Dr. Mahalingam College of Engineering and Technology

(An Autonomous Institution) Pollachi - 642 003

Curriculum and Syllabi

B.E. Computer Science and Engineering Semesters I to VIII

REGULATIONS 2019



Dr. Mahalingam College of Engineering and Technology, Pollachi – 642003. (An autonomous institution approved by AICTE and affiliated to Anna University)

Department of Computer Science and Engineering

Vision

To develop engineers with global employability, entrepreneurship capability, research focus and social responsibility

Mission

- To develop internationally competent engineers in dynamic IT field by providing state-of-art academic environment and industry driven curriculum
- To motivate and guide students to take up higher studies and establish entrepreneurial ventures
- To enrich the department through committed and technically sound faculty team with research focus in thrust areas
- To undertake societal problems and provide solutions through technical innovations and projects in association with the industry, society and professional bodies

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Programme: B.E. Computer Science and Engineering

Programme Educational Objectives (PEOs) - Regulations 2019

B.E. Computer Science and Engineering graduates will:

PEO1.Domain expertise: Possess expertise and emerge as key players in IT integrated domains.

PEO2.Computing skills and ethics: Employ computing skills to solve societal and environmental issues in an ethical manner.

PEO3.Lifelong learning and research: Involve in lifelong learning and research to meet the demands of global technology.

Programme Outcomes (POs) - Regulations 2019

On successful completion of B.E. Computer Science and Engineering programme, graduating students/graduates will be able to:

- **PO1. Engineering knowledge**: Apply the knowledge of mathematics, science, engineering fundamentals and concepts of Computer Science to solve complex engineering problems.
- **PO2. Problem analysis:** Identify, review literature, formulate and analyse complex engineering problems using first principles of mathematics and engineering sciences.
- **PO3.** Design and development of solutions: Design and develop computing solutions for complex engineering problems with societal and environmental awareness.
- **PO4. Complex problem investigation**: Investigate complex problems by employing research methods to arrive at valid conclusions.
- **PO5. Modern tool usage:** Evaluate and use appropriate tools and techniques in engineering activities.
- **PO6. Societal contribution:** Follow professional engineering practice by applying contextual knowledge to assess societal and legal issues.
- **PO7. Environment and Sustainability:** Understand and provide professional engineering solutions taking into consideration environmental and economic sustainability.

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- **PO8.** Ethics: Follow ethical principles and norms in engineering practice.
- **PO9.** Individual and team work: Function effectively as an individual, team member or leader in diversified environments.
- **PO10. Communication:** Communicate effectively through various modes for all engineering activities.
- **PO11.Project management and finance:** Apply Engineering knowledge and management principles for effective project management in multi-disciplinary environments.
- **PO12. Life-long learning:** Engage in independent life-long learning and skill development for professional and social well being.

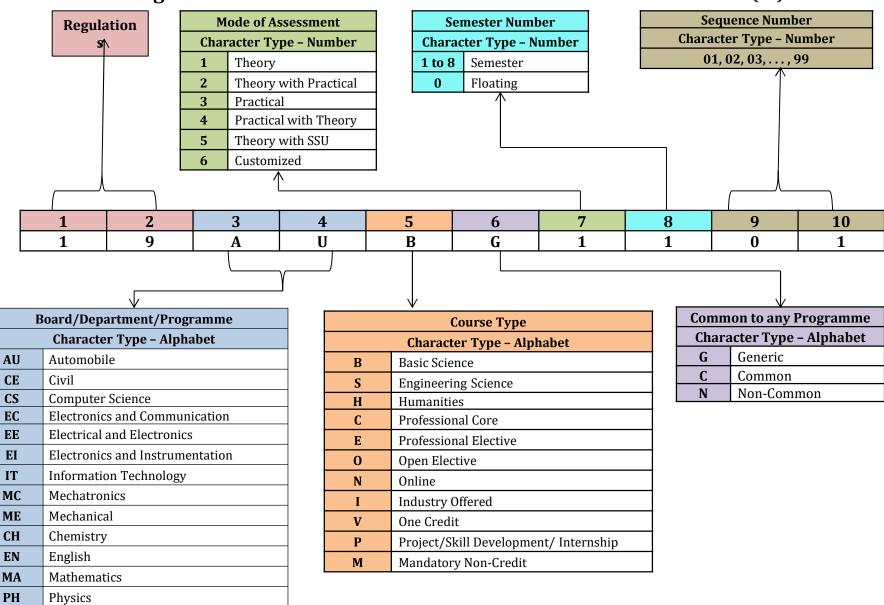
Programme Specific Outcomes (PSOs) - Regulations 2019

On successful completion of B.E. Computer Science and Engineering programme, graduating students/graduates will be able to:

PSO1.Systems engineering: Employ software engineering principles in the design and development of efficient systems

PSO2.Knowledge engineering: Apply data analytics techniques for solving real world problems

Dr. Mahalingam College of Technology, Pollachi 2019 Regulations - Course Code Generation Procedure for UG Courses(v1)



Professional Skills

Science and Humanities

PS SH



Dr. MAHALINGAM COLLEGE OF ENGINEERING AND TECHNOLOGY

Affiliated to Anna University, Chennai; Approved by AICTE; Accredited by NAAC with Grade 'A++' Accredited by NBA - Tier1 (Mech, Auto, Civil, EEE, ECE, E6I and CSE)
Udumalai Road, Pollachi - 642 003 Tel: 04259-236030/40/50 Fax: 04259-236070 www.mcet.in

Programme: B.E Computer Science and Engineering 2019 Regulations Curriculum for Semesters I to II

Course Code	Course Title	Duration	Credits	Marks
19SHMG6101	Induction Program	3 Weeks	-	100

Semester I (2019 Batch)

Course	Course Title	Hours/Week			Credits	Marks	Common to
Code		L	Т	Р	Credits	IVIAIKS	Programmes
19MABC1102	Linear Algebra and Infinite Series	3	1	0	4	100	CS & IT
19ENHG2101	Communication Skills – I	2	0	2	3	100	All
19CHBC2101	Chemistry for Information Sciences	3	0	2	4	100	CS & IT
19EESC2101	Introduction to Electrical and Electronics Engineering	3	0	2	4	100	CS & IT
19CSSN2101	Fundamentals of Programming	3	0	2	4	100	-
19PSHG3002	Personal Effectiveness	0	0	2	1	100	All
	Total	14	1	10	20	600	

Semester II (2019 Batch)

Course	Course Title	Hou	rs/We	eek	Credits	Marks	Common to
Code	Course Title	L	Т	Р	Credits	IVIAIKS	Programmes
19MABC1202	Calculus and Transforms	3	1	0	4	100	CS & IT
19ENHG2201	Communication Skills – II	2	0	2	3	100	All
19PHBC2201	Physics for Information Sciences	3	0	2	4	100	CS & IT
19ECSC2201	Digital System Design	2	0	2	3	100	CS & IT
19CSSN2201	Programming with C	3	0	3	4.5	100	-
19MESC4001	Engineering Drawing	1	0	3	2.5	100	AU,CS,EC, EI,IT,ME, MC & PR
19PSHG3001	Wellness for Students	0	0	2	1	100	All
19CHMG6201	Environmental Sciences	1	0	0	-	100	All
	Total	15	1	14	22	800	



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Udumalai Road. Pollachi - 642 003 Tel: 04259-236030/40/50 Fax: 04259-236070 www.mcet.in

Programme: B.E Computer Science and Engineering 2019 Regulations Curriculum for Semesters I to VIII

Course Code	Course Title	Duration	Credits	Marks
19SHMG6101	Induction Program	3 Weeks	-	100

Semester I (2020 Batch onwards)

Course	Course Title	Hou	rs/W	eek	Credits	Marks	Common to
Code	Course Title	L	Т	Р	Ciedits	into marko	Programmes
19MABC1102	Linear Algebra and Infinite Series	3	1	0	4	100	CS,IT & AD
19ENHG2101	Communication Skills – I	2	0	2	3	100	All
19EESC2101	Introduction to Electrical and Electronics Engineering	3	0	2	4	100	CS,IT & AD
19CSSN2101	Fundamentals of Programming	3	0	2	4	100	-
19CSSC4001	IT Practices Lab	1	0	4	3	100	CS,IT & AD
19PSHG6001	Wellness for Students*	0	0	2	-	-	All
	Total	12	1	12	18	500	

Semester II (2020 Batch onwards)

Course	Course Title	Hou	rs/We	eek	Credits	Marks	Common to
Code	Course ritte	L	Т	Р	Credits	IVIAI NS	Programmes
19MABC1202	Calculus and Transforms	3	1	0	4	100	CS,IT & AD
19ENHG2201	Communication Skills – II	2	0	2	3	100	All
19PHBC2002	Physics for Information Sciences	3	0	2	4	100	CS,IT & AD
19ECSC2201	Digital System Design	2	0	2	3	100	CS,IT & AD
19CSSN2201	Programming with C	3	0	3	4.5	100	-
19MESC4001	Engineering Drawing	1	0	3	2.5	100	AU,CS,EC, EI,IT,ME, AD&MC
19PSHG6001	Wellness for Students*	0	0	2	1	100	All
19CHMG6201	Environmental Sciences	1	0	0	-	100	All
	Total	15	1	14	22	800	

^{*} Annual Pattern

Semester III

Course	Course Title	Но	urs/W	eek	Credits	Marks	Common to
Code	Course Title	L	Т	Р	Credits	IVIAI NS	Programmes
19MABC1303	Discrete Mathematics	3	1	0	4	100	CS & IT
19CSCN1301	Data Structures and Algorithm Analysis – I	3	0	0	3	100	CS & AD
19CSCN1302	Computer Architecture	3	0	0	3	100	CS & AD
19ECSN1301	Principles of Communication Engineering	3	0	0	3	100	-
19CSCN2301	Database Systems	3	0	2	4	100	CS & AD
19CSCN3301	Data Structures and Algorithm Analysis Laboratory	0	0	3	1.5	100	CS & AD
19CSCN4301	Java Programming Laboratory	1	0	3	2.5	100	-
19PSHG6002	Universal Human Values 2: Understanding Harmony	2	1	0	3	100	All
XXXXXXXXX	One Credit Course	0	0	2	1	100	-
Total		18	2	10	25	900	

Semester IV

Course	Course Title	Ηοι	ırs/W	eek	Credits	Marks	Common to
Code	Course Title	L	Т	Р	Ciedits	IVIAI KS	Programmes
19MABG1401	Probability and Statistics	3	1	0	4	100	All
19CSCN1401	Data Structures and Algorithm Analysis – II	3	1	0	4	100	CS & AD
19CSCN2401	Operating Systems	3	0	2	4	100	-
19EESN2401	Microcontrollers and IoT	3	0	2	4	100	-
19CSCN3401	Python Programming Laboratory	0	0	4	2	100	-
19CSPN6401	Mini – Project	0	0	4	2	100	-
XXXXXXXXX	One Credit Course	0	0	2	1	100	-
	Total	12	2	14	21	700	

Course Code	Course Title	Duration	Credits	Marks
XXXXXXXXX	Internship or Skill Development*	2 Weeks	1	100

^{*}Refer to clause: 4.8 in UG academic regulations 2019

Semester V

Course	Course Title	Ηοι	ırs/W	eek	Credits	Marks	Common to
Code	Course Title	L	Т	Р	Ciedits	IVIAI NS	Programmes
19CSCN1501	Formal Languages and Automata Theory	3	1	0	4	100	-
19CSCN1502	Object Oriented Software Engineering	3	0	0	3	100	-
19CSCN2501	Computer Network Technology	3	0	2	4	100	-
XXXXXXXXX	Professional Elective –I	3	0	2	4	100	-
XXXXXXXXX	Professional Elective –II	3	0	0	3	100	-
XXXXXXXXX	Open Elective – I	3	0	0	3	100	-
19CSCN3501	Object Oriented Software Engineering Laboratory	0	0	3	1.5	100	-
19CSCN4501	Internet Programming Laboratory	1	0	3	2.5	100	-
19PSHG6501	Employability Skills 1 : Teamness and Interpersonal Skills	0	0	2	1	100	All
	Total	19	1	12	26	900	

Semester VI

Ochiester VI									
Course	Course Title	Hou	rs/W	eek	Credits	Marks	Common to		
Code	Course Title	L	Т	Р	Credits	IVIAI NS	Programmes		
19CSCN1601	Compiler Design	3	1	0	4	100	-		
19CSCN1602	Machine Intelligence	3	0	0	3	100	-		
XXXXXXXXX	Professional Elective –III	3	0	2	4	100	-		
XXXXXXXXX	Professional Elective –IV	3	0	0	3	100	-		
XXXXXXXXX	Open Elective –II	3	0	0	3	100	-		
19CSCN3601	Machine Intelligence Laboratory	0	0	4	2	100	-		
19CSPN6601	Innovative and Creative Project	0	0	4	2	100	-		
19PSHG6601	Employability Skills 2: Campus to Corporate	0	0	2	1	100	All		
	Total	15	1	12	22	800			

Course Code	Course Title	Duration	Credits	Marks
XXXXXXXXX	Internship or Skill Development*	2 or 4 Weeks	1	100

^{*}Refer to clause: 4.8 in UG academic regulations 2019

Semester VII

Course	Course Title	Hou	rs/W	eek	Credits	Marks	Common to
Code	Course Title	L T P		Credits	IVIAI KS	Programmes	
19CSCN1701	Cyber Security	3	0	0	3	100	-
19CSCN1702	Software Project Management	3	0	0	3	100	-
XXXXXXXXX	Professional Elective –V	3	0	2	4	100	
XXXXXXXXX	Professional Elective –VI	3	0	0	3	100	-
XXXXXXXXX	Open Elective - III	3	0	0	3	100	
19CSCN4701	Cloud Technology Laboratory	1	0	3	2.5	100	-
19CSCN4702 Open Source Software Development Laboratory		1	0	3	2.5	100	-
	Total	17	0	8	21	700	

Semester VIII

Course	Course Title	Ηοι	ırs/W	eek	Credits	Marks	Common to
Code	Course Title	L	Т	Р	Ciedits	IVIAI NS	Programmes
19CSPN6801	Project	0	0	16	8	200	-
Total			0	16	8	200	

Course Code	Course Title	Duration	Credits	Marks
XXXXXXXXX	Internship or Skill Development*	8 or 16 weeks	4	100

^{*}Refer to clause: 4.8 in UG academic regulations 2019

Total Credits (2019 Batch only): 171

Total Credits (2020 Batch onwards): 169

Professional Electives for Semesters V to VII

Course	Course Title		ırs/We	ek	One dite	Maulia	Common to
Code	Course Title	L	Т	Р	Credits	Marks	Programmes
19CSEN2001	User Interface Design	3	0	2	4	100	-
19CSEN2002	Graphics and Visualization	3	0	2	4	100	-
19CSEN2003	Information Retrieval Techniques	3	0	2	4	100	-
19CSEN2004	Big Data Analytics	3	0	2	4	100	-
19CSEN2005	Multi-Core Architecture	3	0	2	4	100	-
19CSEN2006	Agile Software Development	3	0	2	4	100	-
19CSEN2011	Business Intelligence	3	0	2	4	100	-
19CSEN2012	Soft Computing Techniques	3	0	2	4	100	-
19CSEN2013	Social Network Analytics		0	2	4	100	-
19CSEN2014	Cryptographic Techniques		0	2	4	100	-
19CSEN2015	Web Technologies		0	2	4	100	-
19CSEN2016	Software Quality Assurance and Testing		0	2	4	100	-
19CSEN2021	Game Design	3	0	2	4	100	-
19CSEN2022	Visualization Techniques	3	0	2	4	100	-
19CSEN2023	Deep Learning	3	0	2	4	100	-
19CSEN2024	Network and Internet Security	3	0	2	4	100	-
19CSEN2025	Embedded Systems	3	0	2	4	100	-
19CSEN2026	Design Patterns	3	0	2	4	100	-
19CSEN2027	Foundation Skills in Integrated Product Development	3	0	2	4	100	-
19CSEN2028	Advanced Data Structures and Algorithms	3	0	2	4	100	-
19CSEN1002	Multimedia Systems	3	0	0	3	100	-
19CSEN1003	Interaction Design	3	0	0	3	100	-
19CSEN1004	Optimization Techniques	3	0	0	3	100	-
19CSEN1005	Distributed Systems	3	0	0	3	100	-
19CSEN1006	Software Defined Networks	3	0	0	3	100	-
19CSEN1007	Reliability Engineering	3	0	0	3	100	-

19CSEN1008	Wireless Sensor Networks		0	0	3	100	-
19CSEN1009	Text and Web Mining	3	0	0	3	100	-
19CSEN1010	Speech Processing	3	0	0	3	100	-
19CSEN1011	Digital Image Processing	3	0	0	3	100	-
19CSEN1012	Bio Inspired Computing	3	0	0	3	100	-
19CSEN1013	Block Chain Technology		0	0	3	100	-
19CSEN1014	Information Security	3	0	0	3	100	-
19CSEN1015	Information Storage Systems	3	0	0	3	100	-
19CSEC6701	Professional Readiness for Innovation, Employability and Entrepreneurship	0	0	6	3	100	CS, IT & EC

Open Electives

(Offered to other Programmes)

Course	Course Title	Но	urs/W	eek	Credits	Marks	
Code	Course Title	L	Т	Р	Credits	IVIAI NS	
19CSOC1001	Data Structures	3	0	0	3	100	
19CSOC1002	Relational Database Management System	3	0	0	3	100	
19CSOC1003	Java Programming	3	0	0	3	100	
19CSOC1004	Principles of Operating System	3	0	0	3	100	
19CSOC1005	Object Oriented System Design	3	0	0	3	100	
19CSOC1006	Management Information Systems	3	0	0	3	100	
19CSOC1007	Computer Forensics	3	0	0	3	100	
19CSOC1008	Augmented Reality and Virtual Reality	3	0	0	3	100	
19CSOC1009	Human Computer Interface Design	3	0	0	3	100	
19CSOC1010	Bio Informatics	3	0	0	3	100	
19CSOC1011	Geographic Information System	3	0	0	3	100	
19CSOC1012	Green Computing	3	0	0	3	100	

Regulations 2019

Detailed Syllabi for Semesters I to VIII

Course Code: 19SHMG6101	Course Title: Induction Program (common to all B.E/B.Tech programmes)				
Course Category: Mandatory	Course Level: Introductory				
Duration: 3 Weeks	Max. Marks:100				

Pre-requisites

➤ Nil

Course Objectives

The course is intended to:

- 1. Explain various sources available to meet the needs of self, such as personal items and learning resources
- 2. Explain various career opportunities, opportunity for growth of self and avenues available in the campus
- 3. Explain the opportunity available for professional development
- 4. Build universal human values and bonding amongst all the inmates of the campus and society

List of Activities:

- 1. History of Institution and Management: Overview on NIA Education Institutions-Growth of MCET Examination Process-OBE Practices Code of Conduct Centre of Excellence
- 2. Lectures by Eminent People, Motivational Talk Alumni, Employer
- 3. Familiarization to Dept./Branch: HoD Interaction Senior Interaction Department Association
- 4. Universal Human Value Modules: Module 1, Module 2, Module 3 and Module 4
- 5. Orientation on Professional Skill Courses
- 6. Proficiency Modules Mathematics, English, Physics and Chemistry
- 7. Introduction to various Chapters, Cell, Clubs and its events
- 8. Creative Arts: Painting, Music and Dance
- 9. Physical Activity: Games and Sports, Yoga and Gardening
- 10. Group Visits: Visit to Local areas and Campus Tour

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Explain various sources available to meet the needs of self, such as personal items and learning resources through visit to local areas and campus	Understand
CO2: Explain various career opportunities and avenues available in the campus through orientation sessions	Understand
CO3: Explain the opportunity available for professional development through professional skills, curricular, co-curricular and extracurricular activities	Understand
CO4: Build universal human values and bonding amongst all the inmates of the campus and society for having a better life	Apply

Course Articulation Matrix

СО	PO1	PO2	РО3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	1	-	-	-	-	-	-	2	1	2	-	-	-	-
CO2	1	-	-	-	-	-	-	2	1	2	-	-	-	-
СОЗ	1	-	-	-	-	-	-	2	1	2	-	-	-	-
CO4	2	-	-	-	-	-	-	2	1	2	-	-	-	-

High-3; Medium-2; Low-1

Assessment Pattern

Component	Marks	Details
Attendance	10	Minimum 80% and 1 mark for every 2% observed
Knowledge Test	40	Objective type questions
Work plan for future 50		Career plan developed consulting mentor
Total	100	

Non-letter Grades

Marks Scored	Performance Level
70 & above	Good
30 – 69	Average
< 30	Fair

Semester - I

Course Code:19MABC1102	Course Tit	le: Linear Algebra and Infinite Series (common to CS, IT & AD)				
Course Category: Basic Scien	nce	Course Level: Introductory				
L:T:P (Hours/Week) 3: 1: 0 Credits:4		Total Contact Hours:60	Max. Marks:100			

Pre-requisites

> NIL

Course Objectives

The course is intended to:

- 1. Determine the solution of system of equations using echelon forms
- 2. Apply the properties of vector spaces
- 3. Use the Gram-Schmidt process to orthogonalize set of vectors
- 4. Determine the canonical form of a quadratic form using orthogonal transformation
- 5. Use different testing methods to check the convergence of infinite series

Unit I Matrices 9+3 Hours

System of linear equations – Homogeneous and Non homogeneous forms – row echelon form – row reduced echelon form – rank of a matrix – Crout's method – Applications to linear systems.

Unit II Basis and Dimension of Vector Spaces

9+3 Hours

Vector spaces – Linear dependence of vectors – Basis, dimension, row space, column space, null space, rank nullity theorem – Linear transformations – matrix associated with a linear map, range and kernel of linear map – Inverse of linear transformation.

Unit III Orthogonality and Inner Product Space

9+3 Hours

Inner product space of vectors – Inner product spaces – length of a vector, distance between two vectors, orthogonally of vectors – orthogonal projection of a vector – Gram-Schmidt process – orthonormal basis.

Unit IV Eigen Values and Eigen Vectors

9+3 Hours

Eigen values and vectors – symmetric, skew symmetric and orthogonal matrices – Diagonalization of symmetric matrices through orthogonal transformation – reduction of quadratic forms to canonical form-rank ,index, signature nature of quadratic forms – Singular Value decomposition.

Unit V Sequences and Series

9+3 Hours

Sequences – definitions and examples – Series – Tests for convergence – comparison test, integral test, Cauchy's root test, Alembert's ratio test – Alternating series – Leibnitz's test.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Solve system of equations using echelon forms	Apply
CO2: Apply the properties of vector spaces	Apply
CO3: Determine orthogonal set of vectors using Gram Schmidt orthogonal process	Apply
CO4: Determine the canonical form of a quadratic form using orthogonal transformation	Apply
CO5: Use different testing methods to check the convergence of infinite series	Apply

Text Book(s):

- T1.Erwin Kreyszig, "Advanced Engineering Mathematics", 10th Edition, John Wiley & sons, 2010.
- T2. David C Lay, "Linear Algebra and its Applications", 3rd Edition, Pearson India, 2011.
- T3. Howard Anton, Chris Rorres, "Elementary Linear Algebra Applications version", 9th Edition,

Reference Book(s):

- R1.T. Veerarajan, "Engineering Mathematics for first year", Tata McGraw-Hill, New Delhi, 2008.
- R2.V. Krsihnamurthy, V. P. Mainra and J. L. Arora, "An Introduction to Linear Algebra", Affiliated East-West press, Re-print 2005.

Web References:

1. https://nptel.ac.in/downloads/111102011/

Course Articulation Matrix

СО	PO1	PO2	РО3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	1	1	-	1	-	1	1	1	1	2		-
CO2	3	2	1	1	-	1	-	1	1	1	1	2		-
CO3	3	2	1	1	-	1	-	1	1	1	1	2	-	-
CO4	3	2	1	1	-	1	-	1	1	1	1	2	-	-
CO5	3	2	1	1	-	1	-	1	1	1	1	2	-	-

High-3; Medium-2; Low-1

Assessment Pattern

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
Continuous Assessment	CCET II	3,4	50			
	CCET III	5	50			
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code:19ENHG2101	Course Title: Communication Skills – I (Common to all B.E/B.Tech Programmes)			
Course Category: Humanities		Course Level: Introductory		
L:T:P(Hours/Week) 2: 0: 2	Credits:3	Total Contact Hours:60	Max. Marks:100	

Pre-requisites

➤ The student should have undergone English as his/her first or second language in school.

Course Objectives

The course is intended to:

- 1. Listen and understand monologues and dialogues of a native speaker on par with B1 of CFFR level
- Speak in simple sentences to convey their opinions and ideas on par with B1 of CEFR level
- 3. Read and infer a given text on par with B1 of CEFR level
- 4. Draft basic formal written communication on par with B1 of CEFR level

Unit I Listening

15 Hours

Importance of active listening – Physical condition needed for active listening – Identifying relevant points while taking notes – Framing questions at different linguistic contexts – Listening for specific details of concrete monologues and dialogues – Listening to organize ideas – Developing ideas – Listening to compose paragraphs – Paraphrasing the aural input.

Unit II Speaking

15 Hours

Importance of note making to practice speaking – Traditional note making, developing Mind map – Collecting points from various sources – Identifying relevant ideas needed for the speech – Using mind-map to organize thought processing – Prioritizing the ideas – Types of sentences – Frequently used words (Institution, home and leisure) – Mother Tongue Influence – Expressing the thoughts in simple sentences – Tenses & Voices (Active & Passive) – Postures, gestures and eye contact – Intonation and Sentence stress – Express one's thoughts coherently.

Unit III Reading

15 Hours

Reading strategies – Skimming -Scanning - Interpretation of visual data – Factual texts on subjects of relevance – Inferring texts – Reading to write a review – Checking the accuracy of reading while presenting the interpreted data – Reading to comprehend.

Unit IV Writing

15 Hours

WritingSimple and short sentences – Writing E-mail, Memo, Note and Message – Letter Writing – Importance of punctuations – Identifying the main points – Organising the main ideas – Writing a draft.

List of Tasks

- 1. BEC Preliminary Listening Test I & Speaking Test 1
- 2. BEC Preliminary Listening Test 2 & Speaking Test 2
- 3. BEC Preliminary Listening Test 3 & Speaking Test 3
- 4. BEC Preliminary Listening Test 4 & Speaking Test 4
- 5. BEC Preliminary Listening Test 5 & Speaking Test 5
- 6. BEC Preliminary Listening Test 6 & Speaking Test 6

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Listen actively and paraphrase simple messages and specific details of concrete monologues and dialogues	Apply
CO2: Express one's views coherently in a simple manner	Apply
CO3: Read and comprehend factual texts on subjects of relevance	Understand
CO4: Write texts bearing direct meanings for different contexts maintaining an appropriate style	Apply

Text Book(s):

- T1. Whitby Norman, "Business Benchmark Pre-intermediate to Intermediate Students' Book", CUP Publications, 2nd Edition, 2014.
- T2. Wood Ian, Williams Anne, Cowper Anna, "Pass Cambridge BEC Preliminary", 2nd Edition, Cengage Learning, 2015.
- T3. Learners Book prepared by the Faculty members of Department of English.

Reference Book(s):

- R1. BEC-Preliminary Cambridge Handbook for Language Teachers, 2nd Edition, CUP 2000.
- R2. Hewings Martin Advanced Grammar in use Upper-intermediate Proficiency, CUP, 3rd Edition, 2013.

Web References:

- 1. http://www.grammarinenglish.com -Jan 23, 2018
- 2. https://www.northshore.edu/support_centre /pdf/listen-notes.pdf
- 3. http://www.examenglish.com/BEC/BEC_Vantage.html- Jan 23, 2018

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	-	-	-	-	-	-	-	2	3	3	-	2	-	-
CO2	-	-	-	-	-	-	-	2	3	3	-	2	-	-
СОЗ	-	-	-	-	-	-	-	1	-	3	-	2	-	-
CO4	-	-	-	-	-	-	-	1	-	3	-	2	-	-

High-3; Medium-2; Low-1

Assessment Pattern

	Assessment Component	CO. No.	Marks	Total		
	CCETI	2,3,4	50			
	CCET II	2,3,4	50	20		
Continuous Assessment	CCET III	2,3,4	50			
	Continuous Assessment – Practical	1,2	75	10		
	Final Assessment – Practical	1,2	50	10		
End Semester Examination	ESE	2,3,4	100	60		
			Total	100		

Course Code: 19CHBC2101	Course Ti	itle: Chemistry for Information Sciences (common to CS & IT) (2019 Batch Only)				
Course Category: Basic Scien	nce	Course Level: Introductory				
L:T:P (Hours/Week) 3: 0: 2	Credits:4	Total Contact Hours:75	Max. Marks:100			

Pre-requisites

Higher Secondary Chemistry I and II

Course Objectives

The course is intended to:

- 1. Explain the principles of electrochemistry, batteries and fuel cells.
- 2. Explain the mechanism of corrosion and corrosion control.
- 3. Describe the preparation, properties and applications of engineering plastics.
- 4. Explain the chemistry of water and water conditioning methods.
- 5. Describe synthesis, properties and applications of nanomaterials.

Unit I Electrochemistry and Batteries

9 Hours

Cells – Types of cells – galvanic and electrolytic cells – emf and its measurement – Nernst equation – Batteries – types and Characteristics, Construction, working and applications – Alkaline battery, Lead – Acid battery, Nickel – Cadmium battery, Lithium ion battery, Hydrogen Oxygen fuel cells.

