – IP and MPLS – Characteristics of SDN – Operation – Devices – Controller – OpenFlow Specification

UNIT V   NETWORK FUNCTION VIRTUALIZATION   9

Building SDN Framework – Network Functions Virtualization – Introduction –Virtualization and Data Plane I/O – Service Locations and Chaining – Applications – Use Cases of SDNs: Data Centers, Overlays, Big Data and Network Function Virtualization

TOTAL: 45 PERIODS

OUTCOMES:

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

- Understand the fundamentals of IPv6 and IPv6 Protocols

- Analyze the need for separation of data and control plane

- Understand the functionality of NFV

- Understand the latest networks and its architecture

- Understand the various networking technologies

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2										
CO2	3	2	3	2								
CO3	3	2										
CO4	3	2	2		2							
CO5	3	2	2	2								
AVERAGE	3	3	2.33	2	2							

TEXT BOOK
1. Rick Graziani, *IPv6 Fundamentals: A Straightforward Approach to Understanding IPv6*, Second Edition, Cisco Press, 2017.

REFERENCE BOOKS
1. Peter Loshin, *IPv6: Theory, Protocol and Practice*, Second Edition, Morgan Kaufmann Publishers, 2004.
2. William Stallings, *Foundations of Modern Networking – SDN, NFC, QoE, IoT and Cloud*, Third Edition, Pearson Publications, 2019.
3. Oswald Coker, Siamak Azodolmolky, *Software-Defined Networking with OpenFlow*, Second Edition, Packt Publishing, 2017.
4. Paul Goransson, Chuck Black, *Software Defined Networks: A Comprehensive Approach*, Morgan Kaufmann Publisher, First Edition, 2014.
5. Thomas D. Nadeau, Ken Gray, *SDN: Software Defined Networks, an Authoritative Review of Network Programmability Technologies*, O'Reilly Media, First Edition, August 2013.

MC2023A	SOFT COMPUTING	L T P C
		3 0 0 3

OBJECTIVES:

- To gain knowledge of soft computing theories and its fundamentals.

- To design a soft computing system required to address a computational task.

- To learn and apply artificial neural networks, fuzzy sets and fuzzy logic and genetic algorithms in problem solving and use of heuristics based on human experience.

- To introduce the ideas of fuzzy sets, fuzzy logic and to become familiar with neural networks that can learn from available examples and generalize to form appropriate rules for inferencing systems.

- To familiarize with genetic algorithms and other random search procedures while seeking global optimum in self – learning situations.

UNIT I   FUZZY COMPUTING   9

Basic Concepts of Fuzzy Logic, Fuzzy Sets and Crisp Sets, Fuzzy Set Theory and Operations, Properties of Fuzzy Sets, Fuzzy and Crisp Relations, Fuzzy to Crisp Conversion Membership Functions, Interference in Fuzzy Logic, Fuzzy If – Then Rules, Fuzzy

Implications and Fuzzy Algorithms, Fuzzifications and Defuzzificataions, Fuzzy Controller, Industrial Applications.

UNIT II   FUNDAMENTALS OF NEURAL NETWORKS   9

Neuron, Nerve Structure and Synapse, Artificial Neuron and its Model, Activation Functions, Neural Network Architecture: Single Layer and Multilayer Feed Forward Networks, Recurrent Networks. Various Learning Techniques; Perception and Convergence Rule, Auto-Associative and Hetero-Associative Memory.

UNIT III   BACKPROPAGATION NETWORKS   9

Back Propagation Networks) Architecture: Perceptron Model, Solution, Single Layer Artificial Neural Network, Multilayer Perception Model; Back Propagation Learning Methods, Effect of Learning Rule Co – Efficient ;Back Propagation Algorithm, Factors Affecting Back Propagation Training, Applications.

UNIT IV   COMPETETIVE NEURAL NETWORKS   9

Kohenen's Self Organizing Map – SOM Architecture, learning procedure – Application; Learning Vector Quantization – learning by LVQ; Adaptive Resonance Theory – Learning procedure – Applications.

UNIT V   GENETIC ALGORITHM   9

Basic Concepts, Working Principle, Procedures of GA, Flow Chart of GA, Genetic Representations, (Encoding) Initialization and Selection, Genetic Operators, Mutation, Generational Cycle, Applications.