Unit II Corrosion and its Control

9 Hours

Corrosion – dry and wet corrosion – mechanism of electrochemical corrosion – galvanic corrosion and concentration cell corrosion, Factors influencing corrosion. Corrosion Control methods – Cathodic protection methods, Metallic coating – Galvanizing, Tinning – Chrome plating and Electroless plating of Nickel.

Unit III Polymers, Plastics and Composites

9 Hours

Polymers – definition – polymerization – types – addition and condensation polymerization-classification – Terminologies – Plastics – Classification, Engineering plastics (PVC, Teflon, Polycarbonates, Polyurethanes, PET) – preparation, properties and uses, Compounding of plastics – Moulding technique – blow and extrusion. Polymer composites – FRP and ceramic matrix composites.

Unit IV Water Technology

9 Hours

Water quality parameters – Types of water- Hardness of water – Types, expression, units, problems – determination of hardness by EDTA method – Boiler feed water – boiler troubles(scale, sludge, priming, foaming, caustic embrittlement, Boiler corrosion) – Water conditioning methods – Internal conditioning – phosphate , calgon and sodium aluminate conditioning, External conditioning – demineralization, Desalination of brackish water – reverse osmosis process.

Unit V Synthesis and Applications of Nano Materials

9 Hours

Introduction – Difference between bulk and Nano materials – size dependent properties. Nano scale materials – particles, clusters, rods and tubes. Synthesis of Nanomaterials: Sol-gel process, Electro deposition, Hydrothermal methods. Applications of Nano materials in Electronics, Energy science and medicines. Risk and future perspectives of nano materials

List of experiments

30 Hours

- 1. Determination of Dissolved Oxygen in water by Winkler's method
- 2. Determination of strength of strong acid by conductance measurement
- 3. Estimation of Fe²⁺ by potentiometric titration
- 4. Determination of corrosion rate by weight loss method
- 5. Estimation of hardness of water by EDTA method
- 6. Determination of molecular weight of polymer by viscometric method

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1:Explain batteries based on their characteristics, construction, working principle and applications	Understand
CO2:Explain the mechanism of corrosion and its control techniques	Understand
CO3: Identify a suitable plastic for a specific engineering application.	Understand
CO4: Calculate hardness of water based on water quality parameters associated with water conditioning methods	Apply
CO5: Describe synthesis, properties and applications of nanomaterials	Understand

Text Book(s):

- T1.Jain & Jain, "Engineering Chemistry(All India)",17th edition, Dhanpat Rai Publishing Company(P) Ltd, New Delhi, 2018.
- T2.Wiley, "Engineering Chemistry", 2nd Edition, Wiley India Pvt. Ltd. New Delhi, 2011. **Reference Book(s):**
- R1.Larry Brown and Tom Holme, "Chemistry for Engineering Students", 3rd Edition, Cengage Leg,2010.
- R2.S. S. Dara "A text book of Engineering Chemistry" S. Chand & Co. Ltd., New Delhi, 2006.
- R3.Charles P. Poole, Jr., Frank J. Owens "Introduction to Nanotechnology" Wiley India Pvt. Ltd. New Delhi, 2003.
- R4.V.R.Gowariker, N.V.Viswanathan and Jayadev Sreedhar, "Polymer Science", New Age International (P) Ltd, Chennai, 2006.

Web References:

- 1. http://nptel.ac.in/courses/122101001/downloads/lec.23.pdf
- 2. http://nptel.ac.in/courses/118104004/
- 3. http://nptel.ac.in/courses/104105039/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	3	3	2	3	2	-	-	-	-
CO2	2	1	-	-	-	3	3	2	3	2	-			-
CO3	3	2	1	1	-	3	3	1	-	1	-	-	-	-
CO4	3	2	1	1	-	3	3	1	-	1	-	-	-	-
CO5	2	1	-	-	-	3	3	1	-	1	-	-	-	-

High-3; Medium-2;Low-1

Assessment Pattern

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5	50	1		
	Continuous Assessment – Practical	1,2,3,4,5	75	10		
	Final Assessment – Practical	1,2,3,4,5	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code:19EESC2101		tle: Introduction to Electrica g (common to CS, IT & AD)	I and Electronics		
Course Category: Engineer	ing Science	Course Level: Introductory			
L:T:P (Hours/Week) 3: 0: 2	Credits:4	Total Contact Hours:75	Max. Marks:100		

Pre-requisites

➤ Nil

Course Objectives

The course is intended to:

- 1. Explain basics of DC circuits
- 2. Explain the fundamentals of AC circuits
- 3. Describe the basic electrical machines
- 4. Summarize the semiconductor devices
- 5. Outline the display devices and transducers
- 6. Utilize carpentry and piping methods

Unit I Fundamentals of DC Circuits

9 Hours

Definition, symbol and unit of quantities – Active and Passive elements – Ohm's Law: statement, illustration and limitation – Kirchhoff's Laws: statement and illustration – Resistance in series and voltage division rule – Resistance in parallel and current division rule – Method of solving a circuit by Kirchhoff's laws – Star to Delta and Delta to Star transformation.

Unit II AC Fundamentals

9 Hours

Magnetic Circuits: Definition of magnetic quantities – Law of electromagnetic induction – Generation of single phase alternating EMF – Terminology – 3 Phase System: 3-Wire and 4 Wire system – Root Mean Square (RMS) – Average value of AC – Phasor representation of alternating quantities – Pure Resistive, Inductive and Capacitive circuits.

Unit III Electrical Machines

9 Hours

DC Generator and DC Motor: Construction, Working Principle, Characteristics of shunt and series motor – Single phase transformer: Construction, working principle - Three phase and Capacitor start and run single phase induction motor: Construction and Working Principle.

Unit IV Semiconductor Devices

9 Hours

Theory of Semiconductor: PN junction diode, Forward Bias Conduction, Reverse Bias Conduction, V-I Characteristics – Bipolar Junction Transistor: Operation of NPN and PNP Transistor, Common Emitter Configuration – Field Effect Transistor & MOSFET: construction and working principle.

Unit V Display Devices and Transducers

9 Hours

Opto-Electronic Devices: Working principle of Photoconductive Cell, Photovoltaic Cell-solar cell Display Devices: Light Emitting Diode (LED) – Liquid Crystal Display (LCD) – Transducers: Capacitive and Inductive Transducer, Thermistors, Piezoelectric and Photoelectric Transducer.

List of Experiments 30 Hours

[A] Electrical & Electronics:

- 1) Identification of resistor and capacitor values
- 2) Soldering practice of simple circuit and checking the continuity
- 3) Fluorescent tube, staircase, house wiring and need for earthing

[B] Civil & Mechanical:

- 1) Make a wooden Tee joint to the required dimension
- 2) Make a tray in sheet metal to the required dimension
- 3) Assemble the pipeline connections with different joining components for the given layout

Course Outcomes	Cognitive	
At the end of this course, students will be able to:	Level	
CO1: Explain basic laws and simplification techniques in electrical engineering using DC Circuits	Understand	
CO2:Explain the fundamentals and basic principles of AC Circuits	Understand	
CO3:Describe the principles of basic electrical machines	Understand	
CO4:Summarize the working of semiconductor devices	Understand	
CO5:Outline the features of display devices and transducers	Understand	
CO6: Utilize Carpentry and Piping methods	Apply	

Text Book(s):

T1. R.Muthusubramanian and S.Salivahanan, "Basic Electrical and Electronics Engineering", McGraw Hill India Limited, New Delhi, 2014.

Reference Book(s):

- R1. B.L Theraja, "Fundamental of Electrical Engineering and Electronics", S.Chand Limited 2006.
- R2. J.B.Gupta, "Basic Electrical and Electronics Engineering", S.K.Kataria & Sons, 2009.
- R3. Smarajit Ghosh, "Fundamental of Electrical and Electronics Engineering", 2nd Edition, PHI Learning Private Limited New Delhi, 2010.
- R4. S. K. Sadhev, "Basic Electrical Engineering and Electronics", Tata Mcgraw Hill, 2017.

Web References:

- 1. https://www.nptel.ac.in/courses/108108076/
- 2. https://www.oreilly.com/library/view/basic-electrical-and/9789332579170/
- 3. http://www.ait.ac.jp/en/faculty/lab-enginnering/latter/elec-material/
- 4. http://www.electrical4u.com
- 5. http://www.allaboutcircuits.com

Course Articulation Matrix

СО	PO1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	2	3	2	-	-	-	-
CO2	2	1	-	-	-	-	-	2	3	2	-	-	-	-
CO3	2	1	-	-	-	-	-	2	3	2	-	-	-	-
CO4	2	1	-	-	-	-	-	1	-	1	-	-	-	-
CO5	2	1	-	-	-	-	-	1	-	1	-	-	-	-
CO6	3	2	1	1	-	-	-	2	3	2	-	-	-	-

High-3; Medium-2; Low-1

Assessment Pattern

	Assessment Component	CO. No.	Marks	Total		
	CCETI	1,2	50			
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5	50			
	Continuous Assessment – Practical	1,2,3,6	75	10		
	Final Assessment – Practical	1,2,3,6	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19CSSN2101 Course Title: Fundamentals of Programming					
Course Category: Engineerin	g Science	Course Level: Introductory			
L:T:P (Hours/Week) 3: 0: 2 Credits:4		Total Contact Hours:75	Max Marks:100		

Pre-requisites

> NIL

Course Objectives

The course is intended to:

- 1. Develop solutions using problem solving techniques
- 2. Design pseudo code using suitable selection and repetition structures
- 3. Choose appropriate data types, variables and I/O statements
- 4. Develop programs using selection and iteration statements
- 5. Construct programs using arrays

Unit I Introduction to Programming

9 Hours

General Problem Solving Strategy – Program Development Cycle – Basic Programming Concepts: A Simple Program, Data Input, Program Variables and Constants – Data Types – Data Processing and Output – Problem solving techniques: Algorithm, flowchart, pseudocode.– Case study: RAPTOR

Unit II Program Development and Control Structures

9 Hours

Program Development: Program Design, Coding, Documenting and Testing a Program – Control Structures: Sequential Structure – Decision structure: single-alternative, dual-alternative, multiple-alternative structure – Loop structure: repeat-until, while, do-while, for.

Unit III Data Types and Operators In C

9 Hours

Overview of C - Structure of C program - Executing a C program - C Character set - keywords- Identifier - Variables and Constants - Data types - Type conversion - Operators and Expressions - Managing formatted and unformatted Input & Output operation.

Unit IV Control Structures

9 Hours

Statements: Selection statements: if, if-else, nested if-else, if-else-if ladder, switch – Jump statements: break, continue, goto, return – Iteration statements: for, nested for, while, do-while – exit – Storage classes.

Unit V Arrays 9 Hours

Declaration – Initialization – Characteristics of Array – One-dimensional array – Two-dimensional array – Array Operations – Applications: Linear search, Binary search, Selection sort, Bubble sort, Matrix Operations.

List of Exercises 30 Hours

- 1. Solve simple problems using RAPTOR
- 2. Generate flowchart using control structures using RAPTOR
- 3. Create C Program to process data types, operators and expression evaluation
- 4. Develop C Program using formatted and unformatted I/O operations
- 5. Construct C Program using selection and iteration statements
- 6. Develop C Program using arrays and array applications such as searching, sorting and matrix operations

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Develop solutions using problem solving techniques	Apply
CO 2: Write pseudo code using suitable selection and repetition structures for a real time application	Apply
CO 3: Choose appropriate data types, variables and I/O statements for solving problems	Apply
CO 4: Develop programs using selection and iteration statements for a given scenario	Apply
CO 5: Construct programs using arrays for various real time applications	Apply

Text Book(s):

- T1. Venit S, and Drake E, "Prelude to Programming Concepts and Design", 6th Edition, Pearson Education, 2015.
- T2. Ajay Mittal, "Programming in C A Practical Approach", Pearson Education, 2010.

Reference Book(s):

- R1.R.G.Dromey, "How to Solve it by Computer", 2nd Edition, Pearson Education, India, 2008.
- R2. Yashavant. P. Kanetkar "Let Us C", 16th Edition, BPB Publications, 2018.
- R3.PradipDey, ManasGhosh, "Computer Fundamentals and Programming in C", 2nd Edition, Oxford University Press, 2013.

Web References:

- 1. http://raptor.martincarlisle.com/
- 2. http://www.cprogramming.com/
- 3. http://www.c4learn.com/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	-	2	3	-
CO2	3	2	2	2	2	1	1	2	3	2	-	2	3	-
CO3	3	2	2	2	2	1	1	2	3	2	-	2	3	-
CO4	3	2	2	2	2	1	1	2	3	2	-	2	3	1
CO5	3	2	2	2	2	1	1	2	3	2	-	2	3	1

High-3; Medium-2;Low-1

Assessment Pattern

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5	50	1		
	Continuous Assessment – Practical	1,2,3,4,5	75	10		
	Final Assessment – Practical	112345				
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code:19CSSC4001	Course Tit	le: IT Practices Lab (common to CS, IT & AD) (2020 Batch onwards)				
Course Category: Engineer	ring Science	Course Level: Introductory				
L:T:P(Hours/Week)	O dita. 2	Total Contact Haves 75	May Marke 400			
1: 0: 4	Credits: 3	Total Contact Hours: 75	Max Marks:100			

Pre-requisites

➢ Nil

Course Objectives

The course is intended to:

- 1. Build a web page with all web page elements
- 2. Develop a web design for any real time application
- 3. Design a Mobile application with GUI components
- 4. Build a real time mobile application

Unit I Introduction

7 Hours

Internet and World Wide Web – Web Browser – Web Server – Web Page – URIs and URLs – Client Side Scripting – Server Side Scripting

Study of Open Source Tools: Open Element, MIT App Inventor, any other Open source Tool

Unit II HTML 8 Hours

Structure of HTML -Special Characters and Horizontal rules – Headers - Lists – Tables – Forms – Links – Images - Internal Linking – frameset element - meta Elements.

List of Experiments

60 Hours

Web Applications

- 1. Develop a web page with image, text, links, tables
- 2. Build a web page with Menus, Image links and Navigations bars
- 3. Create a web page with containers and Media
- 4. Construct a web page to display own resume
- 5. Construct a web page to display the products of a company

Mobile Applications

- 6. Design an application with GUI widgets
- 7. Design an application with Layouts and Media
- 8. Create an application using Event handlers
- 9. Develop a calculator application to perform all arithmetic operations
- 10. Construct an application to calculate BMI

Course Outcomes	Cognitive		
At the end of this course, students will be able to:	Level		
CO1: Build a web page with all web page elements	Apply		
CO2: Develop a web design for any real time application	Apply		
CO3: Design a Mobile application using mobile development framework involving GUI components	Apply		
CO4: Build a real time mobile application to handheld devices	Apply		

Reference(s):

- R1. Harvey M. Deitel , Paul J. Deitel, "Internet and World Wide Web How to Program", 4th Edition ,Pearson Education Asia, 2009.
- R2. David Wolber , Hal Abelson , Ellen Spertus, Liz Looney, "App Inventor 2: Create Your Own Android Apps", 2nd Edition, O'Reilly Media, 2014.

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	-	2	3	1
CO2	3	2	2	2	2	1	1	2	3	2	-	2	3	1
CO3	3	2	2	2	2	1	1	2	3	2	-	2	3	-
CO4	3	2	2	2	2	1	1	2	3	2	-	2	3	1

High-3; Medium-2;Low-1

Assessment Pattern

	Assessment Component	CO.No.	Marks	Total
Continuous Assessment	Each Lab Experiment	1,2,3,4	75	75
	Cycle Test 1	1,2	50	25
	Cycle Test 2	3,4	50	25
		•	Total	100

Course Code:19PSHG3002	Course	Title: Personal Effectiveness (Common to all B.E/B.Tech Programmes) (2019 Batch only)				
Course Category: Humanitie	s	Course Level: Introductory				
L:T:P(Hours/Week) Credits:1		Total Contact Hours:30	Max. Marks:100			

Pre-requisites

> NIL

Course Objectives

The course is intended to:

- 1. Set SMART goals for academic, career and life
- 2. Identify strength, weaknesses and opportunities
- 3. Plan for achieving the goals
- 4. Apply time management techniques
- 5. Create time and pursue activities of self interest

Unit I The Importance of Envisioning

Importance of positive self – perception – Principle of dual creation (Everything gets created twice – Envisioning) – Understanding Vision and mission statements – Writing personal mission statements – 'Focus' as a way of life of most successful people – Importance of goal setting – Importance of planning and working to time.

Unit II Fundamental Principles of Goal Setting and Working to Time

Clarifying personal values, interests and orientations – Awareness of opportunities ahead – Personal SWOT analysis – Principles driving goal setting: Principle of response and stimuli, Circle of influence and circle of concern, What you see depends on the role you assume.

Unit III Goal Setting and Action Orientation

Potential obstacles to setting and reaching your goals – Five steps to goals setting: SMART goals, Inclusive goals, Positive stretch, Pain Vs gain, Gun-point commitment – Importance of action orientation – Converting goals to actionable tasks – Establishing road map – Using Gantt chart for planning and progress.

Unit IV Time management - Tools and Techniques

Pareto 80-20 principle of prioritization – Time quadrants as a way to prioritize weekly tasks – The glass jar principle - Handling time wasters – Assertiveness, the art of saying 'NO' – Managing procrastination.

Unit V Putting into Practice

Practicals: Using the weekly journal – Executing and achieving short term goals – Periodic reviews.

Course Outcomes	Cognitive/		
At the end of this course, students will be able to:	Affective		
CO1:Identify the strengths, weaknesses and opportunities	Apply		
CO2:Set well-articulated goals for academics, career, and personal aspirations	Apply		
CO3:Establish the road map to realize the goals	Apply		
CO4:Apply time management techniques to complete planned tasks on time	Apply		
CO5:Create time and pursue activities of self-interest that add value	Value		

Text book(s):

T1.Reading material, workbook and journal prepared by PS team of the college.

Reference Book(s):

- R1.Stephen R Covey, "First things first", Simon & Schuster U.K, Aug 1997.
- R2.Sean Covey, "Seven habits of highly effective teenagers", Simon & Schuster U.K, 2004.

Course offering:

Orientation programme (2 days)	CO1 and CO2			
Student practice (weekly review classes)	CO3			
Student journal writing (interim reviews)	CO4 and CO5			

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	-	-	-	-	-	-	1	-	1	1	1	1	-	-
CO2	-	-	-	-	-	-	1	-	-	-	1	1	-	-
CO3	-	-	-	-	-	-	1	-	-	-	-	-	-	-
CO4	-	-	-	-	-	-	-	-	2	1	1	-	-	-
CO5	-	-	-	-	-	1	1	-	-	-	ı	1	-	-

High-3; Medium-2;Low-1

Semester - II

Course Code:19MABC1202	Course Title: Calculus and Transforms (common to CS,IT & AD)					
Course Category: Basic Science	ce	Course Level: Introductory				
L:T:P (Hours/Week) 3: 1: 0	Credits:4	Total Contact Hours:60	Max. Marks:100			

Pre-requisites

> NIL

Course Objectives

The course is intended to:

- 1. Determine the curvature and equation of evolutes of a curve
- 2. Apply partial derivatives to find extreme values of functions of two variables and to vector fields
- 3. Determine the solution of first and second order ordinary differential equations
- 4. Compute the Fourier series expansion for given periodic functions
- 5. Compute Z transform and inverse transform for discrete time sequences

Unit I Differential Calculus

9+3 Hours

Curvature – Cartesian and Polar coordinates – radius of curvature – center of curvature – circle of curvature – Evolutes and Involutes.

Unit II Multivariable Calculus

9+3 Hours

Partial derivatives – total derivatives – Jacobian – maxima and minima and saddle points – method of lagrange multipliers – Gradient – directional derivative – curl and divergence.

Unit III Ordinary Differential Equations of First and Second Order 9+3 Hours

Solution of differential equations of first order and first degree: homogeneous form – linear form and exact differential equations – Second order linear differential equations with constant coefficients – Solution by variation of parameters.

9+3 Hours

Unit IV Fourier Series

Fourier series – Dirichlet's condition – Half range sine and cosine series – Parseval's identity – Harmonic Analysis – Applications.

Z transform – region of convergence – properties of z transforms – inverse transform – Solution to homogeneous linear constant difference equations – Interpretation of stability in Z domain.

Course Outcomes At the end of this course, students will be able to:	Cognitive Level
CO1: Determine the curvature and equation of evolutes of a curve using differentiation techniques	Apply
CO2: Apply partial derivatives to find extreme values of functions and to vector fields	Apply
CO3: Solve the various types of first, second and higher order ordinary differential equations using various techniques	Apply
CO4: Compute the Fourier series expansion for given periodic functions	Apply
CO5: Compute Z transform and inverse transform for discrete time sequences	Apply

Text Book(s):

- T1.Erwin Kreyszig, "Advanced Engineering Mathematics", 10th Edition, John Wiley & sons, 2010.
- T2.B.S.Grewal, "Higher Engineering Mathematics", 43rd Edition, Khanna Publishers, 2014.

Reference Book(s):

- R1. Veerarajan, "Engineering Mathematics", 3rd Edition, Tata McGraw-Hill, New Delhi, 2010.
- R2.Srimanta Pal &Subodh C. Bhunia. "Engineering Mathematics", Oxford University Press, 2015.

Web References:

- 1. https://nptel.ac.in/courses/117105134/15
- 2. https://nptel.ac.in/courses/122101003/44

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	1	1	-	1	-	1	1	1	1	2	-	-
CO2	3	2	1	1	-	1	-	1	1	1	1	2	-	-
CO3	3	2	1	1	-	1	-	1	1	1	1	2	-	-
CO4	3	2	1	1	-	1	-	1	1	1	1	2	-	-
CO5	3	2	1	1	-	1	-	1	1	1	1	2	-	-

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total	
	CCET I	1,2	50		
Continuous Assessment	CCET II	3,4	50	30	
	CCET III	5	50		
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
		·	Total	100	

Course Code:19ENHG2201	Course Title: Communication Skills – II (Common to all B.E/B.Tech Programmes)				
Course Category: Humanities		Course Level: Introductory			
L:T:P(Hours/Week) 2: 0: 2	Credits:3	Total Contact Hours:60	Max. Marks:100		

Communication Skills – I

Course Objectives

The course is intended to:

- Listen and understand monologues and dialogues of a native speaker on par with B2 of CEFR level
- Speak in simple sentences to convey their opinion and ideas on par with B2 of CEFR level
- 3. Read and infer a given text on par with B2 of CEFR level
- 4. Draft basic formal written communication on par with B2 of CEFR level

Unit I Listening

15 Hours

Importance and purpose of extensive listening and intensive listening – Body Language – Listening tasks on complex and abstract themes – Correlating Ideas related to listening input – importance of empathetic – listening for main ideas – Paraphrasing – Listening to native speakers English – Compound and Complex sentences – Developing ideas – Listening to compose paragraphs.

Unit II Speaking

15 Hours

Jotting down ideas collected from listening to speak – organising the ideas – Expressing one's view coherently – Understanding grammatical elements (Noun – Pronoun Antecedent) – Expressing ideas assertively – Answering questions during presentations – Understanding the use of discourse markers – word stress and sentence stress – voice modulation and pauses – Highlighting significant points – interpretation of visual data – Using verbal cues – Preparing simple hand – outs.

Unit III Reading

15 Hours

Reading strategies – Skimming &Scanning – Inferring meaning- Barriers to reading – sub vocalisation, Eye fixation, Regression – Speed Reading Techniques - Reading different types of texts and their contexts with speed – Note making – Reading a review – Paraphrasing – Reading to comprehend.

Unit IV Writing 15 Hours

Reported speech & Concord (Subject – verb Agreement) – Report writing – Different kinds of Report – Structure of the report – Writing Proposal – Plagiarism – References – Appendices – Techniques for Report writing – Registers.

List of Tasks

- 1. BEC Vantage Listening Test 1 & Speaking Test 1
- 2. BEC Vantage Listening Test 2 & Speaking Test 2
- 3. BEC Vantage Listening Test 3 & Speaking Test 3
- 4. BEC Vantage Listening Test 4 & Speaking Test 4
- 5. BEC Vantage Listening Test 5 & Speaking Test 5
- 6. BEC Vantage Listening Test 6 & Speaking Test 6

Course Outcomes At the end of this course, students will be able to:	Cognitive Level
CO1: Listen actively and empathetically, and paraphrase discussions and presentations on complex and abstract themes and topics	Apply
CO2: Express one's views coherently, fluently and confidently highlighting the significant points with supporting details	Apply
CO3: Read and comprehend different types of texts and their contexts reasonably at moderate speed	Understand
CO4:Write detailed reports on variety of subjects synthesizing information gathered during listening & reading citing appropriate references	Apply

Text Book(s):

- T1. Whitby Norman, "Business Benchmark Upper Intermediate Students' Book", 2nd Edition, CUP Publications, 2014.
- T2. Learners Book prepared by the Faculty members of Department of English.

Reference Book(s):

- R1.Cambridge BEC Vantage Practice Tests, Self-study Edition, Cambridge University Press, 2002.
- R2.Hewings Martin, "Advanced Grammar in use Upper-intermediate Proficiency", 3rd Edition, CUP, 2013.

Web References:

- 1. http://www.grammarinenglish.com-Jan 23,2018
- 2. https://www.northshore.edu/support_centre/pdf/listen-notes.pdf
- 3. http://www.examenglish.com/BEC/BEC_Vantage.html-Jan 23, 2018

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	-	-	-	-	-	-	-	2	3	3		2	-	
CO2	-	-	-	-	-	-	-	2	3	3		2	-	
CO3	-	-	-	-	-	-	-	1	-	3	-	2	-	
CO4	-	-	-	-	-	-	-	1	-	3	-	2	-	

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total		
	CCETI	2,3,4	50			
	CCET II	2,3,4	50	20		
Continuous Assessment	CCET III	2,3,4	50			
	Continuous Assessment – Practical	1,2	75	10		
	Final Assessment – Practical	1,2	50	10		
End Semester Examination	ESE	2,3,4	100	60		
			Total	100		

Course Code:19PHBC2201 / Cours 19PHBC2002		rse Title: Physics for Information Sciences (common to CS,IT & AD)				
Course Category: Basic Science	ce	Course Level: Introductory				
L:T:P (Hours/Week) 3: 0: 2 Credits:4		Total Contact Hours:75	Max. Marks:100			

> NIL

Course Objectives

The course is intended to:

- 1. Explain the fundamental concepts of light
- 2. Illustrate the characteristics, principles and applications of laser
- 3. Explain the mode of propagation and losses in optical fibers
- 4. Identify a suitable technique for fabricating integrated circuits
- 5. Use the concept of luminescence in various electronic display devices

Unit I Wave Optics

9 Hours

Nature of Light – Laws of reflection and refraction – Total internal reflection – Reflectivity and Transmissivity – The electromagnetic spectrum – properties of electromagnetic radiation – Interference of light waves- Young's double slit experiment – Newton's rings: determination of radius of bright and dark rings – Diffraction of light waves – Fresnel and Fraunhofer diffraction at single slit and circular aperture – Diffraction grating and resolving power.

Unit II Laser 9 Hours

Characteristics of laser light- Einstein's theory of matter radiation interaction A& B Coefficients – Stimulated and spontaneous emissions of radiations – Population inversion and pumping methods – Types of laser: Neodymium Yttrium Aluminum (Nd: YAG) laser and Carbon di oxide (CO₂) molecular gas laser – Semiconductor laser (Homo junction and hetro junction) – Applications: Holograms and Holographic data storage (record/read).

Unit III Fiber Optics

9 Hours

Optical fibers – Principle of light propagation through optical fibers – Expressions for numerical aperture and acceptance angle – Types of optical fibers based on material, refractive index, and mode of propagation – Fabrication of optical fiber: Double crucible method – Dispersion and attenuation in optical fiber – Photo detectors: PN, PIN & Avalanche photo diodes – Fiber optic communication system and its advantages.

Unit IV Integrated Circuits

9 Hours

Introduction to semiconductors: Intrinsic and extrinsic semiconductors – Advantages of Integrated circuits (ICs) over discrete components – IC classification – Construction of bipolar transistor – Epitaxial growth & Oxidation – Photolithography- Isolation diffusion – Base diffusion – Emitter diffusion – Contact mask – Aluminium metallization – Passivation – Structures of integrated PNP transistor.

Unit V Display Devices

9 Hours

Human vision – Red, Blue, and Green (RGB) color scheme – Primary and secondary colors – Color addition and subtraction – Optical Emissions: Luminescence, photoluminescence, cathodoluminescence – electroluminescence – Injection electro Luminescence – Displays (Working principles): Plasma display, LED display, Liquid crystal display (LCD) and Numeric display.