TOTAL: 45 PERIODS

OUTCOMES:

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

1. Identify and describe soft computing techniques and their roles in building intelligent machines.

2. Recognize the feasibility of applying a soft computing methodology for a particular problem.

3. Apply fuzzy logic and reasoning to handle uncertainty and solve engineering problems.

4. Apply genetic algorithms to optimization problems.

5. Design neural networks to pattern classification and regression problems using soft computing approach.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	2	2	3	2			2	2		2
CO2	3	3	3	2	3	2	2		2	2		2
CO3	3	2	3	3	3	3	2		2	2		2
CO4	3	2	3	3	3	3	2		2	2		2
CO5	3	2	3	3	3	3	2		2	2		2
AVERAGE	3	2.2	2.8	2.6	3	2.6	2		2	2		2

TEXT BOOK

1. S. Rajasekaran and G.A. Vijayalakshmi Pai, *Neural Networks, Fuzzy Logic and Genetic Algorithm: Synthesis and Applications*, Prentice Hall of India, 2003.

REFERENCE BOOKS

1. J.S.R. Jang, C.T. Sun and E. Mizutani, *Neuro–Fuzzy and Soft Computing*, Pearson Education, 2004.
2. S. N. Sivanandam, S. N. Deepa, *Principles of Soft Computing*, Second Edition, Wiley, 2007.
3. Simon Haykin, *Neural Networks*, Prentice Hall, 2nd Edition, 1999.
4. Timothy Ross, *Fuzzy Logic with Engineering Applications*, Wiley Publications, 4th Edition, 2016.
5. David E. Goldberg, *Genetic Algorithms in Search, Optimization and Machine Learning*, Pearson Education, First Edition, 2008.

MC2024A	DEEP LEARNING	L T P C
		3 0 0 3

OBJECTIVES:

● To understand how to represent the high-dimensional data, images, text and data.

● To explain convolution neural network

● To introduce major deep learning algorithms and their applications to solve real world problems.

● To explore about optimization and generalization in Deep learning

● To understand about deep reinforcement learning

UNIT I NEURAL NETWORK 9

Building Intelligence Machine-Expressing Linear Perceptron as Neurons-Feed Forward Neural Netwoks - Activation function. Supervised and Unsupervised Learning:Single Layer

Perceptron – Perceptron Learning Algorithm – Least Mean Square Learning Algorithm - Multilayer Perceptron – Back Propagation Algorithm – XOR problem – Limitations of Back Propagation Algorithm- Implementing Neural Networks in TensorFlow.

UNIT II CONVOLUTION NEURAL NETWORK 9

Introduction-Filter and Feature Maps-Full Description of CNN-Max Pooling- Full Architectural Description of CNN-Image Preprocessing Pipeline Enable More Roburst Models-Accelerating Training with Batch Normalization-Visualizing Learning with Convolution Network-Leveraging and Learning Convolution Filters - Predefined Convolutional Filters Network (PCFNet)- Transfer Learning with Convolutional Neural Networks.

UNIT III DEEP NETWORKS 9

History of Deep Learning- A Probabilistic Theory of Deep Learning- Backpropagation and regularization, batch normalization- VC Dimension and Neural Nets-Deep Vs Shallow Networks - Convolutional Networks- Generative Adversarial Networks (GAN), Semi-supervised Learning

UNIT IV OPTIMIZATION AND GENERALIZATION 9

Optimization in deep learning– Non-convex optimization for deep networks- Stochastic Optimization Generalization in neural networks- Spatial Transformer Networks- Recurrent networks, LSTM - Recurrent Neural Network Language Models- Word-Level RNNs & Deep Reinforcement Learning.

UNIT V DEEP REINFORCEMENT LEARNING 9

Markov Decision Processes-Explore versus Exploit-Policy versus Value Learning-Pole-Cart with Policy Gradients-Q Learning and Deep Q Networks-Improving and Moving Beyond DQN

TOTAL: 45 PERIODS

OUTCOME:

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

- Describe the fundamental concepts of Neural Networks

- Apply Convolution Neural Network techniques to solve problems in image processing

- Summarize the characteristics of deep Learning

- Comprehend the Optimization and Generalization in Deep Learning

- Interpret the concepts of Deep Reinforcement Learning to solve real world problems.