List of Experiments 30 Hours

- 1. Determination of Laser parameters Wave length and particle size
- 2. Determination of Acceptance angle and Numerical aperture of an optical fiber
- 3. Determination of band gap of semi conducting material Thermistor
- 4. Light Illumination characteristics of Light Dependent Resistor
- 5. Thickness of thin material Air wedge
- 6. Determination of wavelength of the given light source using spectrometer

Course Outcomes	Cognitive Level
At the end of this course, students will be able to:	Levei
CO1: Explain the fundamentals of light and properties of electromagnetic spectrum	Understand
CO2: Explain the application of Laser through their properties	Understand
CO3: Differentiate various types of optical fiber and its usefulness towards industrial applications	Understand
CO4: Explain the suitable methodology for fabricating integrated circuits	Understand
CO5: Describe the concept of colors and luminescence in various display devices	Understand

Text Book(s):

- T1. M. N. Avadhanulu and P. G. Kshirsagar, "Text Book of Engineering Physics", S. Chand & Company Ltd., New Delhi, 2018.
- T2. David Armitage, "Introduction to Micro displays", John Wiley & Ltd, 2006.
- T3. D. Roy Choudhry, Shail Jain, "Linear Integrated Circuits", 3rd Edition, New Age International Pvt. Ltd, 2010

Reference Book(s):

- R1. D. Halliday., R. Resnick and J. Walker, "Fundamentals of Physics", Wiley Publications, 10th Edition, 2014
- R2. Ajoy Ghatak, "Optics", Tata McGraw-Hill Education, New Delhi, 5th Edition, 2012.
- R3. A. Marikani, "Engineering Physics", 2nd Edition, PHI Learning, New Delhi, 2014.
- R4. Dr. Jayaraman, V.Umadevi, S.Maruthamuthu and B. Saravanakumar, "Engineering Physics Laboratory Manual", Pearson Publishers, New Delhi, 2014

Web References:

- 1. https://onlinecourses.nptel.ac.in/noc17_cy07/preview
- https://onlinecourses.nptel.ac.in/noc17_ph01/preview
- 3. http://hyperphysics.phy-astr.gsu.edu/hbase/hframe.html

Course Articulation Matrix

СО	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	1	-	-	-	1	2	3	2	-	1	-	-
CO2	2	1	1	-	-	-	1	2	3	2	-	1	-	-
CO3	2	1	1	-	-	-	1	2	3	2	-	1	-	-
CO4	2	1	1	-	-	-	1	2	3	2	-	1	-	-
CO5	2	1	1	-	-	-	1	1	-	1	-	1	-	-

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50	l		
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5 50				
	Continuous Assessment – Practical	1,2,3,4,5	75	10		
	Final Assessment – Practical	1,2,3,4,5	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19ECSC2201	Course Title	e: Digital System Design (common to CS,IT & AD)	
Course Category: Engineering	g Science	Course Level: Introductory	
L:T:P(Hours/Week) 2: 0: 2	Credits: 3	Total Contact Hours: 60	Max. Marks:100

Introduction to Electrical and Electronics Engineering

Course Objectives

The course is intended to:

- 1. Identify and explain fundamental concepts of digital logic design
- 2. Explain logic processes and implement logical operations using combinational logic circuits
- 3. Understand concepts of synchronous sequential circuits and to analyze synchronous sequential systems
- 4. Understand concepts of asynchronous sequential circuits and to analyze asynchronous sequential systems
- 5. Understand the basic computer system and the peripherals

Unit I Digital Fundamentals

6 Hours

Number System Representation and Conversion - Logic Gates, Universal Gates - Boolean Algebra and Simplification Techniques: SOP – POS and Karnaugh Map Methods for Boolean Expression Simplification.

Unit II Combinational Circuits

6 Hours

Implementing Combinational Logic - Arithmetic Circuits: Full Adder – Full Subtractor - Magnitude Comparator – Multiplexer – Demultiplexer – Encoder and Decoder.

Unit III Synchronous Sequential Circuits

6 Hours

Flip-Flop: RS - JK - T and D - Types of Triggering - Analysis of synchronous sequential circuit - Shift Register.

Unit IV Asynchronous Sequential Circuits

6 Hours

Analysis of asynchronous sequential circuit – Hazards – Static, Dynamic and Essential Hazards

Unit V Basic Computer System, Memory and I/O Peripherals

6 Hours

Computer System – Computer Memory - Random Access Memory - Read Only Memory - Expanding Memory Capacity – Input / Output Devices - Secondary Storage.

List of Experiments 30 Hours

- 1. Verification of Boolean theorems using digital logic gates
- 2. Implementation of combinational circuits using basic gates
- 3. Logic verification of half adder and full adder
- 4. Logic verification of Multiplexer / Demultiplexer
- 5. Logic verification of 4 bit shift register
- 6. Logic verification of 3 bit binary counter

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Explain fundamental concepts in digital logic design	Understand
CO2: Explain the design of combinational logic circuits	Understand
CO3: Elucidate the analysis of synchronous sequential logic circuits	Understand
CO4: Elucidate the analysis of asynchronous sequential logic circuits	Understand
CO5: Categorize a computer system including Input /Output devices and Memory devices	Understand

Text Book(s):

- T1. Anil K. Maini, "Digital Electronics Principles, Devices and Applications", John Wiley & Sons, 2007.
- T2. Carl Hamacher, Zvonko Vranesic, Safwat Zaky, Naraig Manjikian, "Computer Organization and Embedded Systems", 6th Edition, McGraw-Hill, 2011

Reference Book(s):

- R1. Morris Mano, Michael ciletti, "Digital Degin", 5th Edition, Pearson Publication, New Delhi, 2014.
- R2. Charles H.Roth, Jr. "Fundamentals of Logic Design", 7th Edition, Jaico publishing House, New Delhi, 2014.
- R3. Tokheim, "Digital Electronics Principles and Applications", Tata McGraw Hill, 6th Edition, 2004.
- R4. Leach P Donald, Albert Paul Malvino and Goutam Saha, "Digital Principles and Applications", 7th Edition, Mcgraw Hill, 2010.

Web References:

- 1. http://www.nptel.ac.in/courses/ 108105132
- 2. https://www.surrey.ac.uk/Projects/Labview/boolalegebra/index.html
- 3. https://scilab.in/textbook_run/2672/42/5

Course Articulation Matrix

СО	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	2	3	2	-	-	-	-
CO2	2	1	-	-	-	-	-	2	3	2	-	-	-	-
CO3	2	1	-	-	-	-	-	2	3	2	-	-	-	-
CO4	2	1	-	-	-	-	-	2	3	2	-	-	-	-
CO5	2	1	-	-	-	-	-	1	-	1	-	-	-	-

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5	50			
	Continuous Assessment – Practical	1,2,3,4	75	10		
	Final Assessment – Practical	1,2,3,4	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
	•		Total	100		

Course Code:19CSSN2201	Course Title: Programming with C				
Course Category: Engineering	Science	Course Level: Introductor	ry		
L:T:P (Hours/Week) 3: 0: 3	Credits:4.5	Total Contact Hours:90	Max. Marks:100		

Fundamentals of Programming

Course Objectives

The course is intended to:

- 1. Write programs using control structures, arrays and functions
- 2. Construct programs using pointers
- 3. Choose appropriate string manipulation and graphics functions
- 4. Construct appropriate structure and union representations
- 5. Develop programs using preprocessor directives and files

Unit I C Basics and Functions

10 Hours

Program using Control structures and Arrays – Function Declaration & Definition – Return statement – Classification of functions – Parameter passing methods: call by value – call by reference – Passing Array to a Function– Returning Array from a function– Recursion.

10 Hours

Unit II Pointers

Features of Pointer – Pointer Declaration – void Pointer – Null Pointer – Operations on Pointers – Pointers and Arrays – Array of Pointers – Pointer to a Pointer – Pointer to an Array – Pointer to a function – Dynamic memory allocation.

7 Hours

Unit III Strings and Graphics

Strings: Declaration and Initialization of string – Display of strings with different formats – String standard Functions – String conversion functions – Graphics: Initialization of Graphics – Graphics functions – Programs Using Library Functions.

9 Hours

Unit IV Structures and Union

Declaration & Initialization of Structures – Structure within Structure – Array of Structures – Pointer to Structures – Structure and Functions – type def – Declaration & Initialization of Union – Operations on Union – Enumerated data type – Bit Fields.

9 Hours

Unit V Preprocessor Directives and Files

Preprocessor Directives: Types – Macros – File inclusion – Conditional compilation directives Files: Streams – File access: Sequential access, Random access – File type – File operations (open, close, read, write) – Command line arguments.

List of Exercises 45 Hours

- 1. Construct programs using control structures and arrays
- 2. Develop programs using functions and pointers
- 3. Design programs for string manipulation
- 4. Construct programs using graphics functions
- 5. Develop programs using structures and union
- 6. Create programs using preprocessor directives and files

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Write programs using control structures, arrays and functions for a given scenario	Apply
CO2: Construct programs using pointers for a given problem	Apply
CO3: Choose appropriate string manipulation and graphics functions for a Given application	Apply
CO4: Construct appropriate structure and union representations for handli compound data	ng Apply
CO5: Develop programs using preprocessor directives and files for a giver scenario	n Apply

Text Book(s):

- T1. Ashok N. Kamthane, Amit.A. Kamthane, "Programming in C", 3rd Edition, Pearson Education India, 2015.
- T2. Ajay Mittal, "Programming in C A Practical Approach", Pearson Education, 2010.

Reference Book(s):

- R1. Yashavant. P. Kanetkar "Let Us C", 16th edition, BPB Publications, 2018.
- R2.PradipDey, ManasGhosh, "Computer Fundamentals and Programming in C", 2nd Edition, Oxford University Press, 2013.
- R3.Byron S Gottfried, "Programming with C", Schaum's Outlines, 2nd Edition, Tata McGraw-Hill, 2006.

Web References:

- 1. https://electronicsforu.com/resources/15-free-c-programming-ebooks
- 2. https://www.fromdev.com/2013/10/c-programming-tutorials.html
- 3. https://books.goalkicker.com/CBook/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	-	2	3	1
CO2	3	2	2	2	2	1	1	2	3	2	-	2	3	1
CO3	3	2	2	2	2	1	1	2	3	2	-	2	3	2
CO4	3	2	2	2	2	1	1	2	3	2	-	2	3	2
CO5	3	2	2	2	2	1	1	2	3	2	-	2	3	1

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
	CCET II	3,4	50	20
Continuous Assessment	CCET III	5	50	
	Continuous Assessment – Practical	1,2,3,4,5	75	10
	Final Assessment – Practical	1,2,3,4,5	50	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19MESC4001	Course Title: Engineering Drawing (Common to AU, CS, EC, EI, IT, ME, MC & AD)				
Course Category: Engineering	ng Science	Course Level: Introductory			
L:T:P (Hours/Week) 1: 0: 3	Credits: 2.5	Total Contact Hours: 60	Max. Marks:100		

> NIL

Course Objectives

The course is intended to:

- 1. Develop skills for communication of concepts and ideas
- 2. Expose them to existing national standards related to technical drawings

Unit I Orthographic Projection

12 Hours

Importance of graphics in engineering applications – Use of drafting instruments – BIS conventions and specifications – Size, layout and folding of drawing sheets – Lettering and dimensioning. Projection of points, Projection of straight lines located in the first quadrant. Determination of true lengths and true inclinations. Visualization principles – conversion of pictorial into orthographic views.

Unit II Projection of Solids

12 Hours

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

Unit III Projection of Sectioned Solids

12 Hours

Sectioning of simple solids like prisms, pyramids, cylinder and cone when the axis is inclined to one reference plane by cutting planes inclined to one reference plane and perpendicular to the other – Orthographic views of sections of simple solids.

Unit IV Development of Surfaces

12 Hours

Development of lateral surfaces of simple and truncated solids – Prisms, pyramids, cylinders and cones.

Unit V Isometric Projection

12 Hours

Principles of isometric projection – Isometric scale – Isometric projections of simple solids and truncated solids.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Sketch the orthographic projections of the given pictorial view of the object using first angle projection	Apply
CO2: Sketch the projections of simple solids such as prism, pyramid, cylinder and cone using rotating object method	Apply
CO3: Sketch the projections of simple sectioned solids with all necessary dimensions meeting the standards	Apply
CO4: Sketch the lateral surface of simple solids using straight line and radial line development methods	Apply
CO5: Sketch the isometric view of simple solids and truncated solids using principles of isometric projection	Apply

Text Book(s):

- T1. Cencil Jensen, Jay D.Helsel and Dennis R. Short, "Engineering Drawing and Design", Tata McGraw Hill India, New Delhi, 7th Edition, 2017.
- T2. Bhatt N.D. and Panchal V.M., "Engineering Drawing", Charotar Publishing House, Gujarat, 53rd Edition, 2015.
- T3. K. V. Natrajan, "A Text book of Engineering Graphics", Dhanalakshmi Publishers, Chennai, 48th Edition, 2018.

Reference Book(s):

- R1. BasantAgarwal and Agarwal C.M., "Engineering Drawing", Tata McGraw Hill India, New Delhi, 2nd Edition, 2013.
- R2. John K.C., "Engineering Graphics", PHI Learning, Delhi, 2009.
- R3. Dhananjay A. Jolhe, "Engineering Drawing with an introduction to AutoCAD" Tata McGraw India, New Delhi, 3rd Edition, 2008.

Publications of Bureau of Indian Standards

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

Web References:

- 1. Engineering Drawing http://nptel.ac.in/courses/112103019/
- 2. https://en.wikipedia.org/wiki/Engineering_drawing

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	-	-	-	2	3	2	-	1	-	-
CO2	3	2	2	2	-	-	-	2	3	2	-	1	-	-
CO3	3	2	2	2	-	-	-	2	3	2	-	1	-	-
CO4	3	2	2	2	-	-	-	2	3	2	-	1	-	-
CO5	3	2	2	2	-	-	-	2	3	2	-	1	-	-

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total
Continuous Assessment	Each Lab Experiment	1,2,3,4,5	75	75
	Cycle Test 1	1,2,3	50	25
	Cycle Test 2	4,5	50	25
			Total	100

Course Code:19PSHG300		rse Title: Wellness for Students (Common to all B.E/B.Tech Programmes) (2019 Batch only)				
Course Category: Humani	ties	Course Level: Introductory				
L:T:P(Hours/Week) 0: 0 :2 Credits:1		Total Contact Hours:30	Max. Marks:100			

➤ Nil

Course Objectives

The course is intended to:

- 1. Articulate the importance of wellness for success in life.
- 2. Understand the dimensions of wellbeing and relevant practices
- 3. Guide in adopting such practices to improve wellness
- 4. Reflect the impact of changes sensed on personal and social effectiveness

Unit I Wellness - Importance and dimensions

Values and aspirations – goals – SMART Goals – means for achieving goals – job Vs career – success in life – attributes of successful persons. Maslow's Hierarchy of needs motivation – Concept of wellness – impact of absence of wellness – Wellness as important component to achieve success.

Wellbeing as per WHO – Dimensions of Wellbeing: Physical, Mental, Social, Spiritual – indicators and assessment methods – Guna – causes and impact – multiple dimensions of human structure (physical, astral, causal bodies) – human-panchabootha relationship.

Unit II Practices for physical wellness through Yoga

Simplified Physical Exercises: Hand, Leg, Neuromuscular breathing, eye exercises, kapalabathy, makarasanam 1 & 2, body massage, 14-points acupressure – Suryanamaskar - relaxation. Simple asanas.

Unit III Practices for physical wellness through exercises

Fitness as a subset of Wellness – health related physical fitness – skill related physical fitness. Exercises related ailment and injuries – safety and precautions – first aid.

Fitness development: Muscular strength – exercises (calisthenics): pull-up, sit-up, push-up and weight training; Explosive power – exercises: vertical jump, long jump; Cardio respiratory endurance – exercises: walking, jogging, treadmill, stair climbing, bicycling, skipping; Flexibility – exercises: stretching.

Speed, agility, balance and coordination – exercises: sprint, cone drill, ladder drill, hurdle drill, ball throw – mental agility exercises.

Unit IV Practices for mental wellness

Meditation: Mind and its functions – mind wave frequency – Agna, Thuriyam and Shanthi meditation – introspection: analysis of thoughts, moralization of desire, neutralization of anger and eradication of worries – simple mindfulness exercises.

Unit V Practices for social and spiritual wellness

Kayakalpa yoga – youthfulness and life force - cultural education – greatness of guru – universal compassion – fivefold culture.Greatness of friendship and social welfare – individual, family and world peace – blessings and benefits.

Food & sleep for wellness: balanced diet – good food habits for better health (anatomic therapy) – hazards of junk food – food and the gunas.

Course Outcomes	Cognitive/
At the end of this course, students will be able to:	Affective
CO1: Explain the concept of wellness and its importance to be successful in career and Life	Understand
CO2: Explain the dimensions of wellness and practices that can promote wellness	Understand
CO3: Demonstrate the practices that can promote wellness	Respond
CO4: Sense and improve the wellness periodically and its impact on personal Effectiveness	Value
CO5: Maintain harmony with self, family, peers, society and nature	Internalize

Text Book(s):

T1.Reading material and workbook prepared by PS team of the college

Reference Book(s):

- R1.Vethathiri Maharishi Institute for Spiritual and Intuitional Education, Aliyar, "Value education for harmonious life (Manavalakalai Yoga)", Vethathiri Publications, Erode,I Ed. (2010).
- R2. Dr.R.Nagarathna, Dr.H.R.Nagendra, "Integrated approach of yoga therapy for positive health", Swami Vivekananda Yoga Prakashana, Bangalore, 2008 Ed.
- R3. Tony Buzan, Harper Collins, The Power of Physical Intelligence (English).

Course offering:

Orientation programme (3 days)	CO1 and CO2
Student practice (weekly review classes)	CO3
Student journal writing (interim reviews)	CO4 and CO5

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	-	-	-	-	-	-	-	1	1	-	-	-	-	-
CO2	-	-	-	-	-	-	1	1	1	-	-	-	-	-
CO3	-	-	-	-	-	1	1	1	1	-	-	1	-	-
CO4	-	-	-	-	-	1	1	-	1	-	-	-	-	-
CO5	-	-	-	-	-	1	1	-	1	-	-	1	-	-

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total
	Yoga:			
	Physical Exercises, KayaKalpa		15	
	Meditation		15	
Continuous Assessment	Assessment of student's workbook	1,2,3,4,5	10	75
	Sports:			
	Physical Exercises, KayaKalpa		20	
	Assessment of student's workbook		15	
End Semester Examination (combined for yoga and	Written test (MCQ and short answers)		30	Marks out of 100 is
sports)	Physical exercises	1,2,3,4,5	50	reduced to 25
	Viva-voce	20	10 20	
			Total	100

Course Code: 19PSHG6001	Course	Title: Wellness for Students (Common to all B.E/B.Tech Programmes) (2020 Batch onwards)				
Course Category: Humanities	S	Course Level: Introductory				
L:T:P(Hours/Week)	Credits:1	Total Contact Hours:30 Max. Marks:100				
0: 0: 2						

> NIL

Course Objectives

The course is intended to:

- 1. Set SMART goals for academic, career and life
- 2. Apply time management techniques
- 3. Articulate the importance of wellness for success in life.
- 4. Understand the dimensions of wellbeing and relevant practices

Unit I Goal Setting

Understanding Vision and mission statements - Writing personal mission statements - 'Focus' as a way of life of most successful people. Clarifying personal values, interests and orientations - Awareness of opportunities ahead - Personal SWOT analysis - Principles driving goal setting: Principle of response and stimuli, Circle of influence and circle of concern, What you see depends on the role you assume. Potential obstacles to setting and reaching your goals - Five steps to goals setting: SMART goals, Inclusive goals, Positive stretch, Pain vs gain, Gun-point commitment.

Unit II Time Management - Tools and Techniques

Importance of planning and working to time. Pareto 80-20 principle of prioritization – Time quadrants as a way to prioritize weekly tasks – The glass jar principle - Handling time wasters – Assertiveness, the art of saying 'NO' – Managing procrastination

Unit III Practices for Physical Wellness

Concept of wellness – impact of absence of wellness - Wellness as important component to achieve success. Wellbeing as per WHO - Dimensions of Wellbeing: Physical, Mental, Social, Spiritual – indicators and assessment methods

Simplified Physical Exercises. Fitness as a subset of Wellness – health related physical fitness - skill related physical fitness. Joint movements, Warm up exercises, simple asanas, WCSC simplified exercises.

Unit IV Practices for Mental Wellness

Meditation: Mind and its functions - mind wave frequency - Simple basic meditation - WCSC meditation and introspection tables. Greatness of friendship and social welfare - individual, family and world peace - blessings and benefits.

Food & sleep for wellness: balanced diet - good food habits for better health (anatomic therapy) – hazards of junk food - food and the gunas

Unit V Putting into Practice

Practicals: Using the weekly journal – Executing and achieving short term goals – Periodic reviews.

Course Outcomes	Cognitive/
At the end of this course, students will be able to:	Affective
CO1.Set well-articulated goals for academics, career, and personal aspirations	Apply
CO2.Apply time management techniques to complete planned tasks on time	Apply
CO3.Explain the concept of wellness and its importance to be successful in career and life	Apply
CO4.Explain the dimensions of wellness and practices that can promote wellness	Apply
CO5.Demonstrate the practices that can promote wellness	Valuing

Text book(s):

T1. Reading material, workbook and journal prepared by PS team of the college.

Reference Book(s):

- R1. Stephen R Covey, "First things first", Simon & Schuster Uk, Aug 1997.
- R2. Sean Covey, "Seven habits of highly effective teenagers", Simon & Schuster Uk, 2004
- R3. Vethathiri Maharishi Institute for Spiritual and Intuitional Education, Aliyar, "Value education for harmonious life (Manavalakalai Yoga)", Vethathiri Publications, Erode, I Ed. (2010).
- R4. Dr. R. Nagarathna, Dr.H.R. Nagendra, "Integrated approach of yoga therapy for positive health", Swami Vivekananda Yoga Prakashana, Bangalore, 2008 Ed.
- R5. Tony Buzan, Harper Collins, The Power of Physical Intelligence (English).

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	-	-	-	-	-	-	-	-	1	1	-	1	-	-
CO2	-	-	-	-	-	-	-	-	1	-	1	1	-	-
CO3	-	-	-	-	-	-	-	-	1	-	-	1	-	-
CO4	-	-	-	-	-	-	-	-	1	-	-	1	-	-
CO5	-	-	-	-	-	1	1	-	1	-	-	1	-	=

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total
	Personal Effectiveness	1,2,5	35	
	Yoga and physical Exercise:			
Continuous Assessment	Physical Exercises	3,4,5	20	75
	Meditation	0,1,0	10	
	Assessment of student's workbook		10	
End Semester	Written test (MCQ and short answers)		30	Marks out of 100 is
Examination	Physical exercises	1,2,3,4,5	50	reduced to 25
	Viva-voce		20	
			Total	100

Course Code: 19CHMG6201	Course Title	Course Title: Environmental Sciences					
Course Code. 19CHWG0201	(Common to	Common to all B.E/B.Tech Programmes)					
Course Category: Mandatory I Course	Non-Credit	Course Level: Introducto	ry				
L:T:P(Hours/Week) 1: 0: 0		Total Contact Hours:15	Max. Marks: 100				

> NIL

Course Objectives

The course is intended to:

- 1. Create awareness for conservation and equitable use of natural resources.
- 2. Explain the measures of prevention of pollution and disaster management.
- 3. State the importance of environmental legislation in India.
- 4. Expose the general environmental issues relevant to human health.
- 5. Explain the innovative measures for day to day environmental issues.

Unit I Natural Resources

2 Hours

Role of individual in conservation of natural resources; Equitable use of resources for sustainable lifestyles.

Unit II Environmental Pollution and Disaster Management 2 Hours

Role of an individual in prevention of pollution; Disaster management : floods, earthquake, cyclone and landslides.

Unit III Environmental Ethics and Legislations

2 Hours

Environmental ethics: Environment Protection Act; Air Act; Water Act; Wildlife Protection Act; Forest Conservation Act; Issues involved in enforcement of environmental legislation.

Unit IV Environmental Issues and Public Awarness

2 Hours

Public awareness - Environment and human health

Unit V Environmental Activities

7 Hours

(a) Awareness Activities:

- i) Small group meetings about water management, promotion of recycle use, generation of less waste, avoiding electricity waste
- ii) Slogan making event
- iii) Poster making event

(b) Actual Activities:

- i) Plantation
- ii) Cleanliness drive
- iii) Drive for segregation of waste
- iv) To know about the different varieties of plants
- v) Shutting down the fans and ACs of the campus for an hour or so

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe the measures for conservation and equitable use of natural resources	Understand
CO2: Describe the measures for pollution prevention and disaster management	Understand
CO3: Brief the importance of environmental legislation in India .	Understand
CO4: Explain the general environmental issues in relevant to human health	Understand
CO5: Demonstrate innovative measures for day to day environmental issues	Understand

Text Book(s):

- T1.Benny Joseph, "Environmental Studies", Tata McGraw Hill, New Delhi, 2006.
- T2.Mackenzie Davis and Susan Masten, "Principles of environmental engineering and science", Mc-Graw Hill, 3rd Edition, 2014.

Reference Book(s):

- R1.Trivedi R.K. "Handbook of Environmental Laws, Rules, Guidelines, Compliances and Standards", Vol.I and II, Enviro Media.
- R2.Cunningham, W.P.Cooper,T.H. Gorhani, "Environmental Encyclopedia", Jaico Publishing

House, Mumbai, 2001.

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	1	-	-	-	-	-	-	2	1	2	-	-	-	-
CO2	1	-	-	-	-	-	-	2	1	2	-	-	-	-
CO3	1	-	-	-	-	-	-	2	1	2	-	i	-	-
CO4	1	-	-	-	-	-	-	2	1	2	-	-	-	-
CO5	1	-	-	-	-	-	-	2	1	2	-	ı	-	-

High-3; Medium-2; Low-1

Assessment Pattern

Component	Marks	Details
Attendance	10	Minimum 80% and 1 mark for every 2% observed
Knowledge Test	40	Objective type questions
Activity(ies)	50	Report on the activity performed
Total	100	

Non-letter Grades

Marks Scored	Performance Level
70 & above	Good
30 – 69	Average
< 30	Fair

Semester III

Course Code: 19MABC1303	Course Title:Discrete Mathematics (common to CS & IT)				
Course Category: Basic Science	е	Course Level: Introducto	ry		
L:T:P(Hours/Week) 3: 1: 0	Credits:4	Total Contact Hours:60	Max. Marks:100		

Pre-requisites

Linear Algebra and Infinite Series

Course Objectives

The course is intended to:

- 1. Use the concepts of propositional logic to test the validity of arguments
- 2. Use the concepts of sets, relations and functions in programming
- 3. Use combinatorics in counting problems
- 4. Use the concepts of groups to study the algebraic structures
- 5. Use Euclidean algorithm to compute gcd and congruence equations

Unit I Logic 9+3 Hours

Propositions – Logical operators – Logical equivalences and implications – Normal forms – Rules of inference – Consistency and inconsistency – Theory of Inference – Proofs – Predicates- Quantifiers – Universe of discourse – Validity of arguments.

Unit II Relations, Lattices and Functions

9+3 Hours

Relations – Types of relations – Properties of relations – Equivalence relations – Relational matrix – Graph of relations – Partial ordering relation – Poset – Hasse Diagram – Lattices – Properties of Lattices. Functions – Type of functions: Injective, surjective and bijective functions – Composition of functions – Inverse functions.

Unit III Combinatorics

9+3 Hours

Mathematical induction – Basics of counting – Pigeon hole principle – Permutations with and without repetition – Circular permutation – Combinations – Recurrence relations – Solution of linear recurrence relations.

Unit IV Algebraic Structures

9+3 Hours

Algebraic Systems – properties – Semi groups and monoids – Homomorphism – Sub semi groups and sub monoids – Groups – Abelian group – Cyclic group – Cosets – Lagrange's theorem – Codes and Group codes.

Unit V Divisibility and Congruence

9+3 Hours

Division Algorithm – Prime and Composite Numbers – Fundamental theorem of Arithmetic – Euclidean algorithm – GCD and LCM – Congruence – Linear congruence – Chinese Remainder Theorem.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Apply logic to test the validity of arguments	Apply
CO2: Apply the concepts of sets, relations and functions in discrete structures	Apply
CO3: Solve the counting problems using combinatorics	Apply
CO4: Apply the concepts of groups and its properties to algebraic structures	Apply
CO5: Compute GCD using Euclidean algorithm and solve system of linear congruence equations	Apply

Text Book(s):

- T1. J.P.Tremblay, R. Manohar, "Discrete Mathematical Structures with applications to Computer Science", TMH International Edition, July 2017.
- T2. T.Veerarajan, "Discrete Mathematical Structures with Graph Theory and Combinatorics", Tata McGraw-Hill Education Private Limited, New Delhi, July 2017.

Reference Book(s):

- R1. Kennth H. Rosen, "Discrete Mathematics and Its Applications", 7th Edition, Tata McGraw-Hill Pub. Co. Ltd., New Delhi, July 2017.
- R2. Ralph P Grimaldi, Ramana. B. V, "Discrete and Combinatorial Mathematics", 5th Edition, Pearson Education India, 2011.
- R3. Tom M.Apostol,"Introduction to Analytic Number Theory", Springer Science+ Business Media, Newyork, 1976.

Web References:

- 1. Logic, Relations: http://nptel.ac.in/courses/106106094
- 2. Combinatorics: https://nptel.ac.in/courses/111/104/111104026/
- 3. Algebraic Structures: https://nptel.ac.in/courses/106/103/106103205/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	1	1	-	1	-	1	1	1	1	2	-	-
CO2	3	2	1	1	-	1	-	1	1	1	1	2	-	-
CO3	3	2	1	1	-	1	-	1	1	1	1	2	-	-
CO4	3	2	1	1	-	1	-	1	1	1	1	2	-	-
CO5	3	2	1	1	-	1	-	1	1	1	1	2	-	-

High-3; Medium-2; Low-1

	Assessment Component	CO .No.	Marks	Total	
Continuous Assessment	CCET 1	1,2	50		
Continuous Assessment	CCET 2	3,4	50	30	
	CCET 3	5	50		
	Tutorial	1,2,3,4,5	30	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
	_	_	Total	100	

Course Code: 19CSCN1301	Course Title: Data Structures and Algorithm Analysis – I (common to CS & AD)					
Course Category: Professiona	l Core	Course Level: Practice				
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max. Marks:100			

Programming with C

Course Objectives

The course is intended to:

- 1. Describe the importance of data structures and asymptotic notations
- 2. Perform various operations on List data structure
- 3. Perform various operations on Stack and Queue data structures
- 4. Apply suitable methods for efficient data access through hashing and determine the complexity of algorithms
- 5. Compare the efficiency of brute force & divide and conquer techniques

Unit I Basic Concepts of Algorithms

8 Hours

Introduction – Classification of Data Structures – Abstract data type – Algorithm properties – Fundamentals of Algorithmic Problem Solving – Fundamentals of analysis framework – Efficiency classes – Asymptotic notations.