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	3	2			2	2	2	2
CO2	3	3	3	2	3	2	2		2	2	2	2
CO3	3	3	3	3	3	3	2		2	2	2	2
CO4	3	3	3	3	3	3	2		2	2	2	2
CO5	3	3	3	3	3	3	2		2	2	2	2
AVERAGE	3	3	2.8	2.6	3	2.6	2		2	2	2	2

TEXT BOOK

1. Nikhil Buduma, Nicholas Locascio, *Fundamentals of Deep Learning: Designing Next-Generation Machine Intelligence Algorithms*, First Edition, O'Reilly Media, 2017.

REFERENCE BOOKS

1. Sudharsan Ravichandiran, *Hands on Deep Learning Algorithms with Python*, First Edition, Packt Publishing Limited, 2019.

2. François Chollet, *Deep Learning with Python*, First Edition, Manning Publications Company, 2017.

3. Ian Goodfellow, Yoshua Bengio, and Aaron Courville, *Deep Learning*, First Edition, MIT Press, London, 2016.

MC2025A   NETWORK PROGRAMMING AND SECURITY   L T P C
3 0 0 3

OBJECTIVES:

- To understand the basics of Network Programming

- To be familiar with building network applications

- To design and implement client server Applications using TCP and UDP Sockets

- To expose with various socket options

- To get aware of Network security for Network Programming

UNIT I   INTRODUCTION   9

TCP/IP Layer Model – Multicast, broadcast and Any cast - Socket address Structures – Byte ordering functions – address conversion functions – Elementary TCP Sockets – socket, connect, bind, listen, accept, read, write , close functions – Iterative Server – Concurrent Server

UNIT II   ELEMENTARY TCP SOCKETS   9

TCP Echo Server – TCP Echo Client – Posix Signal handling – Server with multiple clients – boundary conditions: Server process Crashes, Server host Crashes, Server Crashes and reboots, Server Shutdown

UNIT III   SOCKET OPTIONS AND MULTIPLEXING   9

Socket options – getsocket and setsocket functions – generic socket options – IP socket options – ICMP socket options – TCP socket options I/O multiplexing – I/O Models – select function – shutdown function – TCP echo Server (with multiplexing) – poll function – TCP echo Client (with Multiplexing)

UNIT IV   ELEMENTARY UDP SOCKETS   9

UDP echo Server – UDP echo Client – Multiplexing TCP and UDP sockets – Domain name system – gethostbyname function – Ipv6 support in DNS – gethostbyadr function – getservbyname and getservbyport functions.

UNIT V   NETWORK SECURITY   9

SSL - SSL Architecture, SSL Protocols, SSL Message , Secure Electronic Transaction (SET). TLS –TLS Protocols,DTLS Protocols, PKI – Fundamentals, Standards and Applications

TOTAL: 45 PERIODS

OUTCOMES:

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

- Understand the key protocols which support internet

- Demonstrate advance knowledge of network programming with multiple socket options

- Develop server program for network communication using UDP

- Understand network security for server communication

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	3		2							
CO2	3	2	3									
CO3	3	2	3		3							
CO4	3		3		2							
CO5	2	2			3							
AVERAGE	**2.80**	**2**	**3**		**2.50**							

TEXT BOOK

1. W. Richard Stevens, Bill Fenner, Andrew M. Rudoff, *Unix Network Programming, Volume 1: The Sockets Networking API*, Third Edition, Addison Wesley Pearson Education, 2004.

REFERENCE BOOKS

1. Behrouz A. Forouzan, Debdeep Mukhopadhyay, *Cryptography and Network Security*, Second Edition, Tata McGraw Hill Education Private Limited, 2010.
2. William Stallings, *Cryptographic and Network Security Principles and Practices*, Fourth Edition, Prentice Hall, November 2005.
3. Andre Perez, *Network Security*, First Edition, John Wiley & Sons, 2014.
4. Gary R. Wright, W. Richard Stevens, *TCP/IP Illustrated: The Implementation*, Vol. 2, Addison Wesley Professional, January 2008.
5. Michael J. Donahoo, Kenneth L. Calvert, *TCP/IP Sockets in C: Practical Guide for Programmers*, Second Edition, Morgan Kaufmann Publishers, 2009.
6. Lewis Van Winkle, *Hands-On Network Programming with C: Learn socket programming in C and write secure and optimized network code*, First Edition, Packt Publishing, 2019.

SL. NO.	COURSE CODE	COURSETITLE	CONTACT PERIODS	L	T	P	C
Classes are to be conducted and completed before the start of the class of first semester, Examinations will be conducted along with first semester							
1.	BC2001A	Data Structures and Algorithms	5	3	0	2	4
2.	BC2002A	Problem Solving and Programming in C	5	3	0	2	4
Classes are to be conducted and completed before the start of the class of second semester, Examinations will be conducted along with second semester							
3.	BC2003A	Introduction to Computer Organization and Operating Systems	3	3	0	0	3
4.	BC2004A	Database Management Systems	5	3	0	2	4
Classes are to be conducted and completed before the start of the class of third semester, Examinations will be conducted along with third semester							
5.	BC2005A	Mathematical Foundations of Computer Science	3	3	0	0	3
6.	BC2006A	Basics of Computer Networks	3	3	0	0	3

BC2001A   **DATASTRUCTURESANDALGORITHMS**   **LT P C**
       3 0 24

OBJECTIVES:
- Be familiar with basic techniques of algorithm analysis.
- Be exposed to the concept of ADTs.
- Learn linear data structures – List, Stack, and Queue.
- Learn nonlinear data structures – Tree and Graphs.
- Be exposed to sorting, searching, and hashing algorithms

UNIT I   **INTRODUCTION**   **9+6**

Introduction - Abstract Data Types (ADT) – Arrays and its representation –Structures – Fundamentals ofalgorithmic problem solving – Important problem types – Fundamentals of the analysis of algorithm – analysis framework– Asymptotic notations,Properties,RecurrenceRelation.

Lab Experiments:
1. Develop a program to perform various array operations.
2. Write a program to find running time complexity by considering each statement in the program for a given set of numbers

UNIT II   **LINEAR DATA STRUCTURES- STACK, QUEUE**   **9+6**

Stack ADT – Operations on Stack – Applications of Stack – Infix to Postfix Conversion – Evaluation of Expression Queue ADT – Operations on Queue – Circular Queue – Applications of Queue

Lab Experiments:
1. Write a program to convert infix to postfix using stack data structure.
2. Develop a program to perform circular queue operations.

UNIT III   **LINEAR DATA STRUCTURES– LIST**   **9+6**

List ADT – Array Based Implementation – Linked List Implementation – Singly Linked Lists – Circularly Linked Lists – Doubly Linked Lists – Applications of Linked List – Polynomial Addition

Lab Experiments:
1. Perform Polynomial Manipulation using Single Linked List.
2. Implement the various operations in Double Linked List.

UNIT IV   **SEARCHING, SORTING AND HASH TECHNIQUES**   **9+6**

Searching: Linear Search – Binary Search – Comparison of Linear Search and Binary Search, Sorting Algorithms: Insertion Sort – Bubble Sort – Selection Sort – Hashing: Hash Functions – Separate Chaining – Open Addressing – Rehashing.

Lab Experiments:
1.   Write a program to perform Binary Search.
2.   Write a program to sort a given set of numbers and compare among Bubble Sort, Selection Sort and Insertion Sort with respect to computational complexity.

UNIT V   **NON LINEAR DATA STRUCTURES-TREES AND GRAPHS**   **9+6**

Trees and its representation – Left Child Right Sibling data structures for general trees – Binary Tree – Binary Tree Traversals – Binary Search Tree – Graphs and its representation – Graph Traversals – Depth-First Traversal – Breadth-First Traversal – Application of Graphs.

Lab Experiments:

1.   Write a program to delete a node from a given Binary Search Tree.

2.   Write a program to perform Graph Traversals.

                                                     TOTAL: 75PERIODS

COURSE OUT COMES:

Upon completion of the course, the students will be able to:
- Analyze algorithms and determine their time complexity.
- Understand the concepts of data types, data structures, and linear structures.
- Apply data structures to solve various problems.
- Apply different Sorting, Searching, and Hashing algorithms.
- Understand non-linear data structures.