Unit II List 9 Hours

List – Array implementation – Linked List implementation:Singly, Doubly, Circular Linked list – Operations: Insert, Delete and Search- Applications of List.

Unit III Stack and Queue

9 Hours

Stack – Implementation – Applications: Balancing Symbols, Infix to Postfix conversion, Evaluation of Postfix expression and function calls – Queue – Implementation –Circular Queue-Deque – Applications.

Unit IV Hashing and Mathematical Analysis of Algorithms

10 Hours

Hashing – Separate chaining – Open addressing – Double hashing – Rehashing. Mathematical analysis of non-recursive algorithms: Matrix Multiplication – Mathematical analysis of recursive algorithms: Factorial problem, Towers of Hanoi – Empirical analysis of algorithms.

Unit V Simple Algorithmic Design Techniques

9 Hours

Brute force approach: Exhaustive Search – String matching:Naive approach, Linear search Bubble sort – Divide and Conquer technique: Binary search, Merge sort, Quick sort.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1:Describe the importance of data structures and the notations used in algorithm analysis	Understand
CO2:Perform operations on List data structures for various applications	Apply
CO3:Perform operations on Stack and Queue data structures for various applications	Apply
CO4:Apply suitable methods for efficient data access through hashing and determine the complexity of algorithms using mathematical analysis	Apply
CO5:Compare the efficiency of brute force & divide and conquer techniques for problem solving	Apply

Text Book(s):

- T1. Mark A. Weiss, "Data Structures and Algorithm Analysis in C", 2nd Edition, Pearson Education, 2011.
- T2. AnanyLevitin, "Introduction to the Design & Analysis of Algorithms", 3rd Edition, Pearson Education, 2011.

Reference Book(s):

- R1.SartajSahni, "Data Structures, Algorithms and Applications in C++", 2nd Edition, Universities Press, 2005.
- R2.Michael T. Goodrich, Roberto Tamassia, David M. Mount, "Data Structures and Algorithms in C++", 2nd Edition, John Wiley & Sons, 2010.
- R3.Cormen.T.H.,Leiserson.C.E., Rivest. R.L. and Stein.C., "Introduction to Algorithms", PHI Pvt. Ltd., 2001.

Web Reference(s):

- 1. Animation of Various Data Structures URL:http://visualgo.net/
- 2. NPTEL Course Content URL: http://nptel.ac.in/courses/106102064/ DataStructures and Algorithms
- 3. The Animation of Recursion URL: http://www.animatedrecursion.com/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	3	2	1	1	1	1	-	1	-	1	1	1	2	-
CO3	3	2	1	1	1	1	-	1	-	1	1	1	2	-
CO4	3	2	1	1	1	1	1	1	-	1	1	1	2	1
CO5	3	2	1	1	1	1	1	1	-	1	1	1	2	1

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total
Continuous Assessment	CCET I	1,2	50	
	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	100	60	
			Total	100

Course Code: 19CSCN1302	Course Title: Computer Architecture (common to CS & AD)					
Course Category: Professiona	al Core	Course Level: Practice				
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max. Marks:100			

Nil

Course Objectives

The course is intended to:

- 1. Describe the memory organization and various addressing modes
- 2. Explain the various components of the processing unit and bus organization
- 3. Design cache memory organization
- 4. Use various pipeline techniques
- 5. Describe the various Parallel Processing architectures

Unit I Memory Organization and Addressing

9 Hours

Evolution of Microprocessor – Basic Processor Architecture – Operational concepts – Performance – Memory location – Memory Operations – Instructions and sequencing – Addressing modes – CISC Vs RISC – DMA.

Unit II Input / Output and Basic Processing Unit

9 Hours

Accessing I/O devices – Interrupts – Buses – Instruction Execution – Hardware Components – Instruction Fetch and Execution Steps – Control Signals – Hardwired Control, CISC Style Processors: Micro programmed Control.

Unit III Cache Memory Design

9 Hours

Characteristics of Memory Systems – Cache Memory Principles – Elements of Cache Design – Mapping Function – Example of Mapping Techniques – Replacement Algorithms – Performance Consideration.

Unit IV Pipelining

9 Hours

Pipelining Concept – Pipeline Organization and issues- Data Dependencies – Memory Delays – Branch Delays – Resource Limitations – Performance Evaluation – Superscalar operation– Pipelining in CISC Processors

Unit V Parallelism

9 Hours

Instruction Level Parallelism – Parallel Processing Challenges – Flynn's Classification – Hardware multithreading – Multicore Processors: GPU, Multiprocessor Network Topologies – Case Study: ARM, Intel 32/64.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe the memory organization and various addressing modes with example	Understand
CO2: Explain the various components of the processing unit and bus organization for instruction execution	Understand
CO3: Design cache memory organization using various mapping techniques	Apply
CO4: Use various pipeline techniques to improve the performance of processors	Apply
CO5: Describe the various Parallel Processing architectures to implement parallelism	Understand

Text Book(s):

- T1.Carl Hamacher, Zvonok Vranesic, Safwat Zaky, NaraigManjikian "Computer Organization and Embedded Systems", 6th Edition, McGraw Hill, 2012. (Unit 1,2,3,4)
- T2.David A. Patterson and John L. Hennessey, "Computer Organization and Design: The Hardware/Software Interface", 5th Edition, Morgan Kauffman / Elsevier, 2014.(Unit 5)

Reference Book(s):

- R1.William Stallings, "Computer Organization and Architecture: Designing for Performance", 10th Edition, Pearson Education, 2016.
- R2. S.S.S.P.Rao, "Basics of Computer Organisation and Architecture: Problems and Solutions", Alpha Science International Ltd, 2014.
- R3. John L. Hennessey and David A. Patterson, "Computer Architecture: A Quantitative Approach", Morgan Kauffman / Elsevier, 5th Edition, 2012

Web Reference(s):

- Computer Architecture Coursera URL: https://www.coursera.org/lecture/comparch/course-introduction-Oug7L
- Computer System Architecture-MIT Open Courseware Notes URL: https://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-823-computer-system-architecture-fall-2005/index.htm
- 3. Computer Architecture: NPTEL Course URL: http://www.nptel.ac.in/courses/106102062/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO3	3	2	1	1	-	-	1	1	-	1	-	1	2	-
CO4	3	2	1	1	-	-	1	1	-	1	-	1	2	-
CO5	2	1	-	-	-	-	-	1	-	1	-	1	-	-

High-3; Medium-2; Low-1

Continuous Assessment	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
	•	•	Total	100

Course Code: 19ECSN1301	Course Tit	tle: Principles of Communication	on Engineering
Course Category: Engineering	g Science	Course Level: Introductory	
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max. Marks:100

Introduction to Electrical and Electronics Engineering

Course Objectives

The course is intended to:

- 1. Determine the performance of various modulation and demodulation techniques of analog communication
- 2. Identify the digital modulation schemes for transmission and reception
- 3. Describe the characteristics of pulse modulation
- 4. Explain the basic principle of satellite and optical communication
- 5. Explain basic concepts of cellular communication

Unit I Analog Communication

9

Basic schemes of modern communication system – Need for modulation – Types: Amplitude modulation and Frequency Modulation, Phase Modulation in time and frequency domain, Comparison of AM and FM, PM signals.

Unit II Digital Communication

9

Introduction, Shannon limit for information capacity, bits, bit rate, baud – ASK and FSK Transmitter and Receiver, phase shift keying – binary phase shift keying – QPSK– Quadrature Amplitude modulation: Principle, transmitter and Receiver.

Unit III Digital Transmission

9

Introduction— Pulse modulation — Pulse Code Modulation: PCM sampling, Quantization, Sampling rate, signal to quantization noise ratio — delta modulation — adaptive delta modulation — differential pulse code modulation — ISI — Eye pattern.

Unit IV Satellite and Optical Communication

9

Satellite communication systems: Kepler's law, LEO, MEO and GEO orbits, Footprint, Link model – GPS System – Optical communication systems: Elements of optical fiber transmission link, Types of Losses.

Unit V Mobile Communication

9

Multiple access techniques: TDMA, FDMA, CDMA – Cellular Concept and Frequency Reuse: Channel Assignment and Hand off, call processing in cellular phone – GPRS –Global System for Mobile Communications (GSM): 2G, 3G, 4G, 5G systems.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1:Determine the performance in time and frequency domain of different modulation and demodulation techniques used in analog communication	Apply
CO2:Identify the digital modulation schemes used for transmission and reception of digital communication systems	Apply
CO3:Describe the characteristics of pulse modulation techniques used for reliable data transmission	Understand
CO4:Explain the basic principle of operation used in satellite and optical communication for data transmission	Understand
CO5:Explain the basic concepts used in cellular communication for multiuser systems	Understand

Text Book(s):

- T1. Wayne Tomasi, "Advanced Electronic Communication Systems", 6th Edition, Pearson Education, 2014.
- T2. Rappaport T.S, "Wireless Communications: Principles and Practice", 2nd Edition, Pearson Education, 2014.

Reference Book(s):

- R1. Simon Haykin, "Communication Systems", 5th Edition, John Wiley & Sons. 2017.
- R2.Lathi. B.P., "Modern Analog and Digital Communication systems", 4thEdition, Oxford University Press, 2017.
- R3. Jochen Schiller, "Mobile Communications" 2nd Edition, Pearson Education, 2014.
- R4.B.Sklar, "Digital Communication Fundamentals and Applications", 2nd Edition, Pearson Education, 2009.

Web References:

- Basic schemes of modern communication URL: http://www.nptel.ac.in /course.php? disciplined =106
- 2. Multiple Access URL: http://ocw.mit.edu/courses/electrical-engineering-and-computerscience/6-450-principles-of-digital-communications-i-fall-2006

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	1	1	-	-	-	1	-	1	-	-	-	-
CO2	3	2	1	1	-	-	-	1	-	1	-	-	-	-
CO3	2	1	-	-	-	-	-	1	-	1	-	-	-	-
CO4	2	1	-	-	-	-	-	1	-	1	-	-	-	-
CO5	2	1	-	-	-	-	-	1	-	1	-	-	-	-

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	50	30	
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
	•	•	Total	100

Course Code: 19CSCN2301	Course Ti	tle: Database Systems (common to CS & AD)	
Course Category: Professio	nal Core	Course Level: Practice	
L:T:P (Hours/Week) 3: 0: 2	` ' (.regits:4		Max Marks:100

> NIL

Course Objectives

The course is intended to:

- 1. Describe the functions and architecture of database management system
- 2. Design relational databases using ER model and normalization concepts
- 3. Construct SQL queries using DDL, DML and DCL commands
- 4. Develop applications using database connectivitythrough advanced SQL concepts
- 5. Explain the concurrency control and recovery mechanisms

Unit I Foundations of DBMS

7 Hours

File System – Database System – File System Vs. DBMS – Roles in DBMS Environment – Data Models and Conceptual Modeling – Functions of DBMS – Components of DBMS – Multi user DBMS Architecture.

Unit II Relational Model, ER Model and Normalization

10 Hours

Relational Model: Terminology, Integrity Constraints – Relational Algebra – ER Modeling: Concepts, Relationship Types, Attributes, Structural Constraints – Normalization: Data Redundancy and Update Anomalies, Functional Dependencies, 1NF, 2NF, 3NF, BCNF.

Unit III SQL Fundamentals

10 Hours

SQL: Overview of Query Language, Data Types, Data Definition, Views, Access Control – Data Manipulation – Joins – Nested Queries.

Unit IV Advanced SQL and Query Processing

9 Hours

Advanced SQL: Functions and procedures, Cursors, Triggers – Accessing SQL from a Programming Language – Query Processing: Decomposition, Heuristical Approach to Query Optimization, Cost Estimation for Relational Algebra Operations.

Unit V Transaction and Concurrency Control

9 Hours

Transaction: Properties – Concurrency Control: Locking methods, Deadlock, Timestamp Ordering, Multi-version Timestamp Ordering, Optimistic Techniques – Database Recovery: Transaction and Recovery, Recovery facilities, Recovery Techniques.

List of Exercises 30 Hours

- 1. Design a database using ER diagrams
- 2. Create and modify the tables using DDL commands and manipulate the data using DML commands
- 3. Implement Joins and nested queries
- 4. Implement Functions and procedures
- 5. Create Cursors and Triggers
- 6. Access database through programming language

The suggested applications are (not limited to)

- 1. Library management system
- 2. Hotel Management system
- 3. Student management system
- 4. Ticket reservation system
- 5. Hospital management system
- 6. Employee management system

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe the functions and architecture of database management system using its components	Understand
CO2: Design relational databases using ER model and normalization concepts for real world scenarios	Apply
CO3: Construct SQL queries using DDL, DML and DCL commands for effective retrieval of data from database	Apply
CO4: Develop applications using database connectivity through advanced SQL Concepts for solving real world problems	Apply
CO5: Explain the concurrency control and recovery mechanisms to manage multiple transactions in real time application	Understand

Text Book(s):

- T1.Thomas Connolly, Carolyn Begg, "Database Systems: A Practical Approach to Design, Implementation and Management", 6th Edition, Pearson Education, 2015.
- T2. A Silberschatz, H Korth, S Sudarshan, "Database System Concepts", 7thEdition, McGraw-Hill,2019.

Reference Book(s):

- R1.RamezElmasri,Shamkant B. Navathe, "Fundamentals of Database Systems", 7thEdition, Pearson Education,2017.
- R2. C.J. Date, A. Kannan and S. Swamynathan– "An Introduction to Database Systems", 8th Edition, Pearson Education, 2006.

Web References:

- 1. Text book handouts: http://www.inf.unibz.it/~nutt/IDBs1011/idbs-slides.html
- 2. NPTEL lecture videos and notes: https://nptel.ac.in/courses/106106093/
- 3. SQL practice exercises with solutions: https://www.w3resource.com/sql-exercises/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO5	2	1	-	-	-	1	-	1	-	1	-	1	-	-

High-3; Medium-2;Low-1

	Assessment Component	Marks	Total		
	CCETI	1,2	50		
Continuous Assessment	CCET II	3,4	50	20	
	CCET III	5	50		
	Continuous Assessment – Practical	1,2,3,4,5	75	10	
	Final Assessment – Practical	1,2,3,4,5	50	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
		•	Total	100	

Course Code: 19CSCN3301	Course Tit	le:Data Structures and Algo Laboratory (common to C	_		
Course Category: Profession	nal Core	ore Course Level: Practice			
L:T:P (Hours/Week) 0: 0: 3	Credits:1.5	Total Contact Hours:45	Max Marks:100		

Programming with C

Course Objectives

The course is intended to:

- 1. Implement list data structures using array and linked list
- 2. Implement stack data structure for various applications
- 3. Implement queue data structure and hashing techniques
- 4. Compare the efficiency of Brute-Force and Divide & Conquer approaches

List of Exercises

- 1. Implementation of List using array representation
- 2. Implementation of List using linked list representation
- 3. Implementation of Doubly linked list
- 4. Implementation of Stack application: Balancing parenthesis
- 5. Implementation of Stack application: Evaluation of postfix expression
- 6. Implementation of Circular Queue using array representation
- 7. Implementation of Hashing
- 8. Implementation of String Matching algorithm
- 9. Implementation of Searching techniques
- 10. Implementation of Sorting techniques: Bubble and Merge sort

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Implement list data structures and perform various operations using array and linked list representation.	Apply
CO2: Implement stack data structure for various applications using array representation	Apply
CO3: Implement circular queue using array and hashing techniques for efficient data handling in various scenarios	Apply
CO4: Compare the efficiency of Brute-Force and Divide & Conquer approaches for solving problems.	Apply

Text Book(s):

- T1.Mark A. Weiss., "Data Structures and Algorithm Analysis in C", 2nd Edition, Pearson Education, 2011.
- T2.Anany Levitin, "Introduction to the Design & Analysis of Algorithms", Pearson Education, 3rdEdition, 2011.

Reference Book(s):

- R1.SartajSahni, "Data Structures, Algorithms and Applications in C++", 2nd Edition, Universities Press, 2005.
- R2.Michael T. Goodrich, Roberto Tamassia, David M. Mount, "Data Structures and Algorithms in C++", 2nd Edition, John Wiley & Sons, 2010.
- R3.Cormen.T.H.,Leiserson.C.E., Rivest. R.L. and Stein.C., "Introduction to Algorithms", PHI Pvt. Ltd., 2001.

Web References:

- 1. Animation of Various Data Structures URL: http://visualgo.net/
- 2.NPTEL Course Content URL: http://nptel.ac.in/courses/106102064/ Data Structures and Algorithms
- 3. The Animation of Recursion URL: http://www.animatedrecursion.com/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	-	-	2	3	2	-	1	3	1
CO2	3	2	2	2	2	1	-	2	3	2	-	1	3	1
СОЗ	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	1

High-3; Medium-2;Low-1

	Assessment Component	CO.No.	Marks	Total
Continuous Assessment	Each Lab Experiment	1,2,3,4	75	75
	Cycle Test 1	1,2	50	25
	Cycle Test 2	3,4	50	25
			Total	100

Course Code: 19CSCN4301	Course 7	Fitle: Java Programming La	aboratory
Course Category: Profession	onal Core	Course Level: Practice	
L:T:P (Hours/Week) 1: 0: 3	Credits:2.5	Total Contact Hours:60	Max Marks:100

Programming with C

Course Objectives

The course is intended to:

- 1. Use the concepts of control structures and arrays in developing java programs
- 2. Apply the concept of classes, objects and suitable modifiers in developing java programs
- 3. Develop code using java utilities, Inheritance and Polymorphism
- 4. Design an application using Swing that handles run-time exceptions

Unit I Java Introduction

4 Hours

Overview of Java – Data types – Operators – Control flows – Arrays & Iterators – Classes & Objects – Modifiers: Access, Non- Access Modifiers.

Unit II Object orientation in Java

4 Hours

Constructors & Destructors – Inheritance & types – Polymorphism: Method overloading, Method overriding.

Unit III Interfaces and Java Utilities

4 Hours

Abstract classes and Abstract Methods – Interfaces – String handling functions – String tokenizer – Regex – Date – Array List – Linked List – Stack .

Unit IV Exceptions & Java Swing

3 Hours

Exceptions: Built-in & User defined Exceptions – Introduction to Java Swing – Swing API – Introduction to IO Streams.

List of Exercises 45 Hours

- 1. Implement Java programs using user Inputs and control structures
- 2. Implement Java programs using Arrays and Iterators
- 3. Implement programs using Classes, Objects with suitable Modifiers
- 4. Implement programs using Constructors, Destructors & Inheritance
- 5. Implement programs using Method Overloading & Overriding
- 6. Implement programs using Abstract class and Interfaces
- 7. Implement programs using Java Utilities (String, Regex, Date)
- 8. Implement programs using Collections in Java
- 9. Implement program to handle run-time Exceptions & files
- 10. Develop a simple application using Java Swing

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Implement simple java programs using control structures and Arrays	Apply
CO2: Implement java programs using classes, objects and suitable modifiers	Apply
CO3: Develop code for real world problems using java Utilities, Inheritance and Polymorphism.	Apply
CO4: Design an application using Swing that handles run-time exceptions for a given scenario	Apply

Text Book(s):

T1.Herbert Schildt, "Java the Complete Reference", McGraw-Hill Education, 10th Edition, October 2017.

Reference Book(s):

- R1.Bart Baesens, Aimee Backiel, Seppe Vanden Brocke, "Beginning Java Programming: The Object Oriented Approach", John Wiley & Sons, 2015.
- R2.Daniel Liang, "Introduction to Java Programming, Comprehensive Version", Pearson Education, 9th Edition, 2014.

Web References:

- 1. Oracle, Java tutorials, URL: https://docs.oracle.com/javase/tutorial/java/
- 2. NPTEL, Course on Programming in Java, URL: https://nptel.ac.in/courses/106105191/
- 3. Java tutorials, URL: https://www.geeksforgeeks.org/java-tutorials/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	-	-	2	3	2	-	1	3	1
CO2	3	2	2	2	2	-	-	2	3	2	-	1	3	-
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	1

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total
Continuous Assessment	Each Lab Experiment	1,2,3,4	75	75
	Cycle Test 1	1,2	50	25
	Cycle Test 2	3,4	50	25
			Total	100

Course Code: 19PSHG6002		tle: Universal Human Value (common to all B.E/B.Tech	•
Course Category: Humanitie	es	Course Level: Practice	
L:T:P (Hours/Week) 2:1: 0	Credits:3	Total Contact Hours:45	Max Marks:100

Induction Program (UHV 1)

Course Objectives

The course is intended to:

- 1. Development of a holistic perspective based on self-exploration about themselves (human being), family, society and nature/existence.
- 2. Strengthening of self-reflection
- 3. Understanding (or developing clarity) of the harmony in the human being, family, society and nature/existence
- 4. Development of commitment and courage to act

Unit I Introduction to Value Education

6+3 Hours

Need for the Value Education;. Self -exploration as the process for value education; Continuous Happiness and Prosperity: A look at basic Human Aspirations; Right understanding: Relationship and Physical Facilities; Happiness and Prosperity: current scenario; Method to fulfill the Basic human aspirations

Unit II Harmony in Human Being

6+3 Hours

Human being as a co-existence of self ('I') and the material 'Body'; needs of Self ('I') and 'Body'; The Body as an instrument of 'I'; Harmony in the self('I'); Harmony of the self('I') with body; Sanyam and Swasthya; correct appraisal of Physical needs, meaning of Prosperity in detail. Programs to ensure Sanyam and Swasthya.

Unit III Harmony in the Family and Society

6+3 Hours

Harmony in the Family the basic unit of human interaction; Values in human to human relationship; Trust as the foundational values of relationship; Respect as the right evaluation; Understanding harmony in the society (society being an extension of family); Vision for the universal human order

Unit IV Harmony in the Nature

6+3 Hours

Understanding the harmony in the Nature Interconnectedness, self-regulation and mutual fulfillment among the four orders of nature; Existence as Co-existence at all levels; Holistic perception of harmony in existence.

Unit V Harmony on Professional Ethics

6+3 Hours

Natural acceptance of human values ;Definitiveness of Ethical Human Conduct; Basic for Humanistic Education, Humanistic Constitution and Humanistic Universal Order; Competence in professional ethics ;Case study: holistic technologies, management models and production systems ;Strategy for transition towards value based life and profession

Course Outcomes	Affective
At the end of this course, students will be able to:	Level
CO1.Reflect on values, aspiration, relationships and hence identify strengths and weaknesses.	Responding
CO2.Appraise physical, mental and social well being of self and practice techniques to promote well being.	Responding
CO3. Value human relationships in family and society and maintain harmonious relationships.	Valuing
CO4.Respect nature and its existence for survival and sustainable of all life forms and hence practice conservation of nature	Valuing
CO5.Appreciate ethical behaviour as a result of value system in personal and professional situations	Receiving

Text Book(s):

T1. R R Gaur, R Sangal, G P Bagaria, "Human Values and Professional Ethics", Excel Books, New Delhi, 2010.

Reference Book(s):

- R1. Ek Parichaya, A Nagaraj, Jeevan Vidya Prakashan, Amarkantak, "Jeevan Vidya", 1999.
- R2. A.N. Tripathi, "Human Values", New Age Intl. Publishers, New Delhi, 2004.
- R3. Annie Leonard, "The story of stuff", Free Press, New York, 2010.

Web References:

- 1. https://aktu.ac.in/hvpe/ResourceVideo.aspx
- 2. http://hvpenotes.blogspot.com/
- 3. https://nptel.ac.in/courses/109/104/109104068/

Course Articulation Matrix

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СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	-	-	-	-	-	-	1	2	2	-	•	2	-	-
CO2	-	-	-	-	-	1	2	2	2	1	ı	2	-	-
CO3	-	-	-	-	-	2	2	2	2	1	-	2	-	-
CO4	-	-	-	-	-	2	2	2	2	-	-	2	-	-
CO5	-	-	-	-	-	1	2	2	2	-	-	2	-	-

High-3; Medium-2; Low-1

	Assessment Component	CO No.	Marks	Total Marks Weightage	
Continuous Assessment	Socially relevant project/Group Activities/ Assignments		20		
Assessment	Assessment by faculty mentor	1,2,3,4,5	10	75%	
	Self-assessment	, , , ,	10		
	Assessment by peers		10		
End Semester Examination	Part A – Objective type – 20x1=20 marks Part B – Short answer questions – 15x 2 = 30 marks Part C – Descriptive Type Questions (Either or Pattern) – 5 x 10 = 50 marks	1,2,3,4,5	100	25%	
			Total	100%	

Semester IV

Course Code: 19MABG1401		tle:Probability and Statistics to all B.E/B.Tech programme	es)
CourseCategory: Basic Science	e	CourseLevel: Introductory	
L:T:P(Hours/Week) 3: 1: 0 Credits:4		Total Contact Hours:60	Max Marks:100

Pre-requisites

> NIL

Course Objectives

The course is intended to:

- 1. Calculate expectations and variances of random variables
- 2. Apply the concepts of standard distributions to solve practical problems
- 3. Calculate the correlation and regression for two variables
- 4. Test the samples based on hypothesis
- 5. Apply the samples based on variance

Unit I Probability and Random Variables

9+3 Hours

Axioms of Probability – Conditional Probability – Total Probability – Baye's Theorem – Random Variables – Probability Mass Function – Probability Density Functions – Properties – Moments – Moment generating functions and their properties.

Unit II Standard Distributions

9+3Hours

Binomial – Poisson – Uniform – Exponential – Normal Distributions and their properties – Functions of a random variable.

Unit III Two Dimensional Random Variables

9+3Hours

Joint distributions – Marginal and conditional distributions – Covariance – Correlation and regression – Transformation of random variables.

Unit IV Testing of Hypotheses

9+3 Hours

Sampling Distributions – Testing of hypotheses for mean, variance, proportions and differences using Normal, t, Chi-Square and F distributions – Tests for independence of attributes and Goodness of fit.

Analysis of Variance (ANOVA) – One way Classification – Completely Randomized Design(CRD) – Two way Classification – Randomized Block Design (RBD) – Latin square.

Course Outcomes	Cognitive	
At the end of this course, students will be able to:	Level	
CO1: Calculate expectations and variances of random variables	Apply	
CO2: Apply the concepts of standard distributions to solve practical problems	Apply	
CO3: Calculate the correlation and regression for two variables	Apply	
CO4: Test the samples based on hypothesis	Apply	
CO5: Apply the samples based on variance	Apply	

Text Book(s):

- T1. Dr.J.Ravichandran, "Probability and Statistics for Engineers", Wiley India Pvt.Ltd.,2010.
- T2. Douglas C.Montgomery and George C. Runger, "Applied Statistics and Probability for Engineers", 6th Edition, Wiley India Pvt.Ltd.,2017.
- T3. Veerarajan T, "Probability, Statistics and Random process", 4th Edition, Tata McGraw-Hill, New Delhi. 2013.

Reference Book(s):

- R1. R.E. Walpole, R.H. Myers, S.L. Myers, and K Ye, "Probability and Statistics for Engineers and Scientists", 9th Edition Pearson Education, Asia, 2016.
- R2. M.R. Spiegel, J. Schiller and R.A. Srinivasan, "Schaum's Outlines Probability and Statistics", 3rd Edition, Tata McGraw Hill edition, 2009.
- R3. Morris DeGroot, Mark Schervish, "Probability and Statistics", Pearson Educational Ltd, 4th Edition. 2014.
- R4. Johnson and C.B. Gupta, "Probability and Statistics for Engineers", 9th Edition, Pearson Education, Asia, 2016.

Web References:

- 1.Probability,Random Variables,Standard Distributions,Two dimentional random variables,Testing of Hypotheses: https://onlinecourses.nptel.ac.in/111105041/
- 2.Probability,Random Variables,Standard Distributions,Two dimentional random variables,Testing of Hypotheseshttps://nptel.ac.in/courses/111105090/
- 3.Design of Experiments: https://nptel.ac.in/courses/111104075/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	1	1	-	1	-	1	1	1	1	2	-	1
CO2	3	2	1	1	-	1	-	1	1	1	1	2	-	1
CO3	3	2	1	1	-	1	-	1	1	1	1	2	-	1
CO4	3	2	1	1	-	1	-	1	1	1	1	2	-	1
CO5	3	2	1	1	-	1	-	1	1	1	1	2	-	1

High-3; Medium-2;Low-1

	Assessment	CO .No.	Marks	Total	
	Component				
	CCET 1	1,2	50		
Continuous Assessment	CCET 2	3,4	50	30	
Continuous Assessment	CCET 3	5	50		
	Tutorials /	1,2,3,4,5		10	
	Quiz /		30		
	Assignments				
End Semester Examination	ESE	1,2,3,4,5	100	60	
			Total	100	

Course Code: 19CSCN1401	Course Ti	tle: Data Structures and Algori (common to CS & AD)	thm Analysis – II		
Course Category: Profession	al Core	Course Level: Practice			
L:T:P (Hours/Week) 3: 1: 0 Credits:4		Total Contact Hours:60	Max. Marks:100		

Data Structures and Algorithm Analysis – I

Course Objectives

The course is intended to:

- 1. Perform various operations on Binary trees and Heaps
- 2. Implement operations on Search tree structures
- 3. Perform various operations on Graphs and Sets
- 4. Apply Greedy strategy & Dynamic Programming techniques
- 5. Compare the working of Backtracking & Branch and Bound techniques

Unit I Trees Structures

9+3 Hours

Tree – Preliminaries – Binary trees – Tree traversal – Applications: Expression tree, Decision tree, Game tree – Binary Heap – Heap sort.