REFERENCES

1. Anany Levitin, *Introduction to the Design and Analysis of Algorithms*, 3rd Edition, Pearson Education.
2. A. K. Sharma, *Data Structures using C*, 2nd Edition, Pearson Education Asia, 2013.
3. E. Horowitz, S. Sahni, and S. Anderson-Freed, *Fundamentals of Data Structures in C*, 2nd Edition, University Press, 2007.
4. E. Balagurusamy, *Data Structures using C*, Tata McGraw Hill, 2015 Reprint.
5. Mark Allen Weiss, *Data Structures and Algorithm Analysis in C*, 2nd Edition, Pearson Education, India, 2016.
6. Jean-Paul Tremblay and Paul G. Sorensen, *An Introduction to Data Structures with Applications*, 2nd Edition, Tata McGraw Hill, New Delhi, 2017.

BC2002A	PROBLEMSOLVING AND PROGRAMMINGINC	L T P C
		3 0 2 4

COURSE OBJECTIVES:

- To understand the basic concepts of problem-solving approaches and to develop algorithms.
- Apply the techniques of structured (functional) decomposition to break a program into smaller pieces and describe the mechanics of parameter passing.
- To design, implement, test, and apply the basic C programming concepts.

UNIT I – INTRODUCTION TO COMPUTER PROBLEM SOLVING (9 Hours)

Introduction – The Problem Solving Aspect – Top-Down Design – Implementation of Algorithm – Program Verification – The Efficiency of Algorithms – The Analysis of Algorithms – Fundamental Algorithms.

UNIT II – PROGRAMMING AND ALGORITHMS (9 Hours)

Programs and Programming – Building Blocks for Simple Programs – Pseudocode Representation – Flowcharts – Programming Languages – Compiler – Interpreter – Loader and Linker – Program Execution – Classification of Programming Languages – Structured Programming Concept.
Illustrated Problems:
1. Algorithm to check whether a given number is an Armstrong number or not.
2. Find factorial of a number.

UNIT III – BASICS OF 'C', INPUT / OUTPUT & CONTROL STATEMENTS (9 + 10 Hours)

Introduction – Identifier – Keywords – Variables – Constants – I / O Statements – Operators – Initialization – Expressions – Expression Evaluation – Lvalues and Rvalues – Type Conversion in C – Formatted Input and Output Functions. Specifying Test Conditions for Selection and Iteration – Conditional Execution and Selection – Iteration and Repetitive Execution – goto Statement – Nested Loops – continue and break Statements.

Lab Experiments:

1. Write programs to get some input, perform some operations, and display the output using I / O statements.
2. Write a program to execute some specific statements based on the test condition.
3. Write programs to implement nested loops.

UNIT IV – ARRAYS, STRINGS, FUNCTIONS AND POINTERS (9 + 10 Hours)

Array – One Dimensional Character Arrays – Multidimensional Arrays – Arrays of Strings – Two Dimensional Character Array – Functions – Parameter Passing Mechanism – Scope – Storage Classes – Recursion – Comparing Iteration and Recursion – Pointers – Pointer Operators – Uses of Pointers – Arrays and Pointers – Pointers and Strings – Pointer Indirection – Pointers to Functions – Dynamic Memory Allocation.

Lab Experiments:

1. Write a program in C to get the largest element of an array using a function.
2. Display all prime numbers between two intervals using functions.
3. Reverse a sentence using recursion.
4. Write a C program to concatenate two strings.

UNIT V   USER-DEFINED DATA TYPES & FILES   9+10

Structures – initialization - nested structures – structures and arrays – structures and pointers - union–type def and enumeration types - bit fields - File Management in C – Files and Streams – File handling functions– Sequential access file-Random access file–Command line arguments.

Lab Experiments:

1. Write a C program to store student information in structure and display it. The annual examination is conducted for 10 students for five subjects. Write a program to read the data from a file and determine the following:

   ● Total marks obtained by each student.
   ● Topper of the class.

COURSE OUTCOMES:

   ● Able to design a computational solution for a given problem.
   ● Able to break a problem into logical modules that can be solved (programmed).
   ● Able to transform a problem solution into programs involving programming constructs.
   ● To write programs using structures, strings, arrays, pointers, and files for solving complex computational problems.
   ● Able to introduce modularity using functions and pointers which permit ad hoc runtime polymorphism.