Unit II Search Tree Structures

9+3 Hours

Binary search tree – B-Trees – k-d tree – Tries.

Unit III Graph

9+3 Hours

Graph – Definitions – Representations – Topological sort – Breadth first traversal – Depth first traversal – Biconnectivity – Euler circuits – Sets – Representation – Operations.

Unit IV Greedy Method and Dynamic Programming

9+3 Hours

Greedy technique: Dijikstra's algorithm, Prim's and Kruskal's algorithm, Huffman Tree – Dynamic Programming: Binomial Coefficient, Floyd's and Warshall's algorithm, Multistage Graph.

Limitations of Algorithm Power: P,NP and NP Complete problems - Backtracking: n-Queens problem, Hamiltonian Circuit, Subset-sum problem - Branch and Bound: Assignment problem, Knapsack problem, Travelling salesman problem.

Course Outcomes	Cognitive	
At the end of this course, students will be able to:	Level	
CO1: Perform various operations on Binary trees and Heaps for real world applications	Apply	
CO2: Implement operations on Search tree structures for efficient storage and retrieval of data	Apply	
CO3: Perform various operations on Graphs and Sets by using suitable storage organizations	Apply	
CO4: Apply Greedy strategy & Dynamic Programming techniques for solving optimization problems	Apply	
CO5: Compare the working of Backtracking & Branch and Bound techniques and choose the suitable technique for problem solving	Apply	

Text Book(s):

- T1. Mark A. Weiss., "Data Structures and Algorithm Analysis in C", 2ndEdition, Pearson Education, 2011.
- T2. Anany Levitin, "Introduction to the Design & Analysis of Algorithms", 3rdEdition, Pearson Education, 2011.

Reference Book(s):

- R1. Ellis Horowitz, Sartaj Sahni, Rajasekaran, "Fundamentals of Computer Algorithms", 2nd Edition, Galgotia Publications, 2010.
- R2. Adam Drozdek, "Data Structures and Algorithms in C++", 4thEdition, Cengage Learning, 2013.
- R3.Cormen.T.H.,Leiserson.C.E., Rivest R.L and Stein C, "Introduction to Algorithms", PHIPvt Ltd, 2001.

Web Reference(s):

- 1. SWAYAM Course Design and Analysis of Algorithms: https://swayam.gov.in/nd1_noc19_cs47/preview
- 2. Animation Videos: http://www.animatedrecursion.com/
- 3. Course Material: THE P VERSUS NP PROBLEM https://www.claymath.org/sites/default/files/pvsnp.pdf

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	1	1	1	1	-	1	1	1	1	1	2	-
CO2	3	2	1	1	1	1	1	1	1	1	1	1	2	-
CO3	3	2	1	1	1	1	1	1	1	1	1	1	2	-
CO4	3	2	1	1	1	1	1	1	1	1	1	1	2	1
CO5	3	2	1	1	1	1	1	1	1	1	1	1	2	1

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total		
Continuous Assessment	CCET I	1,2	50			
	CCET II	3,4	50	30		
	CCET III	5	50			
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10		
End Semester Examination	Semester ESE 123/15					
			Total	100		

Course Code: 19CSCN240	1 Course	Title:Operating Systems	
Course Category: Professi	onal Core	Course Level: Practice	
L:T:P (Hours/Week) 3: 0: 2	Credits:4	Total Contact Hours:75	Max Marks:100

> NIL

Course Objectives

The course is intended to:

- 1. Describe the components of operating systems and its services
- Solve process scheduling and synchronization problems
- 3. Compare different memory management techniques
- 4. Develop solutions for free space management
- 5. Summarize various administrative tasks in Linux environment

Unit I Introduction

9 Hours

Computer System Organization— Operating System Operations — Kernel Data Structures — Operating Systems Structures: System Components, Operating System Services, System calls, System Programs — Process Concepts: Process Scheduling, Operation on Process, CoOperating process, Inter Process Communication.

Unit II Process Management

10 Hours

CPU scheduling: Scheduling Algorithms – Process Synchronization: The Critical Section Problem, Peterson's Solution, Hardware Support for Synchronization, Mutex Locks, Semaphores, Monitors – Classical problems of Synchronization – Deadlock: Deadlock Characterization – Methods for handling Deadlocks: Deadlock Prevention, Avoidance, Detection and Recovery from Deadlock.

Unit III Memory Management

9 Hours

Main Memory: Contiguous Memory Allocation, Paging, Structure of Page Table, Swapping –Virtual Memory: Demand paging, Copy-on-write, Page Replacement Algorithms, Allocation of Frames, Thrashing.

Unit IV File Systems

9 Hours

Mass Storage System: Disk Structure, Disk Attachment, Disk Scheduling – File System Interface: File Concepts, Access methods, Directory Structure, File Protection – File System Implementation: File System Structure and Operations, Directory Implementation, Allocation methods, Free Space Management.

Unit V Case Study – Linux

8 Hours

Design Principles – Kernel Modules – Process Management – Scheduling – Memory Management – File Systems – Input and Output – Inter-process Communication – Network Structure – Security.

List of Exercises 30 Hours

- 1. Implementation of Process and I/O System calls
- 2. Implementation of CPU Scheduling Algorithms
- 3. Implementation of Classical Synchronization problems using semaphores
- 4. Implementation of Memory Allocation Strategies
- 5. Implementation of Page Replacement Algorithms
- 6. Implementation of Disk Scheduling Algorithms

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Describe the components of operating systems and its services based on system calls	Understand
CO 2: Solve process scheduling and synchronization problems using algorithms	Apply
CO 3: Compare different memory management techniques using allocation schemes	Apply
CO 4: Develop solutions for free space management using file systems and disk scheduling concepts.	Apply
CO 5: Summarize various administrative tasks in Linux environment using its components and services	Understand

Text Book(s):

T1.AviSilberschatz, Galvin. P.B. and Gagne. G. "Operating System Concepts", 10thEdition, John Wiley & Sons, 2018.

Reference Book(s):

- R1. Andrew S. Tanenbaum, "Modern Operating Systems", 4th Edition, Pearson Education, 2015.
- R2. William Stallings, "Operating Systems Internals and Design Principles", 9th Edition, Pearson Education, 2018.

Web References:

- 1. MIT open course on Operating System Engineering: http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-828-operating-system-engineering-fall-2012/
- 2. Bell's Course Notes on Operating Systems Processes: https://www2.cs.uic.edu/~jbell/CourseNotes/OperatingSystems/3_Processes.html
- 3. NPTEL course on Operating System Fundamentals: https://nptel.ac.in/courses/106/105/106105214/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO3	3	2	2	2	2	1	1	2	3	2	-	1	3	1
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO5	2	1	-	-	-	-	-	1	-	1	-	1	-	-

High-3; Medium-2; Low-1

	Assessment Component	CO.No.	Marks	Total
Continuous Assessment	CCET I	1,2	50	
	CCET II	3,4	50	20
	CCET III	5	50	
	Continuous Assessment – Practical	1,2,3,4	75	10
	Final Assessment – Practical	1,2,3,4	50	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19EESN240	Course Ti	tle: Microcontrollers and	loT		
Course Category: Enginee	ring Science	Course Level: Introductory			
L:T:P (Hours/Week) 3: 0: 2	Credits:4	Total Contact Hours:75	Max Marks:100		

- Programming with C
- Digital System Design

Course Objectives

The course is intended to:

- 1. Write PIC18/PIC16 microcontroller basedI/O programs using EmbeddedC
- 2. Write programs for interfacing peripheral devices and sensors
- 3. Use IoT Connectivity technologies
- 4. Implement IoT protocols and architecture
- 5. Implement simple IoT applications in various domains

Unit I PIC Microcontroller

9 Hours

PIC18FX Pin connection – File register – I/O programming: Data type and Time delay, Logical operations, Timer and Counter: Timer0 – Serial port– Analog to digital converter.

Unit II IoT Sensors and Peripheral interfacing

9 Hours

IoT – Major Components – Challenges, Advantages and Disadvantages – LED interfacing - LCD interfacing – Keyboard interfacing – Relay and Opto-isolator – Sensor interfacing-Temperature sensor, IR sensor, Ultrasonic Sensor

Unit III IoT Connectivity Technologies and Board Interfacing

9 Hours

IoT networking - local network- Bluetooth, LPWAN, XBEE- IOT gateway - Raspberry pi board and Arduino Board details- Python programming- GPIO, UART - Interfacing multiple nodes with gateway.

Unit IV IoT Architecture and Implementation of IoT

9 Hours

IOT Architecture – Networking Protocols:MQTT -CoAP – Implementation of IoT- Collect data from the devices in the local network, Send the data to a server, control the device from the server- Applications: remote data logging system – remote Lamp control.

Unit V Applications

9 Hours

Patient Monitoring in Health Care— Home Automation— Smart Irrigation in Agriculture Monitoring – Smart parking – Factory Automation

List of Exercises 30 Hours

- Control the LED using switch(PIC microcontroller)
- 2. Control the lamp using Relay interfacing (PIC microcontroller)
- 3. Interface IR sensor and control the FAN(ARDUINO)
- 4. Interfacing temperature sensor and ultrasonic sensor.(ARDUINO)
- 5. Multi node connection to GATEWAY using local network. (Sensors, Arduino and Raspberry pi)
- 6. Send the data to the server from GATEWAY. (Sensors ,ARDUINO, Raspberry pi and web server)
- 7. Control the home appliances(lamp, fan) from server. (Lamp,fan,arduino, Raspberry pi and web server)

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Write PIC18/PIC16 microcontroller based I/O programs using Embedded C for control applications	Apply
CO2: Write programs for interfacing peripheral devices and sensors with PIC Microcontroller	Apply
CO3: Use Connectivity technologies for data transfer in IoT	Apply
CO4: Implement protocols and architecture for data processing in IoT	Apply
CO5: Implement simple applications in Agriculture, Health Care & Automation using IoT	Apply

Text Book(s):

- T1.Muhammad Ali Mazidi, RolinD.Mckinlay, Danny Causery,"PIC Microcontroller and Embedded systems using assembly and C PIC18", 2nd Edition, Micro Digital Ed, 2016.
- T2. Charalampos Doukas, "Building Internet of Things with the Arduino", volume 1, Create space publishers, April 2012.

Reference Book(s):

- R1. ArshdeepBahga, Vijay Madisetti, "Internet of Things A hands-on approach", Universities Press, 2015.
- R2. Marco Schwartz, "Internet of Things with the Arduino Yun", Packt Publishing, 2014.
- R3.Pedro Larrañaga, David Atienza, Javier Diaz-Rozo, Alberto Ogbechie, Carlos Esteban Puerto-Santana, Concha Bielza"Industrial Applications of Machine Learning", CRC Press, 2018.

Web Reference(s):

- 1. Introduction to IoT NPTEL Video: https://www.youtube.com/watch?v=WUYAjxnwjU4
- Sensing NPTEL Video : https://www.youtube.com/watch?v=z3VEZPwl5gA&list=PLE7VH8RC_N3bpVne8QzOAHziEgmjQ2qE&index=3
- Connectivity Technologies NPTEL Video: https://www.youtube.com/watch?v=GHUR_GfQQsQ&list=PLE7VH8RC_N3bpVne8QzOAHziEgmjQ2qE&index=9

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	-	-	2	3	2	-	-	3	-
CO2	3	2	2	2	2	-	-	2	3	2	-	-	3	-
CO3	3	2	2	2	2	-	-	2	3	2	-	-	3	1
CO4	3	2	2	2	2	-	-	2	3	2	-	-	3	1
CO5	3	2	2	2	2	1	1	2	3	2	1	ı	3	-

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total
Continuous Assessment	CCET I	1,2	50	
	CCET II	3,4	50	20
	CCET III	5	50	
	Continuous Assessment – Practical	1,2 ,3,4,5	75	10
	Final Assessment – Practical	1,2 ,3,4,5	50	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSCN3401	Course	Course Title: Python Programming Laboratory				
Course Category: Profession	fessional Core Course Level: Practice					
L:T:P (Hours/Week) 0: 0: 4	Credits:2	Total Contact Hours:60	Max Marks:100			

➤ Nil

Course Objectives

The course is intended to:

- 1. Implement basic programming constructs and functions in python
- 2. Implement file and object oriented concepts in python
- 3. Implement collection objects and file handling in python
- 4. Develop Python program with Database Connectivity

List of Exercises 60 Hours

- 1. Implement data types, operators and expressions
- 2. Implementation of branching statements and looping constructs
- 3. Implementation of Recursive and Non Recursive functions
- 4. Implementation of class and objects
- 5. Implementation of Inheritance and polymorphism
- 6. Implementation of Exception handling
- 7. Implementation of list, tuple and dictionary
- 8. Implementation of file handling techniques
- 9. Implementation of pickle and shelve objects
- 10. Implement Database Connectivity with SQL Server

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Implement basic programming constructs and functions in python for simple problems	Apply
CO 2: Implement Object oriented concepts python for solving real world problems	Apply
CO 3: Implement python program with collection objects and file for simple problems	Apply
CO 4: Develop python program with Database Connectivity for real world problems	Apply

Text Book(s):

- T1.Peter Wentworth, Jeffrey Elkner, Allen B. Downey, and Chris Meyers, "How to Think Like a Computer Scientist: Learning with Python", 3rd Edition, O'Reilly, 2016.
- T2. Mark Lutz, "Powerful Object Oriented Programming Python", 4th Edition, O'Reilly, 2012.

Reference Book(s):

- R1.Mark Lutz, "Learning Python, Powerful OOPs", 5th Edition, O'Reilly, 2013.
- R2.Zelle, John M, "Python Programming: An Introduction to Computer Science", Franklin Beedle& Associates, 2003.

Web References:

- 1. Official documentation of python 3.10: https://docs.python.org/3/tutorial/
- 2. Beginner to Advanced Python developer guide: https://www.learnpython.org/
- 3. Python quick reference guide: https://www.pyschools.com/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	-

High-3; Medium-2;Low-1

	Assessment Component	CO.No.	Marks	Total
Continuous Assessment	Each Lab Experiment	1,2,3,4	75	75
	Cycle Test 1	1,2	50	25
	Cycle Test 2	3,4	50	25
			Total	100

Course Code: 19CSPN6401	Course Title: Mini – Project						
Course Category: Project		Course Level: Practice					
L:T:P (Hours/Week) 0: 0: 4	Credits: 2	Total Contact Hours: 60	Max Marks: 100				

➤ Nil

Course Objectives

The course is intended to:

- 1. Identify solutions to simple engineering problems.
- 2. Use the knowledge of Science, engineering & engineering tools to solve simple problems relevant to the discipline.

The objective of Project is to enable the student to take up investigative study in the broad field of Computer Science and Engineering, to solve relevant social/environmental/ethical issues on an individual basis or two/three students in a group, under the guidance of a Supervisor. This is expected to provide a good initiation for the student(s) in R&D work. The assignment will normally include:

- 1. Survey and study of published literature on the assigned topic.
- 2. Working out a preliminary Approach to the Problem relating to the assigned topic
- 3. Conducting Analysis, Design, Implementation/Modeling /Simulation.
- 4. Preparing a Written Report of the Study/Work
- 5. Final Presentation before a departmental committee.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Design, develop and implement solutions using relevant modern tools to simple engineering problems that are relevant to the discipline.	Apply
CO2: Work in teams performing different roles for effective accomplishment of project goals following ethical practices.	Apply
CO3: Demonstrate the use of prior knowledge of science and engineering and engineering tools to formulate, analyze and investigate problems systematically.	Apply
CO4: Communicate the process, methods and materials, findings, results and solutions through reports and presentations in appropriate forums.	Apply

Course Articulation Matrix

СО	PO1	PO2	РО3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	-	3	-	3	3	3	-	-	-	-	3	3	3
CO2	-	-	-	-	-	-	-	3	3	-	3	-	-	-
CO3	3	3	-	3	-	3	3	-	-	-	-	3	3	3
CO4	-	-	-	-	-	-	3	-	-	3	-	-	-	-

High- 3; Medium- 2; Low- 1

	Assessment Component	Marks	Total	
Continuous Assessment	Review I	25		
Continuous Assessment	Review II	25	75	
	Review III	25		
End Semester Examination	Viva-Voce	25	25	
		Total	100	

Semester V

Course Code:19CSCN1501	Course Tit	le: Formal Languages and	Automata Theory
Course Category: Profession	nal Core	Course Level: Practice	
L:T:P (Hours/Week) 3: 1: 0	Credits: 4	Total Contact Hours: 60	Max Marks: 100

Pre-requisites

Data Structures and Algorithm Analysis – I

Course Objectives

The course is intended to:

- 1. Impart the concept of NFA and DFA
- 2. Construct Finite Automata from regular expressions
- 3. Understand Context free languages and Pushdown Automata
- 4. Construct a Turing Machine
- 5. Explain decidable and undecidable languages

Unit I Finite Automata

8+3 Hours

Automata - Computability - Complexity - Chomsky Hierarchy of Languages - Finite Automata - Finite Automata for Vending Machine - Non-determinism - Finite Automata with Epsilon Transitions - Equivalence of NFA and DFA - Minimization of DFA.

Unit II Regular Languages

9+3 Hours

Regular Grammars – Regular Languages and Operations – Regular Expressions – Equivalence of Finite Automata and Regular Expressions: Thompson Construction – State Elimination Method – Closure Properties of Regular Languages – Pumping lemma for Regular Languages.

Unit III Context Free Languages

10+3 Hours

Context Free Grammars – Derivations, Parse Tree and Ambiguity – Simplification of Grammars – Normal Forms – CNF – GNF – Pushdown Automata – Language Acceptance of PDA – Applications of PDA – Equivalence of Pushdown Automata and CFG – Closure Properties of Context Free Languages.

Unit IV Turing Machine

10+3 Hours

Turing Machine – Language Acceptance – Techniques for Turing Machine Construction – Storage in Finite Control – Subroutine – Checking off Symbols – Multiple Tracks – Variants of Turing Machines – Universal Turing Machine.

Unit V Computability Theory

Decidability: Decidable Languages – Undecidability – Reducibility: Undecidable Problems from Language Theory – Halting Problem – Post Correspondence Problem.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Choose the suitable technique for constructing NFA and DFA	Apply
CO 2: Construct Finite Automata from regular expressions for identifying regular languages	Apply
CO 3: Develop Pushdown Automata for accepting context free languages	Apply
CO 4: Construct a Turing Machine for recognizing recursive languages	Apply
CO 5: Explain decidable and undecidable languages by using reducibility	Understand

Text Book(s):

- T1.John E.Hopcroft, Rajeev Motwani, Jeffrey D.Ullman, "Introduction to Automata Theory, Languages and Computation", 3rd Edition, Pearson Education Publishers, 2012.
- T2.Michael Sipser, "Introduction to the Theory of Computation", 3rd Edition, Cengage Learning, 2013.

Reference Book(s):

- R1.Kamala Krithivasan, R. Rama, "Introduction to Formal Languages, Automata Theory and Computation", Pearson Education, 2009.
- R2.K. L. P. Mishra, N. Chandrasekaran, "Theory of Computer Science: Automata, Languages and Computation", 3rd Edition, PHI, 2006.

Web References:

- 1. Course Material URL: http://www.ics.uci.edu/~goodrich/ teach/cs162/notes/
- 2. NPTEL Course Content URL: http://nptel.ac.in/courses/106106049/
- 3. JFLAP tool Home URL: www.jflap.org/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	1	1	-	-	-	1	1	1	-	1	2	-
CO2	3	2	1	1	-	-	-	1	1	1	-	1	2	-
CO3	3	2	1	1	-	-	-	1	1	1	1	1	2	1
CO4	3	2	1	1	-	-	-	1	1	1	1	1	2	-
CO5	2	1	-	-	-	-	-	1	1	1	-	1	-	-

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total	
	CCET I	1,2	50		
Continuous Assessment	CCET II	3,4	50	30	
	CCET III	5	50		
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10	
End Semester Examination	ESE	100	60		
			Total	100	

Course Code: 19CSCN1502	Course Ti	tle: Object Oriented Software Engineering				
Course Category: Profession	al Core	Course Level: Practice				
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100			

> Fundamentals of Programming

Course Objectives

The course is intended to:

- 1. Impart the knowledge on Software Life cycle models.
- 2. Derive the requirements for a Software system.
- 3. Analyze classes with appropriate relationships.
- 4. Design classes, interfaces and subsystems.
- 5. Develop functional object oriented software.

Unit I Software Process

9 Hours

Software Process Structure – Software Development Process Models – Agile Development – Understanding Requirements.

Unit II Requirements Modeling

8 Hours

Unified Modeling Language – Architecture – Unified Process – Requirements Workflow – Defining Requirements – Use Case Modeling – Actor and Use Case Generalization – Use Case Relationships.

Unit III Analysis Modeling

10 Hours

Analysis Workflow – Classes and Objects – Finding Analysis Classes – Relationships – Inheritance and Polymorphism – Analysis Packages – Use Case Realization – Activity Diagrams.

Unit IV Design Modeling

9 Hours

Design Workflow – Design Classes – Refining Analysis Relationships – Interface and Subsystems – Design Realization – Basic and Advanced State Charts.

Unit V Implementation, Testing & Deployment

9 Hours

Implementation Workflow – Components – Software Testing Strategies – Testing Conventional Applications – Testing Object Oriented Applications – Deployment.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Impart the knowledge on Software Life cycle models for Software development process	Understand
CO 2: Derive the requirements for a Software system through Requirement Engineering process	Apply
CO 3: Analyze classes with appropriate relationships in problem statement using activity diagrams	Apply
CO 4: Design classes, interface and subsystems by using Interaction and State diagrams	Apply
CO 5: Develop functional object oriented software, test it with necessary deployment techniques	Apply

Text Books:

- T1. Roger. S. Pressman and Bruce R. Maxim, "Software Engineering A Practitioner's Approach", 8th Edition, McGraw Hill, 2015.
- T2. Jim Arlow, IIa Neustadt, "UML2 and The Unified Process: Practical Object Oriented Analysis and Design", Pearson Education, 2015.

Reference Books:

- R1. Craig Larman, "Applying UML and Patterns: An Introduction to Object Oriented Analysis and Design and Iterative Development", 3rd Edition, Addison Wesley Professional, 2015.
- R2. Ian Sommerville, "Software Engineering", 9th edition, Pearson Education Asia, 2011.

Web References:

- 1. Roger S.Pressman online learning Center URL:http://www.mhhe.com/engcs/compsci/pressman/
- 2. NPTEL Course on Object Oriented Analysis and Design URL:http://nptel.ac.in/courses/106105153/

Course Articulation Matrix

co	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	1	-	1	-	1	2	1	-	-
CO2	3	2	1	1	1	2	2	1	-	1	2	1	3	1
CO3	3	2	1	1	1	2	2	1	-	1	2	1	3	1
CO4	3	2	1	1	1	2	2	1	-	1	2	1	3	1
CO5	3	2	1	1	1	2	2	1	-	1	2	1	3	1

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total
Continuous Assessment	CCET I	1,2	50	
	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code:19CSCN2501	Course Title: Computer Network Technology						
Course Category: Profession	nal Core	Course Level: Practice					
L:T:P (Hours/Week) 3: 0: 2	Credits: 4	Total Contact Hours: 75	Max Marks: 100				

> Principles of Communication Engineering

Course Objectives

The course is intended to:

- 1. Characterize the functionalities of network layers
- 2. Differentiate various encoding and medium access coordination services
- 3. Design a network with appropriate addressing
- 4. Illustrate the functionalities of transport layer protocols
- 5. Demonstrate the working principles of application layer protocols

Unit I Network Components

8 Hours

Network Requirements – Components – Architecture – Socket implementation – Bandwidth and Latency – Delay X Bandwidth product – Application Performance needs.

Unit II Link Layer

9 Hours

Connection Perspectives – Encoding (NRZ, NRZI, Manchester, 4B/5B) – Framing: (PPP, HDLC, SONET) – Error Detection (Parity, Internet Checksum, CRC) – Reliable transmission – Multi Access Networks.

Unit III Network Layer

10 Hours

Internet Protocol (IP) – Service Model – Global Addresses – Datagram Forwarding in IP – Subnetting and Classless Addressing – ARP – DHCP – ICMP – Routing protocols: RIP and OSPF – IPv6 – Mobile IP.

Unit IV Transport Layer

9 Hours

UDP: Segment format, Applications – TCP: Segment Format, Connection Establishment and Termination– TCP Congestion Control – Congestion Avoidance Mechanisms.

Unit V Application Layer

9 Hours

Electronic Mail: SMTP, MIME, IMAP – World Wide Web: HTTP – Web Services – Infrastructure Services: Domain Name System, Simple Network Management Protocol – Firewalls.

List of Exercises 30 Hours

- 1. Implementation of TCP/UDP socket programming.
- 2. Implementation of Sliding Window Protocol.
- 3. Simulation of IEEE LAN topologies.
- 4. Implementation of Routing Protocols with Router configuration.
- 5. Implementation of TCP congestion control algorithms.
- 6. Implementation of SNMP.

Course Outcomes	Cognitive	
At the end of this course, students will be able to:	Level	
CO1: Characterize the functionalities of various layers in network architecture	Understand	
CO2: Differentiate various encoding and medium access coordination services for node– to– node data transmission	Apply	
CO3: Design a network with appropriate addressing using subnetting and routing algorithms	Apply	
CO4: Illustrate the functionalities of transport layer protocols for reliable data transmission	Apply	
CO5: Demonstrate the working principles of application layer protocols for end– to– end communication	Apply	

Text Book(s):

T1. Larry L. Peterson and Bruce S. Davie, "Computer Networks – A Systems Approach", 6th Edition, Morgan Kaufmann Publishers, 2019.

Reference Book(s):

- R1. James F. Kurose, Keith W. Ross, "Computer Networking A Top Down Approach Featuring the Internet", 7th Edition, Pearson Education, 2017.
- R2. William Stallings, "Data and Computer Communication", 10th Edition, Pearson Education, 2013.

Web Reference(s):

- MIT Open course ware Data Communication Networks: http://ocw.mit.edu/courses/electrical- engineering- and- computer- science/6- 829computer- networks- fall- 2002/
- 2. NPTEL Introduction on Computer Networks: http://nptel.ac.in/courses/106105080/
- 3. NPTEL Computer Networks: http://nptel.ac.in/courses/106105081/
- NPTEL Emergence of Networks & Reference Models: http://nptel.ac.in/courses/106106091/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	1	1	-	
CO2	2	1	-	-	-	-	-	1	-	1	-	1	-	1
CO3	3	2	2	2	2	-	-	2	3	2	-	1	3	-
CO4	3	2	2	2	2	-	-	2	3	2	-	1	2	-
CO5	3	2	2	2	2	-	-	2	3	2	-	1	2	-

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total		
Continuous Assessment	CCET I	1,2	50			
	CCET II	3,4	50	20		
	CCET III	5	50	1		
	Continuous Assessment – Practical	1,2 ,3,4,5	75	10		
	Final Assessment – Practical	1,2 ,3,4,5	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19CSCN3501	Course Title: Object Oriented Software Engineering Laboratory				
Course Category: Profession	onal C	ore	Course Level: Practice		
L:T:P (Hours/Week) 0: 0: 3	Credits:1.5		Total Contact Hours:45	Max Marks:100	

Fundamentals of Programming

Course Objectives

The course is intended to:

- 1. Identify the requirements for a Software system
- 2. Derive classes with appropriate relationships in problem statement
- 3. Design classes, interface and subsystem
- 4. Develop functional object- oriented software

List of Exercises

- 1. Develop requirement specification using object oriented concepts and validate it.
- 2. Apply Usecase modeling for the given requirement specification.
- 3. Identify the conceptual classes with its relationships and develop a domain model with UML class diagram.
- 4. Using the identified scenarios, draw relevant activity diagram.
- 5. Using the identified scenarios, find the interaction between objects and represent using UML sequence diagrams.
- 6. Using the identified scenarios, draw relevant state diagram.
- 7. Develop and validate the user interface.
- 8. Generate a functional code using UML design.
- 9. Implement the application with data base connectivity
- 10. Deploy and test the functional software.

The above List of exercises can be completed for a common application. Some areas for the application are suggested below.

Suggested Areas for Application:

Passport Automation System, Book Bank, Exam Registration, Stock Maintenance System, Online Course Reservation System, E- ticketing, Credit Card Processing, E- book Management System, Recruitment System, Library Management System, Student Information System, etc.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Identify the requirements for a Software system through Requirement Engineering process	Apply
CO 2: Derive classes with appropriate relationships in problem statement using class and activity diagrams	Apply
CO 3: Design classes, interface and subsystems by using Interaction and State diagrams	Apply
CO 4: Develop functional object— oriented software with UI, test it with necessary deployment techniques	Apply

Text Books:

- T1. Roger. S. Pressman and Bruce R. Maxim, "Software Engineering A Practitioner's Approach", 7th Edition, McGraw Hill, 2015.
- T2. Jim Arlow, IIa Neustadt, "UML2 and The Unified Process: Practical Object Oriented Analysis and Design", Pearson Education, 2015.

Reference Books:

- R1 .Craig Larman, "Applying UML and Patterns: An Introduction to Object Oriented Analysis and Design and Iterative Development", 3rd Edition, Addison Wesley Professional, 2015.
- R2. Ian Sommerville, "Software Engineering", Pearson Education Asia, 9th Edition, 2011.

Web References:

- 1. Roger S.Pressman online learning Center URL:http://www.mhhe.com/engcs/compsci/pressman/
- 2. NPTEL Course on Object Oriented Analysis and Design URL:http://nptel.ac.in/courses/106105153/

Course Articulation Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	3	3	2	3	3	3	3	3	1
CO2	3	2	2	2	2	3	3	2	3	3	3	3	3	1
CO3	3	2	2	2	2	3	3	2	3	3	3	3	3	1
CO4	3	2	2	2	2	3	3	2	3	3	3	3	3	1

High- 3; Medium- 2;Low- 1

	Assessment Component	CO. No.	Marks	Total
Continuous Assessment	Each Lab Experiment	1,2,3,4	75	75
	Cycle Test 1	1,2	50	25
	Cycle Test 2	3,4	50	25
			Total	100

Course Code: 19CSCN4501	Course	Title: Internet Programming Laboratory				
Course Category: Profession	onal Core	Course Level: Practice				
L:T:P (Hours/Week) 1: 0: 3	Credits:2.5	Total Contact Hours:60	Max Marks:100			

> IT Practices Lab

Course Objectives

The course is intended to:

- 1. Build a static web page
- 2. Develop a real time web page

Unit I Client Side Scripting

7 Hours

HTML5 - Tables - Form Input Types - CSS3 - Gradients -Text Stroke - JavaScript - Control Statements - Selection Statements - Repetition Statements - Functions - Events - Arrays - Objects - XML - Schema - DTD - XSLT.

Unit II Server Side Scripting

8 Hours

HTTP Servlet – JSP – Objects – Scripting – ASP – Page and File System Objects – Web Services – Service side – Client Side – PHP.

List of Exercises 45 Hours

- 1. Create a webpage using HTML5 Elements.
- 2. Create a webpage using CSS3.
- 3. Develop a webpage using the features of JavaScript.
- 4. Develop a web form application using JavaScript and validate it.
- 5. Convert a XML page into HTML page using XSLT.
- 6. Develop a Server side application using HTTP Servlets.
- 7. Develop a web application using JSP.
- 8. Develop a web application using ASP.
- 9. Build sample web services using .Net / Java technology.
- 10. Create a web application using PHP.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Build a static web page using Client Side scripting Languages	Apply
CO 2: Develop a real time webpage using Server Side scripting Languages	Apply

Reference Book(s):

- R1. Harvey Deitel, Paul Deitel, Abbey Deitel "Internet and World Wide Web How To Program", 5th Edition, Pearson Education Asia, 2019.
- R2. DT Editorial Services, "HTML 5 Black Book, Covers CSS3, JavaScript, XML, XHTML, AJAX, PHP, jQuery", 2nd Edition, Wiley, 2018.
- R3. Robin Nixon, "Learning PhP, MySQL & JavaScript with jQuery, CSS & HTML5", 5th Edition, O'Reilly, 2018.

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	P06	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	1

High- 3; Medium- 2;Low- 1

	Assessment Component	CO. No.	Marks	Total
Continuous Assessment	Each Lab Experiment	1,2	75	75
	Cycle Test 1	1	50	25
	Cycle Test 2	2	50	25
			Total	100

Course Code:19PSHG6501	Course Tit	tle: Employability Skills 1: Teamness and Interpersonal Skills				
Course Category: Humanitie	es	Course Level: Introductory				
L:T:P (Hours/Week) 0: 0: 2	Credits: 1	Total Contact Hours: 30	Max Marks: 100			

➤ Nil

Course Objectives

The course is intended to:

- 1. Demonstrate effective communicative attributes and facilitate presentation and public speaking skills
- 2. Identify and explore the true self and handle negatives
- 3. Develop interpersonal skills and to groom as a professional
- 4. Educate the importance of Nonverbal skill set to attain perfection
- 5. Build teamness and its ethics to facilitate corporate working

Unit I Effective Communication & Presentation Skills

6 Hours

Barriers of Communication – Fear of English – Handling Social Factors – Handling Psychological Factors – Handling Practical Problems – Do's & Don'ts– Effective Presentation – Presentation – Importance of Presentation – Slide orientation – Introduction in a presentation – Styles of a slide – Slide Templates – Font, color, Background – Graph Diagrammatic representation – Delivery of presentation – Body Language &Gestures – Verbal Attributes – Communication – Handling stammers and breaks – Handling fear of stage – Maintaining Confidence – Content delivery methods – Do's and Don'ts in a presentation – Tips to handle it – Effective Conclusion.

Unit II Positive Attitude & Handling Rejections

6 Hours

A,B,C's of Attitude – Influencing Factors – Individual Factors – Character Comparison – Strategies to Handle ourselves– Benefits of Positive Attitude – Do's& Don'ts – Handling Rejections– Identifying Negativities – How to handle it ??– Necessary changes – To do List – Creating One's self – Self Qualifiers.

Unit III Interpersonal Skills

6 Hours

Life skills – Core IP Skills – Importance of IP Skills – Tips to improve IP Skills – Necessity of IP Skills.

Unconscious Physical moments – Metrics of Body Language – Good Posture – Head Motion – Facial Expression – Eye contact – Gestures – Dressing – Grooming & Outlook – Necessity of good Body Language.

Unit V Team Ethics

6 Hours

Team Ethics – Necessity of Team Work – Teams Everywhere – Benefits of team culture – Reason for team failure – Conflicts – Handling Conflicts – Being a team player – Work difference from college.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Demonstrate effective communicative attributes as part of their skills and facilitate presentation & public speaking skills	Apply
CO2: Identify and explore the true self and handle negatives	Apply
CO3: Develop interpersonal skills and to groom as a professional	Apply
CO4: Explain the importance of Nonverbal skill set to attain perfection	Understand
CO5: Build teamness and its ethics to facilitate corporate working	Apply

Text Book(s):

T1. John C Maxwell, "The 17 Indisputable Laws of Teamwork: Embrace Them and Empower Your Team", Harper Collins Leadership Publishers, 2013.

Reference Book(s):

- R1. Patrick Lencioni, "The Five Dysfunctions of a Team: A Leadership Fable" Jossey Bass Publishers, 2006.
- R2. Malcolm Gladwell, "Talking to Strangers: What We Should Know about the People We Don't Know", Penguin Publishers, 2019.
- R3. Harvey Segler, "Body Language: Discovering & Understanding the Psychological Secrets behind reading & Benefiting from Body Language", Kindle Edition, 2016.

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	-	-	-	-	-	-	-	-	-	3	-	1	-	-
CO2	-	-	-	-	-	-	-	-	2	-	-	1	-	-
CO3	-	-	-	-	-	-	-	-	2	-	1	1	-	-
CO4	-	-	-	-	-	-	-	-	-	1	ı	1	-	-
CO5	-	-	-	-	-	-	-	2	1	-	-	1	-	-

High- 3; Medium- 2;Low- 1

Assessment details:

Mode of Delivery:

- 1. Continuous learning and reviews guided by faculty
- 2. Guided Learning Workshop

Assessment	Details	Weight (%)	Remarks
Continuous Assessment	Diagnostic assessment of a student's communication skills, cognitive abilities, and behavioural traits during the course	25	Continuous
	MCQs/Diagnostic tests and Viva-voce	25	Two per semester - After CCET1 and after CCET2
Final Assessment	MCQs/Diagnostic tests and Viva-voce	50	End of Semester

Semester VI

Course Code:19CSCN1601	Course Tit	le: Compiler Design	
Course Category: Profession	nal Core	Course Level: Practice	
L:T:P (Hours/Week) 3: 1: 0	Credits: 4	Total Contact Hours: 60	Max Marks: 100

Pre- requisites

Formal Languages and Automata Theory

Course Objectives

The course is intended to:

- 1. Explain the building blocks of System software
- 2. Describe the phases of a compiler and the role of Lexical analyzer
- 3. Design and implement different types of parsers
- 4. Generate intermediate code for the given source code
- 5. Produce efficient target code.

Unit I System Software

9+3 Hours

System Software – Overview of Language Processors – Program Generation – Program Execution – Assemblers – Elements of Assembly Language Programming – Pass Structure of Assembler – Macro Definition and Call – Macro Expansion – Program Relocation – Linking – Loaders.

Unit II Compiler Phases and Lexical Analysis

9+3 Hours

Compilers – Phases of a compiler – Analysis of the Source Program – Grouping of Phases – Compiler construction tools.

Lexical Analysis – Role of Lexical Analyzer – Input Buffering – Specification of Tokens – Recognition of Tokens – LEX – Implementation of Lexical Analyzer using LEX.

Unit III Syntax Analysis

10+3 Hours

The Role of a Parser – Context Free Grammar – Top Down Parsing – Predictive Parser – Bottom up Parsing – LR Parsers – Construction of SLR, CLR and LALR Parsing Table – Parser Generators: YACC.

Unit IV Intermediate Code Generation

8+3 Hours

Intermediate languages – Declarations – Assignment Statements – Boolean Expressions – Case Statements – Back Patching – Procedure Calls.

Unit V Code Generation and Optimization

Code Generation: Issues in the Design of Code Generator – Target Machine – Runtime Storage Management – Basic Blocks and Flow Graphs – DAG Representation of Basic Blocks – Generating Code from DAGs – A Simple Code Generator.

Code Optimization: Principal Sources of Optimization – Optimization of Basic Blocks – Peephole Optimization – Loops in Flow Graphs.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Explain the building blocks of System software involved in program translation and execution	Understand
CO 2: Describe the phases of a compiler and the role of Lexical analyzer in program compilation	Understand
CO 3: Design and implement different types of parsers for syntax analysis	Apply
CO 4: Generate intermediate code for the given source code using Syntax Directed Translation and Back Patching	Apply
CO 5: Produce efficient target code using code generation and optimization techniques	Apply

Text Book(s):

- T1.Dhamdhere D.M., "Systems Programming", Tata McGraw Hill Education Pvt. Ltd., 2011.
- T2.Alfred V. Aho, Monica S.Lam, Ravi Sethi, Jeffrey D. Ullman, "Compilers Principles, Techniques, and Tools", 2nd Edition, Pearson Education, 2014.

Reference Book(s):

- R1.Leland L. Beck, "System Software An Introduction to Systems Programming", 3rd Edition, Addison– Wesley, 2007.
- R2.Steven S. Muchnick, "Advanced Compiler Design & Implementation", Morgan Kaufmann Publishers, 2000.
- R3.C. N. Fisher and R. J. LeBlanc, "Crafting a Compiler with C", Pearson Education, 2000.

Web References:

- 1. Introduction to Machine Independent Optimization URL: http://nptel.ac.in/courses/106108052/17
- 2. Static Single Assignment Form URL: http://nptel.ac.in/courses/106108052/31.
- Compiler Design Course Material URL: https://www.cs.cmu.edu/~fp/courses/15411– f08/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	1	1	-	1	-	-
CO2	2	1	-	-	-	-	-	1	1	1	-	1	-	-
CO3	3	2	1	1	-	-	-	1	1	1	-	1	2	-
CO4	3	2	1	1	-	-	-	1	1	1	-	1	2	1
CO5	3	2	1	1	-	-	-	1	1	1	-	1	2	1

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total	
	CCET I	1,2	50		
Continuous Assessment	CCET II	3,4	50	30	
	CCET III	5	50	1	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10	
End Semester Examination	ESE	100	60		
		•	Total	100	

Course Code: 19CSCN1602	Course Ti	tle: Machine Intelligence	
Course Category: Profession	onal Core	Course Level: Practice	
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100

- Calculus and Transforms
- Probability and Statistics
- Data Structures and Algorithm Analysis II

Course Objectives

The course is intended to:

- 1. Understand the various searching techniques in solving a problem
- 2. Understand different ways to represent knowledge base
- 3. Utilize regression and classification algorithms
- 4. Model data classification using tree based methods and support vector machines
- 5. Develop resampling and model selection methods to construct optimal models

Unit I Problem Solving Agents

10 Hours

Foundation – Agents and Environments – Nature of Environments – Structure of agents – Problem solving agents – Measuring problem solving performance – Informed search strategies – Greedy BFS, A* search – Local search algorithms. Constraint satisfaction problem – Inference in CSP – Backtracking search for CSP.

Unit II Logical Agents

9 Hours

Logical agents – Propositional logic – First order logic – syntax and semantics of FOL– Using first order logic – knowledge engineering in FOL– Inference in FOL– Unification and Lifting – Forward and backward chaining – Resolution.

Unit III Regression and Classification

9 Hours

Supervised and Unsupervised learning – Classification and Regression – Assessing model accuracy – Simple Linear regression – Multiple linear regression – Qualitative predictors – Extensions of the linear Model – Logistic regression – Naïve Bayes classifier.

Unit IV Tree Based Methods and Support Vector Machines

9 Hours

Decision Tree – Random Forest – Maximal margin classifier – Support vector classifiers – Support Vector Machines (SVM) – SVMs with more than two classes – Relationship to logistic regression.

Unit V Resampling and Model Selection

Resampling: Cross Validation, Bootstrapping – Linear Model Selection: Subset selection, Shrinkage methods, Dimension reduction methods – High Dimensional data.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Compare the efficiency of various searching techniques in solving a problem	Understand
CO2: Apply inference rules to the given knowledge base for theorem proving	Apply
CO3: Utilize regression and classification algorithms for data modeling and prediction	Apply
CO4: Model data classification using tree based methods and support vector machines for solving multi class problems	Apply
CO5: Develop resampling and model selection methods to construct optimal models for high dimensional data spaces	Apply

Text Book(s):

- T1. Stuart Russell, Peter Norvig, "Artificial Intelligence— A modern Approach", 3rd Edition, Pearson Education,2014.
- T2. James G, Witten D, Hastie T and Tibshirani R, "An Introduction to Statistical Learning with Applications in R", Springer, 2013.

Reference Book(s):

- R1. Ethem Alpaydin, "Introduction to Machine Learning 3e (Adaptive Computation and Machine Learning Series)", 3rd Edition, MIT Press, 2014.
- R2. Jason Bell, "Machine learning Hands on for Developers and Technical Professionals", Wiley, 2014.
- R3. Peter Flach, "Machine Learning: The Art and Science of Algorithms that Make Sense of Data", Cambridge University Press, 2012.

Web References:

- Machine Learning Tutorial URL: https://www.kaggle.com/kanncaa1/machine- learningtutorial- for- beginners
- 2. NPTEL Course Content URL: https://nptel.ac.in/courses/106/106/106106139/
- 3. Dataset for machine Learning URL: https://archive.ics.uci.edu/ml/datasets.php

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	3	2	1	1	1	1	1	1	-	1	2	1	2	3
CO3	3	2	1	1	1	1	-	1	-	1	2	1	2	3
CO4	3	2	1	1	1	1	1	1	-	1	2	1	2	3
CO5	3	2	1	1	1	1	1	1	-	1	2	1	2	3

High- 3; Medium- 2;Low- 1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
		•	Total	100

Course Code: 19CSCN3601	Course Ti	tle: Machine Intelligence Lab	oratory
Course Category: Profession	nal Core	Course Level: Practice	
L:T:P (Hours/Week) 0: 0: 4 Credits:2		Total Contact Hours:60	Max Marks:100

Python Programming Laboratory

Course Objectives

The course is intended to:

- 1. Implement various searching techniques
- 2. Use FOL to construct knowledge base
- 3. Develop supervised learning models
- 4. Understand about choosing the appropriate model for solving the problem

List of Exercises

- 1. Implement A* search algorithm for shortest path problem.
- Implement local search algorithm for given scenario.
- 3. Construction of knowledge base and inferring using Unification algorithm.
- 4. Develop a simple Al application(Build a chatbot, spam filtering in email, speech recognition).
- 5. Develop Linear regression model in order to fit data points. Select appropriate data set and draw graphs.
- 6. Develop Logistic regression model in order to fit data points. Select appropriate data set and draw graphs.
- 7. Design a Naïve Bayes classifier to classify the given dataset.
- 8. Design SVM classifier to classify the dataset. Print both correct and wrong predictions.
- Construct a Decision Tree classifier for appropriate data set and apply it to classify new sample.
- 10. Mini project.

Course Outcomes	Cognitive	
At the end of this course, students will be able to:	Level	
CO 1: Implement various searching techniques for solving the given problem	Apply	
CO 2: Implement a knowledge base using FOL and infer facts	Apply	
CO 3: Develop supervised learning model to solve the problem	Apply	
CO 4: Choose and implement appropriate model for solving the given real world problem	Apply	

Reference Book(s):

- R1. Andreas C. Müller, Sarah Guido, "Introduction to Machine Learning with Python: A Guide for Data Scientists", O'Reilly, 2017.
- R2. Aurélien Géron, "Hands- On Machine Learning with Scikit- Learn, Keras, and TensorFlow Concepts, Tools, and Techniques to Build Intelligent Systems", O'Reilly Media, 2017.

Web References:

- 1. NPTEL Course content URL: https://nptel.ac.in/courses/106/106/106106139/
- 2. Dataset for machine Learning URL: https://archive.ics.uci.edu/ml/datasets.php

Course Articulation Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	3	3	2	3	3	3	3	3	3
CO2	3	2	2	2	2	3	3	2	3	3	3	3	3	3
CO3	3	2	2	2	2	3	3	2	3	3	3	3	3	3
CO4	3	2	2	2	2	3	3	2	3	3	3	3	3	3

High- 3; Medium- 2;Low- 1

	Assessment Component	CO.No.	Marks	Total
Continuous Assessment	Each Lab Experiment	1,2,3,4	75	75
	Cycle Test 1	1,2	50	25
	Cycle Test 2	3,4	50	25
			Total	100

Course Code: 19CSPN6601	Course Titl	le: Innovative and Creative Project				
Course Category: Project		Course Level: Practice				
L:T:P (Hours/Week) 0: 0: 4	Credits: 2	Total Contact Hours: 60	Max Marks: 100			

➤ Nil

Course Objectives

The course is intended to:

- 1. Identify solutions to complex engineering problems.
- 2. Use the knowledge of Science, engineering & engineering tools to solve complex problems relevant to the discipline.

The objective of Project is to enable the student to take up investigative study in the broad field of Computer Science and Engineering, to solve relevant social/environmental/ethical issues on an individual basis or two/three students in a group, under the guidance of a Supervisor. This is expected to provide a good initiation for the student(s) in R&D work. The assignment will normally include:

- 1. Survey and study of published literature on the assigned topic.
- 2. Working out a preliminary Approach to the Problem relating to the assigned topic
- 3. Conducting Analysis, Design, Implementation/Modeling /Simulation.
- 4. Preparing a Written Report of the Study/Work
- 5. Final Presentation before a departmental committee.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Design, develop and implement solutions to complex engineering problems using appropriate tools and techniques.	Apply
CO2: Work in teams performing different roles for effective accomplishment of project goals following ethical practices.	Apply
CO3: Demonstrate the use of prior knowledge of science and engineering critical reflection and continuous learning to formulate, analyze and investigate problems systematically.	Apply
CO4: Communicate the process, methods and materials, findings, results and solutions through reports, presentations and other media in appropriate forums.	Apply

Course Articulation Matrix

СО	PO1	PO2	РО3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	-	-	3	3	3	3	3	-	-	-	3	-	3	3
CO2	-	-	-	-	-	-	-	3	3	-	3	-	-	-
CO3	3	3	-	3	•	3	3	-	-	-	-	3	3	3
CO4	-	-	-	-	-	-	-	-	-	3	-	-	-	-

High- 3; Medium- 2; Low- 1

	Assessment Component	Marks	Total	
Continuous Assessment	Review I	25		
Continuous Assessment	Review II	25	75	
	Review III	25		
End Semester Examination	Viva-Voce	25	25	
		Total	100	

Course Code:19PSHG6601	Course Tit	tle: Employability Skills 2: Campus to Corporate				
Course Category: Humanitie	es	Course Level: Introductory				
L:T:P (Hours/Week) 0: 0: 2	Credits: 1	Total Contact Hours: 30	Max Marks: 100			

➤ Nil

Course Objectives

The course is intended to:

- Understand emotions and necessity to handle it to evolve as an effective social animal
- 2. Build effective resumes to project the positives to be employable
- Facilitate working in a collaborative work environment and to engage in healthy agreements for building person's professional facet
- 4. Formulate the growth attribute to outperform, initiate and grow in professional arena
- 5. Explain time management and impart leadership skills.

Unit I Emotional Intelligence

6 Hours

Nature of Emotions – Importance of EI – EQ vs IQ – Behavioral difference between EQ & IQ – Acquiring Emotional Intelligence – Benefits of high EI – Steps to develop EI – Role of EI in Interviews.

Unit II Resume Preparation

6 Hours

Importance of Resume – Good Resume – Planning Resume – Organizing Resume – Spell check – Benefits of good resume – Resume Writing.

Unit III Group Discussion

6 Hours

Purpose of GD – Prerequisites of GD– Benefits of GD– Features of GD– Do's &Don'ts in GD– Accept Criticism &Feedback– Accepting Suggestions– GD Phrases– Effective Introduction & Conclusion – Preferred Etiquette of GD.

Unit IV Interview Etiquette(Netiquette)

6 Hours

Definition of Interview— Types of Interview — Prior interview— Know the Company — Employer's perspective in interview— Non Verbal etiquette— Dressing — Verbal Communication in Interview— Facing Rejection in Interview— Do's & Don'ts in an Interview— Common Interview Questions — Handling Stress Questions — Handling Telephonic Interviews.

Unit V Leadership Skills & Time Management

Leadership – Leadership Traits – Leadership styles – Types of Leaders – Qualities of a leader – Developing Perspectives

Time Management – Necessity of Time Management – Types of time – Estimation of time – Process of Time management – Efficient utilization of Time – Time wasting culprits – Tips to manage time – Goal setting in Time Management

Course Outcomes	Cognitive	
At the end of this course, students will be able to:	Level	
CO1: Understand the emotions and necessity to handle them	Apply	
CO2: Build effective resumes to project the positives to be employable	Apply	
CO3: Facilitate collaborative work environment and to engage in healthy agreements for building person's professional facet	Understand	
CO4: Formulate the growth attribute to outperform, initiate and grow in professional arena	Apply	
CO5: Explain time management and impart leadership skills	Understand	

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	-	-	-	-	-	-	-	1	-	1	-	1	-	-
CO2	-	-	-	-	-	-	-	-	-	2	-	1	-	-
CO3	-	-	-	1	-	1	-	-	1	1	1	1	-	-
CO4	-	-	-	-	-	-	-	-	1	-	-	1	-	-
CO5	-	-	-	-	-	-	-	1	-	-	1	1	-	-

High- 3; Medium- 2;Low- 1

Assessment details:

Mode of Delivery:

- 1. Continuous learning and reviews guided by faculty
- 2. Guided Learning Workshop

Assessment	Details	Weight (%)	Remarks
Continuous Assessment	Diagnostic assessment of a student's communication skills, cognitive abilities, and behavioural traits during the course	25	Continuous
	MCQs/Diagnostic tests and Viva-voce	25	Two per semester - After CCET1 and after CCET2
Final Assessment	MCQs/Diagnostic tests and Viva-voce	50	End of Semester

Semester VII

Course Code: 19CSCN1701	Course Titl	le: Cyber Security	
Course Category: Profession	al Core	Course Level: Practice	
L:T:P (Hours/Week) 3: 0: 0	Credits: 3	Total Contact Hours: 45	Max Marks: 100

Pre-requisites

Computer Network Technology

Course Objectives

The course is intended to:

- 1. Outline the Cyber Security metrics and frameworks.
- 2. Examine the cyber governance and user issues.
- 3. Discuss Cyber Safety for students and scope & laws of Computer Forensics.
- 4. Inspect Network Forensic Techniques, Malware Analysis and Threat Intelligence.
- 5. Inspect Mobile Forensic Techniques.

Unit I Cyber Security Objectives and Guidance

8 Hours

Cyber Security Metrics – Security Management Goals – Counting Vulnerabilities – Security Frameworks: E-Commerce Systems, Industrial Control Systems, Personal Mobile Devices – Security Policy Objectives – Guidance for Decision Makers - Cyber Security Management – Catalog Approach.

Unit II Cyber Security Issues

9 Hours

Cyber Governance Issues: Net Neutrality, Internet Names and Numbers, Copyright and Trademarks, Email and Messaging - Cyber User Issues: Malvertising, Impersonation, Appropriate Use, Cyber Crime, Geolocation, Privacy - Cyber Conflict Issues: Intellectual, property Theft, Cyber Espionage, Cyber Sabotage, Cyber Warfare.

Unit III Cyber Safety and Scope of Computer Forensics

9 Hours

Cyber Crimes - Cyber Bullying - Cyber Grooming - Online Gaming- Email Fraud - Online Transaction Fraud - Safeguards for Social Networking Profiles - Scope of Computer Forensics: Introduction, Types of Evidence, Investigator skills, Importance - History of Computer Forensics - Law Enforcement Training.

Unit IV Network Forensics, Malware Analysis and Threat Intelligence

10 Hours

Network Forensics: Tools, Networking Devices, Understanding the OSI Model, Advanced Persistent Threats, Investigating a Network Attack - Static Malware Analysis: Pestudio, Remux- Dynamic Malware Analysis: Process Explorer, Cuckoo Sandbox- Threat Intelligence: MISP Threat Sharing, Proactive threat Intelligence, Reactive threat Intelligence

Unit V Mobile Forensics

9 Hours

Cellular Network - Handset Specifications - Mobile Operating Systems - Standard Operating Procedures for Handling Handset Evidence - Handset Forensics - Case studies

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Outline the Cyber Security metrics and frameworks for cyber decision making	Understand
CO2: Examine the cyber governance and user issues faced by decision makers	Apply
CO3: Discuss Cyber Safety for students and scope & laws of Computer Forensics for Cyber Security Professionals.	Understand
CO4: Inspect Network Forensic Techniques, Malware Analysis and Threat Intelligence for Cyber Crime investigation.	Apply
CO5: Inspect Mobile Forensic Techniques for Cyber Crime investigation.	Apply

Text Book(s):

- T1.Jennifer L. Bayuk, J. Healey, P. Rohmeyer, Marcus Sachs, Jeffrey Schmidt, Joseph Weiss, "Cyber Security Policy Guidebook", John Wiley & Sons, 2017.
- T2.Gerard Johansen, "Digital Forensics and Incident Response", Packt Publishing Ltd, 2017.
- T3.Darren R. Hayes, "A Practical Guide to Computer Forensics Investigations", Pearson, 2014.

Reference Book(s):

- R1.Ministry of Home Affairs, Govt. of India, "A Handbook for Adolescents/Students on Cyber Safety", 2018.
- R2.James Graham, Ryan Olson, Rick Howard, "Cyber Security Essentials", Auerbach Publications, 2017.
- R3.Bill Nelson, Amelia Phillips, Christopher Steuart, "Guide to Computer Forensics and Investigations", 6th Edition, Cengage learning, 2018.

Web References:

- 1. Cyber Security, URL: https://www.sans.org/course/introduction-cyber-security
- 2. Fundamentals of cyber security, URL: http://www.cyberaces.org/courses/
- 3. A Guide to Computer Forensics, URL: https://forensiccontrol.com/resources/beginners-guide-computer-forensics/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	2	1	1	-	1	-	1	-	-
CO2	3	2	1	1	-	2	1	1	-	1	1	1	-	-
CO3	2	1	-	-	-	2	1	1	-	1	-	1	-	-
CO4	3	2	1	1	1	2	1	1	-	1	-	1	-	2
CO5	3	2	1	1	1	2	1	1	-	1	-	1	-	2

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	100	60	
		·	Total	100

Course Code: 19CSCN1702	Course Ti	Course Title: Software Project Management				
Course Category: Profession	al Core	Course Level: Practice				
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100			

Object Oriented Software Engineering

Course Objectives

The course is intended to:

- 1. Describe the activities of Project Management.
- 2. Choose the appropriate process model.
- 3. Estimate the software development effort.
- 4. Evaluate the overall duration of the project.
- 5. Discuss the work plan, schedule and state of a project.

Unit I Project Evaluation and Management

9 Hours

Importance of Software Project Management – Types of Project – Contract and Technical Project Management – Activities – Plans, Methods and Methodologies- Categorizing Software Projects – Stakeholders – Setting Objectives- Project Success and Failure – Management Control –Portfolio Management – Evaluation Techniques – Risk Evaluation – Programme Management.

Unit II Project Planning and selection of Approaches

9 Hours

Stepwise Project Planning–Build or Buy- Choosing Methodologies and Technologies – Software Process and Models – Prototyping – Categorizing Prototypes – Incremental Delivery – Atern/Dynamic System Development –RAD – Agile Methods – Extreme Programming(XP) - SCRUM – Managing Iterative Process – Selecting Appropriate Process Model.

Estimation – Problems in Estimation – Basis for Estimation – Software Effort Estimation Techniques – Bottom-up Estimating – Top-down Approach and Parametric Models – Expert Judgment – Estimating by Analogy – Albercht Function Point Analysis – Function Points Mark II – COSMIC Full Function Points –Parametric Productivity Model – Capers Jones Estimating Rules of Thumb.