TOTAL: 75PERIODS

REFERENCES:

1.Deitel and Deitel, *C How to Program*, Pearson Education, 2013, 7th Edition.
2.Byron S. Gottfried, *Programming with C*, Schaum's Outlines, Second Edition, Tata McGraw-Hill, 2006.
3.Brian W. Kernighan and Dennis M. Ritchie, *The C Programming Language*, 2nd Edition, 2015, Pearson Education India.
4.R. G. Dromey, *How to Solve It by Computer*, Pearson Education, Fifth Edition, 2007.
5.A. N. Kamthane, *Programming with ANSI and Turbo C*, Pearson Education, Delhi, 3rd Edition.2015
6.Pradip Dey, Manas Ghosh, *Computer Fundamentals and Programming in C*, Second Edition, Oxford University Press, 2013.

BC2003A   **INTRODUCTIONTOCOMPUTERORGANIZATIONAND**   **LT P C**
                                   OPERATINGSYSTEM   **3 0 03**

COURSE OBJECTIVES:

- To learn the basic structure and operations of a computer.
- To learn the Arithmetic and Logic Unit and implementation of fixed-point and floating-point arithmetic unit.
  To understand the memory hierarchies, cache memories, and virtual memories, and to learn the different ways of communication with I/O devices.
- To understand the basic concepts and functions of Operating Systems.
- To understand Process and various Scheduling Algorithms of OS**.**

UNIT I   **BASIC STRUCTURE AND ARITHMETIC OPERATIONS**   **9**

Functional Units – Basic Operational Concepts – Instructions: Language of the Computer – Operations, Operands – Instruction Representation – Logical Operations – Decision Making – MIPS Addressing – Arithmetic for Computers

UNIT II   **PROCESSOR AND CONTROL UNIT**   **9**

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

UNIT III   **MEMORY & I/O SYSTEMS**   **9**

Memory Hierarchy – Memory Technologies – Cache Memory – Measuring and Improving Cache Performance – Virtual Memory – Accessing I/O Devices – Interrupts – Direct Memory Access – Bus Structure – Interface Circuits – USB.

UNIT IV   **OPERATING SYSTEMS OVERVIEW**   **9**

Operating System Overview – Objectives and Functions – Evolution of Operating System – Operating System Structure – System Calls – Processes – Process Concept – Inter-Process Communication.

UNIT V   **PROCESS MANAGEMENT**   **9**

CPU Scheduling – Scheduling Criteria, Scheduling Algorithms, Multiple-Processor Scheduling, Threads Overview – The Critical-Section Problem, Semaphores, Classical Problems of Synchronization, Critical Regions

                                          TOTAL: 45PERIODS

COURSE OUTCOMES:
 On completion of the course, the students should be able to:

- Understand the basic structure of computers, operations, and instructions.
- Design Arithmetic and Logic Unit, Control Unit.
- Understand the various memory systems and I/O communication.
- Understand operating system functions, types, and system calls.
- Analyze processes and various scheduling algorithms.

REFERENCES:

1. David A. Patterson and John L. Hennessy, *Computer Organization and Design: The Hardware/Software Interface*, Fifth Edition, Morgan Kaufmann / Elsevier.

2. Carl Hamacher, Zvonko Vranesic, Safwat Zaky, and Naraig Manjikian, *Computer Organization and Embedded Systems*, Sixth Edition, Tata McGraw Hill, 2012.

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

4. John P. Hayes, *Computer Architecture and Organization*, Third Edition, Tata McGraw Hill, 2012.

5. John L. Hennessy and David A. Patterson, *Computer Architecture – A Quantitative Approach*, Morgan Kaufmann / Elsevier Publishers, Fifth Edition, 2012.

6. Andrew S. Tanenbaum, *Modern Operating Systems*, 4th Edition, Pearson Education, 2014.

BC2004A	DATABASE MANAGEMENT SYSTEMS	L TPC
		302 4

OBJECTIVES:

- To understand the fundamentals of data models and conceptualize and depict a database system using ER diagram.
- To make a study of SQL and relational database design.
- To know about data storage techniques and query processing.
- To impart knowledge in transaction processing, concurrency control techniques, and recovery procedures.

UNIT I   INTRODUCTION   9

File systems versus Database systems – Data Models – DBMS Architecture – Data Independence – Data Modeling using Entity–Relationship Model – E-R Modeling.

UNIT II   RELATIONAL MODE LAND QUERY EVALUATION   9

Relational Model Concepts – Relational Algebra – SQL – Basic Queries – Complex SQL Queries – Views – Constraints.