Unit IV Activity Planning and Risk Management

9 Hours

Objectives of Activity Planning – Project Schedules – Project and Activities - Sequencing and Scheduling Activities – Network Planning Model – Forward Pass – The Backward Pass – Activity Float – Project Duration – Critical Activities – Activity on Arrow Networks - Risk – Categories of Risk – Identification – Assessment – Planning – Management – Evaluating Risk – Applying PERT – Monte Carlo Simulation – Critical Chain Concepts.

Unit V Resource Allocation, Monitoring And Control

10 Hours

Identifying Resource Requirements – Scheduling Resources – Creating Critical Paths – Counting the Cost – Publishing Resource Schedule – Cost Schedules – Scheduling Sequence – Creating Framework – Collecting Data – Visualizing Progress – Cost Monitoring – Earned Value Analysis–Managing Contracts- Types of Contract-Stages in Contract Placement-Contract Management-Acceptance.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Describe the activities of Project Management by classifying projects	Understand
CO 2: Choose the appropriate process model for a project.	Apply
CO 3: Estimate the software development effort using various models.	Apply
CO 4: Evaluate the overall duration of the project by categorizing and Prioritizing risks.	Apply
CO 5: Discuss the work plan, schedule and state of a project for resource	Apply
allocation	

Text Book:

T1.Bob Hughes, Mike Cotterell, Rajib Mall, "Software Project Management", 6th Edition, Tata McGraw Hill Publishers, 2017.

Reference Books:

- R1. Gopalswamy Ramesh, "Managing Global Software Projects", Tata McGraw Hill Publishers, 2005.
- R2 Watts S Humphery, "Managing Software Process", Addison–Wesley Pearson Education, 2010.
- R3 Walker Royce, "Software Project Management, A Unified framework", Pearson Education, 2006.
- R4 Pankaj Jalote, "Software Project Management in Practice", Addison-Wesley Professional, 2002.

Web References:

- 1. Project Management URL: http://www.inf.ed.ac.uk/teaching/courses/seoc/_2006_2007/notes/LectureNote07_ProjectManagement.pdf
- 2. Software Project Management URL: https://www.classle.net/#!/classle/large-content/software-project-managment-lecture-slides/
- 3. Project Risk Management URL: http://nptel.ac.in/courses/106101061/38/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	P06	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	1	2	1	-	1	3	1	-	-
CO2	3	2	1	1	-	2	1	1	-	1	3	1	2	-
CO3	3	2	1	1	-	2	2	1	-	1	3	1	2	-
CO4	3	2	1	1	1	2	2	1	-	1	3	1	2	-
CO5	3	2	1	1	1	2	2	1	-	1	3	1	2	2

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	100	60	
		-	Total	100

Course Code: 19CSCN4701	Course Title: Cloud Technology Laboratory					
Course Category: Profession	al Core	Course Level: Practice				
L:T:P (Hours/Week) 1: 0: 3	Credits: 2.5	Total Contact Hours: 60	Max Marks: 100			

Computer Network Technology

Course Objectives

The course is intended to:

- 1. Implement the core concept of Cloud Computing.
- 2. Demonstrate the concept of Virtualization Techniques.
- 3. Deploy application in Amazon Web Services.
- 4. Create application using Google App Engine.

Unit I Cloud Computing

3 Hours

Defining a Cloud - Cloud Computing Reference Model -Characteristics and Benefits

Unit II Virtualization

4 Hours

Virtualization and Cloud Computing- Types of Virtualization: Full Virtualization and Para Virtualization.

UNIT III Amazon Web Services

4 Hours

Cloud Architectural Model - Types of Clouds- AWS Overview- Application Migration-EC2 Instance-S3 Bucket-Deployment

Unit IV Google App Engine

4 Hours

Google App Engine Overview- Web services- Google Big Query-Microsoft Azure

List of Exercises 45 Hours

- 1. Configure a network adapter connection in Oracle Virtual Box.
- 2. Install Single node / Multi node setup using DevStack.
- 3. Perform various operations of Cloud using Horizon
- 4. Perform application migration using AWS.
- 5. Deploy Java Web Application using Amazon-EC2
- 6. Host a Static Website using Amazon S3
- 7. Deploy web application in AWS.
- 8. Implement database migration in Google App Engine
- 9. Store and Query massive Datasets using Google Cloud Big Query
- 10. Create a web application using Microsoft Azure

Course Outcomes	Cognitive Level	
At the end of this course, students will be able to:		
CO1: Implement the Core Concept of Cloud Computing by using Cloud setup software	Apply	
CO2: Demonstrate the concept of Virtualization Techniques using Virtualization Software	Apply	
CO3:Deploy application in cloud platform using Amazon Web Services	Apply	
CO4:Create application in cloud platform using Google App Engine	Apply	

Reference Book(s):

- R1. Dr. Rajkumar Buyya, Dr. Christian Vecchiola, Dr. S Thamarai Selvi, "Mastering Cloud Computing", Tata McGraw Hill Education Private Limited, 2013.
- R2. Kai Hwang, Geoffrey C. Fox, Jack J. Dongarra, "Cloud Computing From Parallel processing to the Internet of Things", Morgan Kaufmann Publishers, 2012
- R3. Ronald L. Krutz, Russell Dean Vines, "Cloud Security A comprehensive guide to secure Cloud Computing", Wiley India Pvt. Ltd, Reprint 2016.
- R4. Dr. Kris Jamsa, "Cloud Computing: SaaS, PaaS, Iaas, Virtualization, Business Models, Mobile, Security and more", Jones & Bartlett Learning, 2013.

Web References:

- 1. Virtualization: http://www.ibm.com/developerworks/library/os-Cloud-virtual1/
- Cloud Architecture: http://docs.hpCloud.com/pdf/static/Eucalyptus_3.4/faststart-guide-3.4.2.pdf

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	P06	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	1

High- 3; Medium- 2; Low- 1

Continuous Assessment	Assessment Component	CO. No.	Marks	Total	
	Each Lab Experiment	1,2,3,4	75	75	
	Cycle Test 1	1,2	50	25	
	Cycle Test 2	50	25		
			Total	100	

Course Code: 19CSCN4702	Course	ourse Title: Open Source Software Development Laboratory				
Course Category: Profession	onal Core	Course Level: Practice				
L:T:P (Hours/Week) 1: 0: 3	Credits:2.5	Total Contact Hours:60	Max Marks:100			

- > Python Programming Laboratory
- ➤ Internet Programming Laboratory

Course Objectives

The course is intended to:

- 1. Design a database using SQL database.
- 2. Design a database using NoSQL database.
- 3. Create web services using Django.
- 4. Develop a web application using Angular 2

Unit I Working with SQL database

2 Hours

PostgreSQL: Managing Roles – Creating and managing databases – Managing tables – Advanced statements

Unit II Working with NoSQL database

3 Hours

MongoDB: Collections – Documents – Data type – CRUD operations

Unit III Django

4 Hours

Model – View – Template – Forms – Database Connectivity

Unit IV Angular 2

6 Hours

Components – Directives – Data binding – CRUD operations – Forms

List of Exercises 45 Hours

- Create a database using PostgreSQL
- 2. Create a database using Mongo DB
- 3. Implement Django MVT
- 4. Implement forms using Django
- 5. Perform database connectivity using Django
- 6. Develop a web service using Django

- 7. Implement directives in Angular 2
- 8. Implement data binding using Angular 2
- 9. Design forms using Angular 2
- 10. Perform CRUD operations using Angular 2

The above List of exercises can be completed for a common application. Some areas for the application are suggested below.

Suggested Areas for Application:

Passport Automation System, Book Bank, Exam Registration, Stock Maintenance System, Online Course Reservation System, E- ticketing, Credit Card Processing, E- book Management System, Recruitment System, Library Management System, Student Information System, etc.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Design a database for any application using PostgreSQL.	Apply
CO2: Design a database for any application using Mongodb.	Apply
CO3: Create web services for any application using Django.	Apply
CO4: Develop a web application using Angular 2 for a chosen scenario.	Apply

Reference Books:

- R1. Luca Ferrari, Enrico Pirozzi, "Learn PostgreSQL: Build and Manage High-performance Database Solutions Using PostgreSQL 12 and 13", Packt Publishing, 2020.
- R2. Shannon Bradshaw, Kristina Chodorow, Eoin Brazil, "MongoDB: The Definitive Guide Powerful and Scalable Data Storage", 3rd Edition, O'Reilly Media, 2019.
- R3. Daniel Rubio, "Beginning Django: Web Application Development and Deployment with Python", Apress, 2017
- R4. Brad Green, Shyam Seshadri, "AngularJS", O'Reilly Media, 2013

Web References:

- PostgreSQL: https://www.postgresqltutorial.com/
- MongoDB: https://docs.mongodb.com/manual/tutorial/
- 3. Django: https://www.djangoproject.com/start/
- 4. Angular: https://angular.io/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO4	3	2	2	2	2	1	-	2	3	2	-	1	-	-

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total
Continuous Assessment	Each Lab Experiment	1,2,3,4	75	75
	Cycle Test 1	1,2,3	50	25
	Cycle Test 2	3,4	50	25
			Total	100

Semester VIII

Course Code: 19CSPN6801	Course Tit	le: Project	
Course Category: Project		Course Level: Practice	
L:T:P (Hours/Week) 0: 0: 16	Credits: 8	Total Contact Hours: 240	Max Marks: 200

Pre-requisites:

> Nil

Course Objectives

The course is intended to:

- 1. Identify solutions to complex interdisciplinary engineering problems.
- 2. Use the knowledge of Science, engineering & engineering tools to solve complex interdisciplinary problems relevant to the discipline.

The objective of Project is to enable the student to take up investigative study in the broad field of Computer Science and Engineering, to solve relevant social/environmental/ethical issues on an individual basis or two/three students in a group, under the guidance of a Supervisor. This is expected to provide a good initiation for the student(s) in R&D work. The assignment will normally include:

- 1. Survey and study of published literature on the assigned topic.
- 2. Working out a preliminary Approach to the Problem relating to the assigned topic
- 3. Conducting Analysis, Design, Implementation/Modeling /Simulation.
- 4. Preparing a Written Report of the Study/Work.
- 5. Publication of work/findings in standard Journal/Conference.
- 5. Final Presentation before an expert committee.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Design, develop and implement solutions to complex interdisciplinary engineering problems that are socially relevant, economically viable and environment friendly using appropriate tools and techniques.	Apply
CO2: Work in teams performing different roles for effective accomplishment of project goals following ethical practices.	Apply
CO3: Demonstrate the use of prior knowledge of science and engineering critical reflection and continuous learning to formulate, analyze and investigate problems systematically.	Apply
CO4: Communicate the process, methods and materials, findings, results and solutions through reports, presentations and other media in appropriate forums.	Apply

Course Articulation Matrix

со	PO1	PO2	РО3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	-	-	3	3	3	3	3	-	-	-	3	-	3	3
CO2	-	-	-	-	-	-	-	3	3	-	3	-	-	-
CO3	3	3	-	3	-	3	3	-	-	-	-	3	3	3
CO4	-	-	-	-	-	-	-	-	-	3	-	-	-	-

High- 3; Medium- 2; Low- 1

	Assessment Component	Marks	Total
Continuous Assessment	Review I	50	
Continuous Assessment	Review II	50	150
	Review III	50	
End Semester Examination	Viva-Voce	50	50
		Total	200

Professional Electives for Semesters V to VII

Course Code: 19CSEN2001	Course Tit	le: User Interface Design	
Course Category: Profession	nal Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 2	` '		Max Marks:100

Pre-requisites

> NIL

Course Objectives

The course is intended to:

- 1. Explain the principles and process of UI design
- 2. Design User Interfaces using appropriate Windows and Menu controls
- 3. Develop Interaction design, Evaluation and Testing process
- 4. Design mobile applications by choosing appropriate Mobile Design elements
- 5. Design the webpages by selecting appropriate Interaction methods

Unit I Principles and Process

9 Hours

Importance of the User Interface – Interaction Styles – Graphical User Interface – Direct Manipulation – Characteristics – Web User Interface – Principles of User Interface Design – User Interface Design Process – Human Characteristics in Design.

Unit II Windows and Menus

9 Hours

Windows – Characteristics – Components – Presentation Styles – Types – Organizations – Operations – Web Systems – Device Based Controls – Screen Based Controls – Menus–Structures – Functions – Contents – Formatting – Phrasing – Selecting Menu Choices – Web Site Navigation – Graphical Menus. Case Study: Pencil Project tool.

Unit III Design and Testing

9 Hours

Emotions and the User Experience – Expressive Interfaces – Frustrating Interfaces – Models of Emotion – Interfaces – Process of Interaction Design – Requirements Gathering – Analysis – Interpretation – The Evaluation Framework – Usability Testing – Prototypes – Kinds of Test. Case Study: Justinmind Prototyper.

Unit IV Mobile HCI

9 Hours

Mobile Ecosystem: Platforms – Application frameworks – Types of Mobile Applications – Mobile Information Architecture – Mobile Design – Elements of Mobile Design – Case study: Mobile 2.0.

Unit V Web HCI 9 Hours

In Page Editing – Drag & Drop – Direct Selection – Contextual Tools – Overlays – Inlays and Virtual Pages – Process Flow – Static Invitations – Dynamic Invitations.

List of Exercises 30 Hours

- 1. Design simple user interface with various interaction styles.
- 2. Design registration window using various windows components.
- 3. Develop prototype for adding products to the cart on an online shopping site.
- 4. Create a mobile application interface using mobile design patterns.
- 5. Simulate drag and drop and direct selection web interfaces.
- 6. Simulate inlays and overlays web interfaces.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Explain the principles and process of UI design for developing an Interface	Understand
CO2: Design User Interfaces using appropriate Windows and Menu controls for any given application	Apply
CO3: Develop Interaction design, Evaluation and Testing process to solve real world problems	Apply
CO4: Design mobile applications by choosing appropriate Mobile Design elements for a given scenario	Apply
CO5: Design the webpages by selecting appropriate Interaction methods for building an application	Apply

Text Book(s):

- T1.Wilbert O.Galitz, "The Essential Guide to User Interface Design", 3rd Edition, John Wiley & Sons, 2007.
- T2.Yvonne Rogers, Helen Sharp, Jenny Preece, "Interaction Design: Beyond Human Computer Interaction", 5th Edition, John Wiley & Sons, 2019.
- T3.Brian Fling, "Mobile Design and Development", O'Reilly Media Inc., 2009.
- T4.Bill Scott and Theresa Neil, "Designing Web Interfaces", O'Reilly, 2009.

Reference Book(s):

- R1. Jenifer Tidwell, "Designing Interfaces", 2nd Edition, O'Reilly Publications, 2011.
- R2. Marc Silver, "Exploring Interface Design", Delmar Cengage Learning, 2013.

Web Reference(s):

- 1. NPTEL Course: https://onlinecourses.nptel.ac.in/noc21_ar05/preview
- 2. User interface design for the mobile web URL:https://www.ibm.com/developerworks/library/wa-interface/
- 3. Designing web applications URL:http://nathanbarry.com/webapps/
- 4. Ten Great Sites for UI Design Patterns URL:https://www.interaction-design.org/literature/article/10-great-sites-for-ui-design-patterns.

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	-

High-3; Medium-2;Low-1

	Assessment Component	CO.No.	Marks	Total	
	CCET I	1,2	50		
	CCET II	3,4	50	20	
Continuous Assessment	CCET III	5	50		
	Continuous Assessment – Practical	1,2,3,4,5	75	10	
	Final Assessment – Practical	1,2,3,4,5	50	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
			Total	100	

Course Code: 19CSEN2002	Course Tit	le: Graphics and Visualizatio	n
Course Category: Profession	nal Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 2	Credits:4	Total Contact Hours:75	Max Marks:100

Engineering Drawing

Course Objectives

The course is intended to:

- 1. Create interactive computer graphics
- 2. Demonstrate the basic principles of implementing graphical output primitives and their attributes
- 3. Implement 2D transformation and viewing operations
- 4. Design a 3D object and perform transformation and viewing operations
- 5. Identify suitable surface detection, lighting and rendering methods

Unit I Graphics Software Standards and Primitives

9 Hours

Coordinate Representations – Graphics Functions – Software Standards – Introduction to OpenGL – Coordinate reference frame – Specifying 2D using OpenGL – OpenGL Point Functions – OpenGL Line Functions – Fill Area Primitives – Polygon Fill Area – OpenGL polygon Fill Area Functions.

Unit II Output Primitives and Attributes

9 Hours

Line Drawing Algorithms – DDA Line Drawing Algorithm – Bresenhams Line Drawing Algorithm – Circle Drawing Algorithm. Point attributes – Line attributes – Fill Area attributes – Character attributes – OpenGL Functions.

Unit III 2D Transformation and Viewing

9 Hours

Basic Transformations – Homogeneous Representation – Composite Transformation – Other Transformations – OpenGL functions. Viewing Pipeline – Clipping Window – Window to Viewport transformation – OpenGL 2D viewing Functions – Clipping Algorithms: Point Clipping – Line Clipping – Cohen Sutherland Line Clipping Algorithm – Polygon Clipping – Sutherland Hodgeman and Weiler Atherton Method – Text Clipping.

Unit IV 3D Transformations and Viewing

3D Object Representation – OpenGL Functions– Quadric and Cubic Surfaces–Bezier and Spline Curves– 3D Transformation – OpenGL Functions.

3D Viewing – 3D Viewing Concepts – 3D Viewing Pipeline – Projection Transformations – Orthogonal Projections – Oblique Parallel Projections – Perspective Projections – OpenGL Functions.

Unit V Visualization of 3D Objects

9 Hours

Visible Surface Detection Methods: Classification – Back face detection – Depth Buffer Method – A Buffer Method – Scan Line Method – Depth Sorting Method – BSP Tree Method – Oct Tree Method – Comparison.

Illumination and Surface Rendering: Light Sources – Surface Lighting Effects – Surface Rendering–OpenGL Functions.

List of Exercises 30 Hours

- 1. Implementation of graphics built-in functions.
- 2. Implementation of Circle Drawing Algorithms.
- 3. Implementation of 2D and 3D Transformation.
- 4. Implementation of 2D clipping.
- 5. Visualizing 3D objects.
- 6. Design a gaming animation using built in OpenGL functions.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Create Interactive Computer Graphics using basic OpenGL functions	Apply
CO2: Demonstrate the basic principles in implementing graphical output primitives and their attributes for the given scenario	Apply
CO3: Implement 2D Transformations and Viewing operations for the given 2D object	Apply
CO4: Design a 3D object and perform Transformation and Viewing Operations using OpenGL built-in functions	Apply
CO5: Identify suitable surface detection, lighting and rendering methods for displaying the real world objects	Apply

Text Book(s):

T1.Donald D. Hearn, M. Pauline Baker, Warren Carithers, "Computer Graphics with OpenGL", 4th Edition, Pearson Education, 2016.

Reference Book(s):

- R1. D. F. Rogers and J. A. Adams, "Mathematical Elements for Computer Graphics",2nd Edition, McGraw-Hill International Edition, 2017.
- R2. F. S. Hill Jr., "Computer Graphics using OpenGL",3rd Edition, Pearson International Edition, 2008.
- R3. Edward Angel, "Interactive Computer Graphics A Top-Down Approach with OpenGL", 5th Edition, Addison-Wesley, 2012.
- R4. Mason Woo, Jackie Neider, Tom Davis, Dave Shreiner, "OpenGL Programming Guide: The Official Guide to Learning OpenGL", Version 1. 2, Open GL Architecture Review Board, Pearson Education, 1st Indian Reprint 2007.
- R5. Shalini Govil Pai, "Principles of Computer Graphics Theory and Practice Using OpenGL and Maya", Springer, 2010.

Web Reference(s):

- 1. NPTEL: https://nptel.ac.in/noc/courses/noc21/SEM2/noc21-cs97/
- OpenGL Programming Guide: http://www.glprogramming.com/red/
- 3. OpenGL Reference Manual: http://www.glprogramming.com/blue/
- 4. OpenGL Game Tutorial: http://nehe.gamedev.net/
- 5. OpenGL Tutorial: http://www.opengl.org/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	2

High-3; Medium-2;Low-1

	Assessment Component				
Continuous Assessment	CCETI	1,2	50		
	CCET II	3,4	50	20	
	CCET III	5	50		
	Continuous Assessment – Practical	1,2,3,4,5	75	10	
	Final Assessment – Practical	1,2,3,4,5	50	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
	•	•	Total	100	

Course Code: 19CSEN2003	Course Tit	le: Information Retrieval T	echniques
Course Category: Profession	nal Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 2	Credits:4	Total Contact Hours:75	Max Marks:100

> NIL

Course Objectives

The course is intended to:

- 1. Implement the text retrieval systems based on Boolean retrieval model
- 2. Deploy an algorithm for indexing using suitable index construction and compression methods
- 3. Evaluate the vector space model for any given document
- 4. Implement the query refinement process to match the semantically similar queries
- 5. Use web crawling and indexes to develop IR based web applications

Unit I Text Retrieval Systems

9 Hours

Boolean retrieval – The term vocabulary and postings lists: Document delineation – Determining the vocabulary of terms – Faster postings list intersection via skip pointers – Dictionaries and tolerant retrieval.

Unit II Index construction and Compression

9 Hours

Hardware basics – Blocked sort-based indexing – Single pass in-memory indexing – Distributed indexing – Dynamic indexing – Dictionary compression – Postings file compression – Term frequency and weighting.

Unit III Vector Space Models and Evaluation

9 Hours

Vector Space Model – TF–IDF functions – Scoring & Ranking – Evaluation in information retrieval: Information retrieval system evaluation – Standard test collections – Evaluation of unranked retrieval sets – Evaluation of ranked retrieval results – Assessing relevance.

Unit IV Query Expansion

9 Hours

Relevance feedback – Pseudo relevance feedback – Query Reformulation – Review of basic probability theory – Probability ranking principle – Binary independence model – Language models for information retrieval.

Unit V Web Search Basics and IR Applications

9 Hours

Web Characteristic – Crawling – Distributing indexes – Connectivity servers – Web as a graph – Page Rank – Hubs and Authorities – Information extraction – Question answering – Opinion summarization – Social Network.

List of Exercises 30 Hours

- 1. Implement an algorithm that retrieves relevant documents based on Boolean retrieval model.
- 2. Implement Blocked sort-based indexing algorithm.
- 3. Implement an algorithm that retrieves relevant documents based on vector space model.
- 4. Implementation of query reformulation methods.
- 5. Design and development of Question/Answering System.
- 6. Implementation of IR from blog contents.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Implement the text retrieval systems based on Boolean retrieval model by determining the vocabulary of terms	Apply
CO2: Deploy an algorithm for indexing using suitable index construction and compression methods for a given database	Apply
CO3: Evaluate the vector space model for any given document using suitable evaluation techniques	Apply
CO4: Implement the query refinement process to match the semantically similar queries by Relevance feedback and query expansion methods	Apply
CO5: Develop simple IR based web applications using web crawling and indexes	Apply

Text Book(s):

T1. Christopher D. Manning and Prabhakar Raghavan, "Introduction to Information Retrieval", Cambridge University Press, 2008.

Reference Book(s):

- R1. Bruce Croft, Donald Metzler, Trevor Strohman, "Search Engines: Information Retrieval in Practice", Pearson Education, 2015.
- R2. Ricardo Baeza-Yates, Berthier Ribeiro-Neto, "Modern Information Retrieval", 2nd Edition, Pearson Education, 2011.

Web Reference(s):

- 1. Text Retrieval and Search Engines URL: https://www.coursera.org/learn/text-retrieval?
- 2. Search Engines: Information Retrieval in Practice URL: https://ciir.cs.umass.edu/irbook/
- 3. Introduction to Information Retrieval URL: http://nlp.stanford.edu/IR-book /html / htmledition/ irbook.html
- 4. Modern Information Retrieval URL: http://www.mir2ed.org/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	-	-	2	3	2	-	1	3	2
CO2	3	2	2	2	2	-	-	2	3	2	1	1	3	2
CO3	3	2	2	2	2	-	-	2	3	2	-	1	3	2
CO4	3	2	2	2	2	-	-	2	3	2	-	1	3	2
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	2

High-3; Medium-2;Low-1

	Assessment Component	CO.No.	Marks	Total	
Continuous Assessment	CCETI	1,2	50		
	CCET II	3,4	50	20	
	CCET III	5	50		
	Continuous Assessment – Practical	1,2,3,4,5	75	10	
	Final Assessment – Practical	1,2,3,4,5	50	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
			Total	100	

Course Code: 19CSEN2004	Course Tit	le: Big Data Analytics	
Course Category: Profession	onal Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 2	Credits: 4	Total Contact Hours:75	Max Marks:100

Database Systems

Course Objectives

The course is intended to:

- 1. Illustrate the concepts of big data and analytics
- 2. Understand about map reduce programming model to run big data applications
- 3. Explain various operations on NoSQL databases
- 4. Describe about classification algorithms
- 5. Demonstrate different clustering algorithms and recommendation systems

Unit I Fundamentals of Big Data

7 Hours

Database Evolution – Evolution of Big data – Best Practices for Big data Analytics – Big data characteristics – Big data use cases – Characteristics of big data Applications.

Unit II Understanding Big Data Storage

9 Hours

High Performance Architecture – HDFS – Map reduce and YARN – Map reduce Programming Model.

Unit III NoSQL Data Management for Big Data

9 Hours

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.

Unit IV Classification

10 Hours

Classification: Decision Trees – The General Algorithm – Decision Tree Algorithms – Evaluating a Decision Tree – Decision Trees in R – Naïve Bayes – Bayes Theorem – Naïve Bayes Classifier.

Unit V Clustering and Recommendation System

10 Hours

Clustering – K-means – Use Cases – Overview of the Method – Determining the Number of Clusters – Diagnostics – Recommendation System: Collaborative Recommendation – Content Based Recommendation – Knowledge Based Recommendation – Hybrid Recommendation Approaches.

List of Exercises 30 Hours

- 1. Implementation of commands in HDFS.
- 2. Implement MapReduce application for word counting on Hadoop cluster.
- 3. Implement simple operations in NoSQL databases.
- 4. Perform advanced analysis using hivegl.
- 5. Implement classification algorithm using map reduce in Hadoop.
- 6. Implement K-means clustering using map reduce in Hadoop.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe fundamental concepts of big data and analytics	Understand
CO2: Apply Map reduce programming model to run big data applications	Apply
CO3: Use NoSQL databases for processing large scale data	Apply
CO4: Apply classification algorithms on large scale data	Apply
CO5: Demonstrate different clustering algorithms and recommendation systems using map reduce	Apply

Text Book(s):

- T1.David Loshin, "Big Data Analytics: From Strategic Planning to Enterprise Integration with Tools, Techniques, NoSQL, and Graph", 2013.
- T2. Anand Rajaraman and Jeffrey David Ullman, "Mining of Massive Datasets", Cambridge University Press, 2012.

Reference Book(s):

- R1. EMC Education Services, "Data Science and Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data", Wiley Publishers, 2015.
- R2.Tom White, "Hadoop: The Definitive Guide", O'Reilly Publication and Yahoo! Press, 4th Edition. 2015.
- R3. Seema Acharya, Subhashini Chellappan, "Big Data and Analytics", Wiley Publication, 2015.
- R4. Jiawei Han, Micheline Kamber and Jian Pei, "Data mining concepts and Techniques", 3rd Edition, Elsevier, 2012.

Web References:

- 1. NPTEL Course content URL: https://onlinecourses.nptel.ac.in/noc20 cs92/
- 2. Hadoop complete reference URL: https://hadoop.apache.org
- 3. Tutorial on Hive URL:https://data-flair.training/blogs/apache-hive-tutorial/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	2	3	1	-	1	-	-
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	2

High-3; Medium-2; Low-1

	Assessment Component	CO.No.	Marks	Total	
Continuous Assessment	CCET I	1,2	50		
	CCET II	3,4	50	20	
	CCET III	5	50		
	Continuous Assessment – Practical	1,2,3,4,5	75	10	
	Final Assessment – Practical	1,2,3,4,5	50	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
	•		Total	100	

Course Code: 19CSEN2005	Course Titl	e: Multi-Core Architecture	
Course Category: Profession	al Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 2	Credits: 4	Total Contact Hours: 75	Max. Marks:100

- Computer Architecture
- Operating Systems

Course Objectives

The course is intended to:

- 1. Explain about Multi-Core Processors
- 2. Implement parallel programs using communication primitives
- 3. Develop parallel programs using OpenMP directives
- 4. Construct parallel programs using MPI program execution model
- 5. Deploy an application with MPI

Unit I Multi-Core Processors

9 Hours

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

Unit II Parallel Program Features

9 Hours

Parallelization Patterns – Synchronization and data sharing: Data races – Synchronization primitives (mutexes, locks, semaphores, barriers) – Deadlocks and Livelocks – communication between threads (condition variables, signals, message queues and pipes).

Unit III Shared Memory Programming with OpenMP

9 Hours

OpenMP Execution Model – Memory Model – OpenMP Directives – Handling Data and Functional Parallelism: Handling Loops- Scheduling Loops- Types – Performance Considerations.

Unit IV Distributed Memory Programming with MPI

9 Hours

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

Unit V Parallel Program Applications

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

List of Exercises 30 Hours

- 1. Implement a serial program to partition the variables based on the bins given.
- 2. Implement Conditional wait and signal using threads.
- 3. Implement bubble sorting using OpenMP.
- 4. Implement Matrix Multiplication using MPI.
- 5. Implement tree search using MPI & static partitioning.
- 6. Implement tree search using MPI & dynamic partitioning.