UNIT III   DATABASE DESIGN & APPLICATION DEVELOPMENT   9

Functional Dependencies – Non-loss Decomposition – First, Second, Third Normal Forms, Dependency Preservation – Boyce-Codd Normal Form – Multi-valued Dependencies and Fourth Normal Form – Join Dependencies and Fifth Normal Form.

UNIT IV   TRANSACTION PROCESSING   9

Query Processing – Transaction Processing – Properties of Transactions – Serializability – Transaction Support in SQL – Locking Techniques – Validation Techniques – Recovery Concepts – Shadow Paging – Log-Based Recovery

UNIT V   FILES AND INDEXING   9

File Operations – Hashing Techniques – Indexing – Single Level and Multi-Level Indexes – B+ Tree – Static Hashing

LIST OF EXPERIMENTS:

1. Data Definition Commands to create, describe, alter, rename, drop, and truncate the tables.

2. Data Manipulation Commands for inserting, deleting, updating, and retrieving in tables.

3. Transaction Control Language Commands like Commit, Rollback, and Save Point.

4. Illustrate the statements to create index and drop index.

5. Perform database querying using simple query, nested query, subquery, and join operations.

6. Create a PL/SQL block to implement implicit and explicit cursors.

7. Create a PL/SQL block to implement procedures and functions.

8. Create a PL/SQL block to execute triggers.

9. Execute a procedure which handles exceptions using PL/SQL.

10. Create an embedded PL/SQL block to connect with any host language like 'C'.

COURSE OUT COMES:

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

● Understand the basic concepts of the database and data models.

● Design a database using ER diagrams and map ER into relations and normalize the relations.

● Acquire the knowledge of query evaluation to monitor the performance of the DBMS.

● Develop simple database applications using normalization.

● Acquire the knowledge about different special-purpose databases and critique how they differ from traditional database systems.

TOTAL: 75PERIODS

REFERENCES:

1. Abraham Silberschatz, Henry F. Korth, and S. Sundarshan, *Database System Concepts*, Seventh Edition, McGraw Hill, 2017.

2. Ramez Elmasri and Shankant B. Navathe, *Fundamentals of Database Systems*, Seventh Edition, Pearson Education, Delhi, 2017.

3. Raghu Ramakrishnan, *Database Management Systems*, Fourth Edition, McGraw Hill College Publications, 2015.

4. Lee Chao, *Database Development and Management*, Auerbach Publications, 1st Edition, 2010.

5. Carlos Coronel, Peter Rob, and Stephen Morris, *Database Principles: Fundamentals of Design, Implementation, and Management*, 10th Edition, Course Technology, Cengage Learning, 2013.

6. C. J. Date, *An Introduction to Database Systems*, Eighth Edition, Pearson Education, Delhi, 2003.

BC2005A   **MATHEMATICAL FOUNDATIONS OF COMPUTER SCIENCE**   **L TP C**
                                                                                30 03

COURSE OBJECTIVES:
- To introduce Mathematical Logic and their rules for validating arguments and programmes.
- To introduce counting principles for solving combinatorial problems.
- To give exposure to Graph models and their utility in connectivity problems.
- To introduce abstract notion of Algebraic structures for studying cryptographic and its related areas.
- To introduce Boolean algebra as a special algebraic structure for understanding logical circuit problems.

UNIT I   LOGIC AND PROOFS   9
Propositional Logic – Propositional Equivalences – Predicates and Quantifiers – Nested Quantifiers – Rules of Inference – Introduction to Proofs – Proof Methods and Strategy.

UNIT II   COMBINATORICS   9
Mathematical Induction – Strong Induction and Well-Ordering – The Basics of Counting – The Pigeonhole Principle – Permutations and Combinations – Recurrence Relations – Solving Linear Recurrence Relations Using Generating Functions – Inclusion–Exclusion Principle and Its Applications

UNIT III   GRAPHS   9
Graphs and Graph Models – Graph Terminology and Special Types of Graphs – Matrix Representation of Graphs and Graph Isomorphism – Connectivity – Euler and Hamilton Paths.

UNIT VI   ALGEBRAIC STRUCTURES   9
Groups – Subgroups – Homomorphisms – Normal Subgroup and Coset – Lagrange's Theorem – Definitions and Examples of Rings and Fields.

UNIT V   LATTICES AND BOOLEAN ALGEBRA   9
Partial Ordering – Posets – Lattices as Posets – Properties of Lattices – Lattices as Algebraic Systems – Sub Lattices – Direct Product and Homomorphism – Some Special Lattices – Boolean Algebra

                                                     TOTAL:45PERIODS

COURSE OUT COMES:
    CO1: Apply Mathematical Logic to validate logical arguments and programmes.

    CO2: Apply combinatorial counting principles to solve application problems.

    CO3: Apply graph model and graph techniques for solving network or other connectivity-related problems.

    CO4: Apply algebraic ideas in developing cryptographic techniques for solving network security problems.

    CO5: Apply Boolean laws in developing and simplifying logical circuits.

REFERENCES:
1. Kenneth H. Rosen, *Discrete Mathematics and its Applications*, Tata McGraw Hill Pub. Co. Ltd., Seventh Edition, Special Indian Edition, New Delhi, 2011.
2. J. P. Tremblay and R. Manohar, *Discrete Mathematical Structures with Applications to Computer Science*, Tata McGraw Hill Pub. Co. Ltd., 30th Reprint, New Delhi, 2011.
3. Ralph P. Grimaldi, *Discrete and Combinatorial Mathematics: An Applied Introduction*, Pearson Education, 3rd Edition, New Delhi, 2014.
4. Thomas Koshy, *Discrete Mathematics with Applications*, 2nd Edition, Elsevier Publications, Boston, 2006.
5. Seymour Lipschutz and Mark Lipson, *Discrete Mathematics*, Schaum's Outlines, Tata McGraw Hill Pub. Co. Ltd., Third Edition, New Delhi, 2013.

BC2006A **BASICS OF COMPUTER NETWORKS** **L TPC**
3003

COURSE OBJECTIVES:

● To understand networking concepts and basic communication model.
● To understand network architectures and components required for data communication.
● To analyze the function and design strategy of Physical, Data Link, Network Layer, and Transport Layer.
● To acquire basic knowledge of various application protocols for Internet security issues and services.

UNIT I **NETWORK FUNDAMENTALS** **9**
Uses of Networks – Categories of Networks – Communication Model – Data Transmission Concepts and Terminology – Protocol Architecture – Protocols – OSI – TCP/IP – LAN Topology – Transmission Media.

UNIT II **DATA LINK LAYER** **9**
Data Link Control – Flow Control – Error Detection and Error Correction – MAC – Ethernet, Token Ring, Wireless LAN MAC – Bluetooth – Bridges.

UNIT III **NETWORK LAYER** **9**
Network Layer – Switching Concepts – Circuit Switching – Packet Switching – IP – Datagrams – IP Addresses – IPv6 – ICMP – Routing Protocols – Distance Vector – Link State – BGP.

UNIT IV **TRANSPORTLAYER** **9**
Transport Layer – Service – Connection Establishment – Flow Control – Transmission Control Protocol – Congestion Control and Avoidance – User Datagram Protocol.

UNIT V **APPLICATIONS AND SECURITY** **9**
Applications – DNS – SMTP – WWW – SNMP – Security – Threats and Services – DES – RSA.

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

● Able to trace the flow of information from one node to another node in the network.
● Able to identify the components required to build different types of networks.
● Able to understand the functionalities needed for data communication into layers.
● Able to choose the required functionality at each layer for a given application.
● Able to understand the working principles of various application protocols and fundamentals of security issues and services available.

TOTAL: 45PERIODS

REFERENCES:
1.Larry L. Peterson & Bruce S. Davie, *Computer Networks – A Systems Approach*, Fifth Edition, Morgan Kaufmann, 2012.
2.James F. Kurose, Keith W. Ross, *Computer Networking: A Top-Down Approach*, Pearson Education Limited, Sixth Edition, 2012.
3.Andrew S. Tanenbaum, David J. Wetherall, *Computer Networks*, Fifth Edition, Pearson Education, 2011.
4.Forouzan, *Data Communication and Networking*, Fifth Edition, TMH, 2012.
5.William Stallings, *Data and Computer Communications*, Tenth Edition, Pearson Education, 2013.
6.Larry L. Peterson & Bruce S. Davie, *Computer Networks – A Systems Approach*, Fifth Edition, Morgan Kaufmann, 2012.