Course Outcomes	Cognitive	
At the end of this course, students will be able to:	Level	
CO1: Explain the need for shared memory architectures and cache coherence mechanisms	Understand	
CO2: Implement parallel programs using communication primitives between threads	Apply	
CO3: Develop parallel programs using OpenMP directives for an application	Apply	
CO4: Construct parallel programs using MPI program execution model for an application	Apply	
CO5: Deploy an application with MPI using various partitioning techniques	Apply	

Text Book(s):

- T1. Peter S. Pacheco, "An Introduction to Parallel Programming", Morgan-Kauffman/Elsevier, 2011.
- T2. Darryl Gove, "Multicore Application Programming for Windows, Linux, and Oracle Solaris", Pearson, 2011.

Reference Book(s):

- R1. Michael J Quinn, "Parallel programming in C with MPI and OpenMP", Tata McGraw Hill, 2003.
- R2. Shameem Akhter and Jason Roberts, "Multi-core Programming", Intel Press, 2006.

Web Reference(s):

- 1. NPTEL Course: https://nptel.ac.in/courses/106/103/106103183/
- 2. MITOpen courseware: https://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-172-performance-engineering-of-software-systems-fall-2018/lecture-videos/lecture-6-multicore-programming/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	2	3	1	-	1	-	-
CO2	3	2	2	2	2	-	-	2	3	2	-	1	3	1
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	1

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total	
	CCETI	50			
Continuous Assessment	CCET II	3,4	50	20	
	CCET III	5	50		
	Continuous Assessment – Practical	1,2 ,3,4,5	75	10	
	Final Assessment – Practical	1,2 ,3,4,5	50	10	
End Semester Examination	ESE	100	60		
		•	Total	100	

Course Code: 19CSEN2006	Course Tit	le: Agile Software Develop	ment		
Course Category: Profession	onal Elective	e Course Level: Mastery			
L:T:P (Hours/Week) 3:0:2	Credits:4	Total Contact Hours: 75	Max Marks:100		

Object Oriented Software Engineering

Course Objectives

The course is intended to:

- 1. Implement the various activities involved in the agile software development process
- 2. Illustrate the User stories in agile software development
- 3. Understand scrum roles for agile software development
- 4. Learn various testing activities within an Agile project
- 5. Use design principles to achieve Agility

Unit I Agile Development

9 Hours

Agile Manifesto – Agile Principles – Overview of Extreme Programming: User Stories – Pair Programming – Test Driven Development – Continuous Integration– Simple Design – Refactoring – Metaphor – Agile Process Models: Test Driven development, Lean Software Development.

Unit II Scrum, Sprint and Product Backlog

9 Hours

Introduction to Scrum – Adapting to Scrum – Patterns for adopting Scrum – Product Backlog – Sprints – Planning – Progressively Refine Requirements – Iceberg – Refining User Stories.

Unit III Scrum Roles

9 Hours

Individual New Roles: Scrum Master, Product Owner – Changed Roles: Analysts, Project Managers, Functional Managers, Programmers, Database Administrators, Testers, User Experience Designers.

Unit IV Agile Testing

9 Hours

Test-Driven Development (TDD) Cycle – Acceptance tests – Continuous planning – Agile Test Automation: Agile Testing Quadrant, Test Automation Backlog and Pyramid – Unit Test Characteristics – xUnit frameworks – Multidimensional Testing Coverage Matrix.

Agile Design: Design Smells – Agile Design Principles: Single Responsibility Principle, Open Closed Principle, Liskov Substitution Principle, Dependency Inversion Principle, Interface Segregation Principle.

List of Exercises 30 Hours

- 1. Implement agile software development dashboard using Jira.
- 2. Create scrum using Jira software.
- 3. Apply Jira for assigning scrum roles in an organization.
- 4. Write test cases for Test driven Development using Junit.
- 5. Create user stories in scrum using Jira.
- 6. Create sprint in the backlog using Jira.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Develop the agile software through various methodologies using a dashboard	Apply
CO2: Demonstrate the User stories in agile software development using sprint and product backlog	Apply
CO3: Create roles in scrum framework for Agile software development	Apply
CO4: Perform testing activities within an Agile project	Apply
CO5: Apply design principles to achieve Agility	Apply

Text Book(s):

- T1. Roger S. Pressman and Bruce R Maxim, "Software Engineering A Practitioner's Approach", 9th Edition, McGraw-Hill International Edition, 2020.
- T2.Mike Cohn, "Succeeding with Agile: Software Development Using Scrum", Addison- Wesley, 2013.
- T3. Robert C. Martin and Micah Martin, "Agile Principles, Patterns and Practices in C#", Prentice Hall, 2013.

Reference Book(s):

- R1. Ken Schwaber, "Agile Project Management with Scrum Microsoft Professional", Microsoft Press, 2015.
- R2.Thomas Stober, Uwe Hansmann, "Agile Software Development Best Practices for large Software Development Projects", Springer, 2014.
- R3. David Harned, "Hands-On Agile Software Development with JIRA", Packt Publishing, 2018.

Web Reference(s):

- 1. Agile Methodology Tutorial : https://www.tutorialspoint.com/agile/index.htm
- 2. Scrum: https://www.scrum.org/
- 3. Agile Software Development: https://www.qafox.com/agile-software-development-guide/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	3	1	3	-
CO2	3	2	2	2	2	1	1	2	3	2	3	1	3	-
CO3	3	2	2	2	2	1	1	2	3	2	3	1	3	-
CO4	3	2	2	2	2	1	1	2	3	2	3	1	3	1
CO5	3	2	2	2	2	1	1	2	3	2	3	1	3	-

High-3; Medium-2;Low-1

	Assessment Component	CO.No.	Marks	Total	
	CCET I	1,2	50		
	CCET II	3,4	50	20	
Continuous	CCET III	5	50		
Assessment	Continuous Assessment – Practical	1,2,3,4,5	75	10	
	Final Assessment – Practical	1,2,3,4,5	50	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
			Total	100	

Course Code: 19CSEN2011	Course Tit	le: Business Intelligence	
Course Category: Profession	nal Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 2	Credits:4	Total Contact Hours:75	Max Marks:100

> NIL

Course Objectives

The course is intended to:

- 1. Choose appropriate Information Technology applications
- 2. Develop a Decision-Making Tool
- 3. Design Dashboard and Scorecard
- 4. Deploy a Knowledge Management System
- 5. Apply suitable platform for improving business intelligence

Unit I Introduction to BI

10 Hours

Business View of IT Applications – Digital Data – Getting started with BI – BI Component Framework – Users – Applications – Roles and Responsibilities – Concepts of data integration – Need and advantages of using data integration, Introduction to common data integration approaches – Introduction to data quality, data profiling concepts and applications – Tools – Case Study: Pentaho.

Unit II Decision Support Systems

8 Hours

Decision Making: Introduction – Models – Phases – DSS Description – Characteristics – Capabilities – Classifications – Components – Data, Model, User Interface (DIALOG) and Knowledge Based Management Subsystem – DSS User – Case Study: PHP MySQL implementation of DSS.

Unit III Business Performance Management

9 Hours

BPM Cycle – Performance Measurement – BPM Methodologies – Architecture and Applications – Introduction to enterprise reporting – Performance Dashboards and Scorecards – Case Study: Freeboard.

Unit IV Knowledge Management

9 Hours

Introduction – Organizational Learning and Transformation – KM Activities – Approaches –Information Technology and Roles of People in KM – KM System Implementation – Ensuring the Success of KM Efforts – Case Study: Apache Sling CMS.

Reality Mining – Virtual Worlds – Web 2.0 Revolution – Virtual Communities – Online Social Networking – Cloud Computing and BI – MSS Impacts on Organization &Individual.

List of Exercises 30 Hours

- 1. Study on BI features provided by Pentaho Business Intelligence tool.
- 2. Implement a simple Decision Support System for an application.
- 3. Design a dashboard for any simple application.
- 4. Design a balanced scorecard for any simple application.
- 5. Study on Apache Sling Content Management System.
- 6. Visualize the impact of Online Social Networking on BI with a dashboard.

Course Outcomes	Cognitive	
At the end of this course, students will be able to:	Level	
CO1: Choose appropriate Information Technology applications for modern	Understand	
Business implementing Business Intelligence components	Understand	
CO2: Develop a Decision-Making Tool for given real time application using	Apply	
Decision Support System components	Дрріу	
CO3: Design Dashboard and Scorecard for any given application to analyze	Apply	
its business performance	Дрріу	
CO4: Deploy a Knowledge Management System for effective functioning of	Apply	
an organization by choosing suitable KMS approach	Дрріу	
CO5: Apply suitable platform for improving business intelligence in decision	Apply	
making	Apply	

Text Book(s):

- T1. R N Prasad, Seema Acharya, "Fundamentals of Business Analytics", 2nd Edition, Wiley, 2016.
- T2. Ramesh Sharda, Dursun Delen, Efraim Turban, "Business Intelligence and Analytics, Systems for Decision Support", 10th Edition, Pearson Education Inc, 2015.

Reference Book(s):

- R1. Vicki L. Sauter, "Decision Support Systems for Business Intelligence", Wiley, 2011.
- R2. David Loshin, "Business Intelligence: The Savvy Manager's Guide", 2nd Edition, Morgan Kaufman, 2012.
- R3.Carlo Vercellis, "Business Intelligence: Data Mining and Optimization for Decision Making", Wiley, 2009.

Web Reference(s):

- MIS Decision Support System Tutorialspoint URL: https://www.tutorialspoint.com/management_information_system/decision_support_system. htm
- 2. Mastering Microsoft Power BI URL: https://www.tutorialspoint.com/power_bi/index.htm
- 3. MIS Business Intelligence System Business Intelligence as a Career Option URL:https://www.tutorialspoint.com/business-intelligence-as-a-career-option
- 4. Decision Support System Java Netbeans Project URL: https://www.freeprojectz.com/java-jsp-netbeans-project/decision-support-system
- 5. Open source dashboard tools for visualizing data URL:https://opensource.com/business/16/11/open-source-dashboard-tools-visualizing-data

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	1

High-3; Medium-2; Low-1

	Assessment Component	CO.No.	Marks	Total	
	CCETI	1,2	50		
Continuous Assessment	CCET II	3,4	50	20	
	CCET III	5	50		
	Continuous Assessment – Practical	1,2,3,4,5	75	10	
	Final Assessment – Practical	1,2,3,4,5	50	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
			Total	100	

Course Code: 19CSEN2012	Course Tit	le: Soft Computing Techni	ques
Course Category: Profession	nal Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3:0:2	Credits:4	Total Contact Hours: 75	Max Marks:100

Linear Algebra and Infinite Series

Course Objectives

The course is intended to:

- 1. Construct feed forward neural networks using supervised learning
- 2. Develop neural networks based on associative memory
- 3. Build unsupervised learning networks using competitive strategy
- 4. Model inference systems using fuzzy rules
- 5. Develop genetic algorithms

Unit I Supervised Learning Networks

9 Hours

Evolution of computing – soft computing constituents – Biological neural networks – Artificial neurons – Applications. Supervised Learning Networks: Activation functions, Learning rules, Perceptron networks, Adaline, Madaline, Back propagation networks.

Unit II Associative Memory Networks

8 Hours

Associative memories – Auto associative memory network – Hetero associative memory network – Bi-directional associative memory – Discrete Hopfield network.

Unit III Unsupervised Learning Networks

8 Hours

Neural network based on competition – Maxnet – Hamming network – Self-Organizing feature maps – Learning vector quantization.

Unit IV Fuzzy Systems

10 Hours

Classical sets – Fuzzy Sets – Classical relations – Fuzzy relations – Membership Functions – Defuzzification – Fuzzy rules – Fuzzy reasoning – Fuzzy inference systems – Neuro-fuzzy systems.

Unit V Genetic Algorithms

10 Hours

Introduction – Traditional optimization and search techniques – Genetic algorithm and search space – Simple genetic algorithm – Operators in genetic algorithm – Solving Travelling Salesman Problem.

List of Exercises 30 Hours

- 1. Implement AND function using ADALINE with bipolar inputs and outputs.
- 2. Implement back propagation network for XOR function using bipolar Inputs and binary targets.
- 3. Develop a hetero associative memory network using Hebb rule to set the weights. Use suitable input patterns and target output.
- 4. Implement Kohonen self-organizing map for a suitable application.
- 5. Implement the various primitive operations of classical sets using fuzzy relations.
- 6. Solve travelling salesman problem using genetic algorithm.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Construct feed forward neural networks using supervised learning for solving classification problems	Apply
CO2: Develop neural networks based on associative memory for retrieving patterns	Apply
CO3: Build unsupervised learning networks using competitive strategy for solving clustering problems	Apply
CO4: Model inference systems using fuzzy rules for solving uncertainty problems	Apply
CO5: Develop genetic algorithm for solving optimization problems	Apply

Text Book(s):

T1. S.N. Sivanandam, S.N. Deepa, "Principles of Soft Computing", 3rd Edition, John Wiley & Sons, New Delhi, 2019.

Reference Book(s):

- R1. Hitoshi Iba, Nasimul Noman, "Deep Neural Evolution: Deep Learning with Evolutionary Computation", Springer, 2020.
- R2. N.P. Padhy, S.P. Simon, "Soft computing with matlab programming", Oxford University Press; 2015.
- R3. Timothy J. Ross, "Fuzzy Logic with Engineering Applications", Wiley, 2016.

Web References:

- 1. NPTEL, Introduction to Soft Computing, URL: https://onlinecourses.nptel.ac.in/noc22 _cs54/preview
- Soft Computing IIT Kharagpur, URL: https://cse.iitkgp.ac.in/~dsamanta/ courses/sca/index.html
- Fuzzy Sets, Logic and Systems & Applications, URL: https://onlinecourses.nptel.ac.in/noc22 _ee21/preview

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	-	1	2	3	2	-	1	3	-
CO2	3	2	2	2	2	-	1	2	3	2	-	1	3	2
CO3	3	2	2	2	2	-	1	2	3	2	-	1	3	2
CO4	3	2	2	2	2	-	1	2	3	2	-	1	3	2
CO5	3	2	2	2	2	1	2	2	3	2	1	1	3	2

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
Continuous Assessment	CCET II	3,4	50	20		
	CCET III	5	50			
	Continuous Assessment – Practical	1,2,3,4,5	75	10		
	Final Assessment – Practical	1,2,3,4,5	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19CSEN2013	Course Tit	le: Social Network Analytic	cs
Course Category: Profession	nal Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 2	Credits:4	Total Contact Hours:75	Max Marks:100

➤ Nil

Course Objectives

The course is intended to:

- 1. Describe the graph features
- 2. Apply network measures and models
- 3. Implement data mining algorithms
- 4. Illustrate community mining and interactions
- 5. Develop social mining applications

Unit I Graph Basics

9 Hours

Social Media Mining – Challenges – Graph Essentials – Representations – Types of Graphs – Connectivity – Special Graphs – Graph Algorithms.

Unit II Measures & Models

9 Hours

Network Measures – Centrality – Transitivity and Reciprocity – Similarity. Network Models – Properties of Real-World Networks – Random Graphs – Small-World Model – Preferential Attachment Model.

Unit III Mining Twitter

9 Hours

Analyzing tweets and finding trends using Data mining process: Data quality – Preprocessing – Supervised Learning – Algorithms and Evaluation – Unsupervised Learning – Clustering algorithms – Evaluation.

Unit IV Communities and Interactions

9 Hours

Community Analysis – Community Detection – Evolution – Evaluation – Information Diffusion in Social Media – Herd Behavior – Information Cascades – Diffusion of Innovations.

9 Hours

Influence and Homophily – Recommendation in Social Media – Classical Recommendation Algorithms – Recommendation Using Social Context – Evaluating Recommendations.

List of Exercises 30 Hours

- 1. Implementation of Shortest path and Minimum Spanning Tree algorithms.
- 2. Develop a program to identify degree centrality and Page rank for the given graph.
- 3. Apply decision tree learning to classify the given dataset samples into relevant groups.
- 4. Clustering of Twitter dataset using k-means algorithm.
- 5. Identification of user community using Brute-Force Clique technique.
- 6. Development of recommendation system using collaborative filtering approach.

Course Outcomes	Cognitive	
At the end of this course, students will be able to:	Level	
CO1: Describe the graph features for social media mining	Understand	
CO2: Apply network measures and models to visualize social networks	Apply	
CO3: Implement data mining algorithms using real time social data	Apply	
CO4: Illustrate community mining and interactions in social media	Apply	
CO5: Develop social mining applications for real time scenarios	Apply	

Text Book(s):

- T1.Reza Zafarani, Mohammad Ali Abbasi, Huan Liu, "Social Media Mining: An Introduction", Cambridge University Press, 2014.
- T2.Lam Thuy Vo, "Mining Social Media: Finding Stories in Internet Data", No Starch Press, 2020.

Reference Book(s):

- R1. Peter Mika, "Social Networks and the Semantic Web", Springer Science, 2007.
- R2. Maksim Tsvetovat and Alexander Kouznetsov, "Social Network Analysis for Startups", O'Reilly Media Inc., 2011.
- R3. Charu. C.Aggarwal, "Social Network Data Analytics", Springer, 2011.
- R4. Matthew A. Russell, "Mining the Social Web", 2nd Edition, O'Reilly Media Inc., 2013.

Web Reference(s):

- 1. NPTEL Social Networks course. URL: http://nptel.ac.in/courses/106106169
- 2. MIT Open Courseware.URL: https://ocw.mit.edu/courses/media-arts-and-sciences/mas-961-networks-complexity-and-its-applications-spring-2011/index.htm

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	1	1	2	3	1	-	1	-	-
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO4	3	2	2	2	2	1	1	2	3	2	1	1	-	1
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	2

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total	
	CCET I	1,2	50		
Continuous Assessment	CCET II	3,4	50	20	
	CCET III	5	50		
	Continuous Assessment – Practical	1,2,3,4,5	75	10	
	Final Assessment – Practical	1,2,3,4,5	50	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
			Total	100	

Course Code: 19CSEN2014	Course Tit	le: Cryptographic Techniq	ues
Course Category: Profession	onal Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 2	Credits:4	Total Contact Hours:75	Max Marks:100

- > Calculus and Transforms
- Discrete Mathematics

Course Objectives

The course is intended to:

- 1. Employ classical encryption techniques
- 2. Implement symmetric key algorithms
- 3. Apply number theory concepts
- 4. Apply hash functions and digital signature
- 5. Describe key management and authentication protocols

Unit I Classical Encryption

8 Hours

Basic concepts – Security attacks – services and mechanisms – Characteristics of good ciphers – Security Standards – Classical encryption techniques: Symmetric cipher–Substitution techniques and Transposition techniques.

Unit II Symmetric Ciphers

10 Hours

Block cipher design principles – Data Encryption Standard (DES) – Fields and finite field arithmetic – Advanced Encryption Standard (AES) – Block cipher modes of operation. Principles of random number generation – random number generators – Stream ciphers – RC4.

Unit III Asymmetric Ciphers

9 Hours

Number theory concepts: Euclidean algorithm – Modular arithmetic – Prime numbers – Fermat's and Euler's theorem – Discrete logarithms – Principles of public-key cryptosystems – RSA algorithm – Diffie-Hellman key exchange – ElGamal cryptographic system.

Unit IV Hash Function and Digital Signature

10 Hours

Hash function: Applications – Requirements – Secure Hash Algorithm (SHA) – Message authentication codes: Requirements – functions – Hash based Message Authentication Codes (HMAC) – Digital signature: Properties – ElGamal digital signature scheme – Schnorr Digital Signature Scheme – Digital Signature Standard (DSS).

Unit V Key Management and Authentication

Key management and distribution – X.509 certificate – Public key infrastructure – Kerberos protocol.

List of Exercises 30 Hours

- 1. Implement various traditional Substitution and Transposition techniques (without using built-in package).
- Implement DES and AES algorithms using Java built-in packages.
- 3. Implement RSA algorithm using Java built-in packages.
- 4. Develop Diffie-Hellman key exchange algorithm (without using built-in package).
- 5. Implementation of Hash Function using Java built-in packages.
- 6. Implementation of Digital signature using Java built-in packages.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Employ classical encryption techniques for providing confidentiality service	Apply
CO2: Implement symmetric key algorithms for encrypting text and multimedia data	Apply
CO3: Apply number theory concepts to design asymmetric key algorithms for providing confidentiality and key exchange services	Apply
CO4: Apply hash function and digital signature for protecting digital documents	Apply
CO5: Describe key management and user authentication protocols for providing key sharing and authentication services	Understand

Text Book(s):

T1. William Stallings, "Cryptography and Network Security - Principles and Practices", 7th Edition, Pearson Education, 2017.

Reference Book(s):

- R1. Behrouz A Forouzan and Debdeep Mukhopadhyay, "Cryptography and Network Security", 3rd Edition, Tata McGraw Hill, New Delhi, 2016.
- R2. Atul Kahate, "Cryptography and Network Security", 3rd Edition, Tata Mcgraw Hill, New Delhi, 2017.
- R3. Douglas R Stinson, "Cryptography Theory and Practice", Chapman and Hall / CRC Press, New York. 2013.

Web Reference(s):

- NPTEL Course contents on Cryptography and Network Security URL:http://nptel.ac.in/courses/106105162/
- 2. Learn Internet Security at Tutorial point https://www.tutorialspoint.com/cryptography/index.htm
- 3. Khan Academy Course on cryptography https://www.khanacademy.org/computing/computer-science/cryptography

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	2	1	2	3	2	1	1	3	2
CO2	3	2	2	2	2	2	1	2	3	2	1	1	3	2
CO3	3	2	2	2	2	2	1	2	3	2	1	1	3	2
CO4	3	2	2	2	2	2	1	2	3	2	1	1	3	2
CO5	2	1	-	-	-	2	1	2	3	1	-	1	-	-

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	20
	CCET III	5	50	
	Continuous Assessment – Practical	1,2,3,4,5	75	10
	Final Assessment – Practical	1,2,3,4,5	50	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSEN2015	Course Title: Web Technologies		
Course Category: Professional Elective		Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 2	Credits: 4	Total Contact Hours: 75	Max Marks: 100

- > IT Practices Lab
- Internet Programming Laboratory

Course Objectives

The course is intended to:

- 1. Design a responsive web page
- 2. Develop interactive web pages using open source JavaScript Libraries
- 3. Construct complex user interfaces having a unidirectional data flow
- 4. Develop a back end solution for a given scenario
- 5. Build a Web Content Management System

Unit I Bootstrap

10 Hours

Containers – Grid System – Display Widths – Advanced Grid Techniques: Row Columns – Vertical Alignment – Horizontal Alignment – Nesting – Collapse and Expand – Navigation Bar – Buttons – Tables – Labels and Badges – Tabs – Alerts – Progress Bar – Cards – Carousels – Forms.

Unit II JQuery and AJAX

8 Hours

Selecting and Filtering – Events – Manipulating Content and Attributes – Iteration of Arrays and Objects – Working with CSS Properties – AJAX.

Unit III React JS 8 Hours

React Elements – React DOM – React Components – React with JSX – React State Management – Building Forms – React Context – Enhancing Components with Hooks – Incorporating Data.

Unit IV Node JS 10 Hours

Node.js Capabilities – Setting up Node.js – Modules –NPM – Event Emitters – Sending and receiving events with Event Emitters – HTTP server applications – HTTP Sniffer – Listening to the HTTP conversation– Express JS – Making HTTP Client requests – Calling a REST backend service – Mobile First Paradigm.

Content Management system – Acquiring CMS – Content Management Team – Content Modeling – Content Aggregation – Output and Publication Management – Case Study : Joomla.

List of Exercises 30 Hours

- 1. Develop a responsive web page using BootStrap.
- 2. Develop interactive web pages using JQuery and AJAX.
- 3. Create a front end web page using React JS.
- 4. Implement back end web system using Node JS.
- 5. Develop a web application using Node JS.
- 6. Create a Web content management system using Joomla tool.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Design a responsive web page using Bootstrap Technology	Apply
CO2: Develop interactive web pages using open source JavaScript Libraries like JQuery and AJAX	Apply
CO3: Construct complex user interfaces having a unidirectional data flow using React JS	Apply
CO4: Develop a back end solution for a given scenario using Node JS	Apply
CO5: Build a Web Content Management System using tools like Joomla	Apply

Text Book(s):

- T1. Panos Matsinopoulos, "Practical Bootstrap: Learn to Develop Responsively with One of the Most Popular CSS Frameworks", APress, 2020.
- T2. Richard York, "Web Development with jQuery", Wiley India, 2015.
- T3. Alex Banks, Eve Porcello, "Learning React, Modern Patterns for Developing React Apps", 2nd Edition, O'Reilly Publications, 2020.
- T4. David Herron, "Node.js Web Development, Server-side development with Node 10 made easy", 4th Edition, Packt Publishing, 2018.
- T5. Deane Barker, "Web Content Management Systems, Features, and Best Practices", O'Reilly Publications, 2016.

Reference Book(s):

- R1. C Xavier, "Web Technology and Design", New Age International Publishers, 2018.
- R2. Porter Scobey, Pawan Lingras, "Web Programming And Internet Technologies: An E-Commerce Approach", 2nd Edition, Jones and Bartlett Publishers, Inc, 2016.

Web References:

- 1. Web Technologies Tutorials: https://www.w3schools.com/
- 2. Bootstrap Tutorials: https://getbootstrap.com/docs/5.0/getting-started/introduction/
- 3. ReactJS Tutorials: https://reactjs.org/tutorial/tutorial.html
- 4. NodeJS Tutorials: https://nodejs.org/en/
- 5. Joomla Documentation: https://docs.joomla.org/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	1

High-3; Medium-2;Low-1

	Assessment Component	CO.No.	Marks	Total	
	CCET I	1,2	50		
	CCET II	3,4	50	20	
Continuous Assessment	CCET III	5	50	1	
	Continuous Assessment – Practical	1,2,3,4,5	75	10	
	Final Assessment – Practical	1,2,3,4,5	50	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
			Total	100	

Course Code: 19CSEN2016	Course Tit	tle: Software Quality Assurance and Testing			
Course Category: Profession	al Elective	Course Level: Mastery			
L:T:P (Hours/Week) 3: 0: 2	, , , , , , , , , , , , , , , , , , ,		Max Marks:100		

➤ Nil

Course Objectives

The course is intended to:

- 1. Explain various factors and components of software quality
- 2. Demonstrate on integrating software quality assurance components in project life cycle
- 3. Identify the appropriate software testing strategies for designing test cases
- 4. Choose a suitable type of software testing at the appropriate stage
- 5. Illustrate on automatic software testing for projects

Unit I Software Quality and Architecture

8 Hours

Need for Software Quality – Software Quality Assurance (SQA) – Software Quality Factors: McCall's Factor Model – Components of SQA System: SQA System and Architecture – Pre-Project Components – Software Project Life Cycle Components – Infrastructure Component for error prevention and improvement – Management of SQA components – CASE Tools.

Unit II Software Quality Assurance Components

8 Hours

Reviews: Objectives – Formal design Review – Peer Review – Expert Opinions – Supporting Quality devices: Templates – Checklists – Corrective and Preventive Actions process – Documentation Control – SQA Units.

Unit III Test Case Design

10 Hours

Testing as a Process – Test Case Design Strategies – Black Box Approach: Equivalence Class Partitioning, Boundary Value Analysis, Cause-and-Effect Graphing – State Transition Testing – White Box Approach: Test Adequacy Criteria, Coverage and Control Flow Graphs, Covering Code Logic – Data Flow and White Box Test Design – Loop Testing – Mutation Testing.

Need for Levels of Testing – Unit Test: Need, Plan & Design – Integration Test – System Test: Functional Testing – Performance Testing – Stress Testing – Configuration Testing – Security Testing – Recovery Testing – Regression Testing – Alpha, Beta, and Acceptance Tests – Test Planning – Test plan Components – Defect Lifecycle – Fixing / Closing Defects.

Unit V Test Automation

9 Hours

Software Test Automation – Skill Needed for Automation – Scope of Automation – Design and Architecture for Automation – Requirements for a Test Tool – Challenges in Automation – Test Metrics and Measurements: Project, Progress and Productivity Metrics.

List of Exercises 30 Hours

- 1. Demonstrate code quality control in software development process using SonarQube.
- 2. Identify the code vulnerabilities like SQL Injection attacks using SonarQube.
- 3. Design test case using any test case design approach in MS-Excel.
- 4. Create test plan for any given scenario using Jmeter.
- 5. Perform various system tests for any given application using Jmeter.
- 6. Perform test automation using Selenium for any given application.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Explain various factors and components of software quality in any software related process	Understand
CO2: Demonstrate on integrating software quality assurance components in project life cycle for any project	Apply
CO3: Identify the appropriate software testing strategies for designing test cases for any given problem	Apply
CO4: Choose a suitable type of software testing at appropriate stage for any given application	Apply
CO5: Illustrate on automatic software testing for projects using automated testing tools	Apply

Text Book(s):

- T1. Daniel Galin, "Software Quality Assurance From theory to implementation", Pearson Education, 2016.
- T2. Ilene Burnstein, "Practical Software Testing A Process Oriented Approach", Springer, 2010.

Reference Book(s):

- R1. Alan Gilles, "Software Quality: Theory and Management", 3rd Edition, Thomson Computer Press, 2011.
- R2. Srinivasan Desikan, Gopalaswamy Ramesh, "Software Testing: Principles and Practice", Pearson Education, 2008.
- R3. Dorothy Graham, Mark Fewster, "Experiences of Test Automation: Case Studies of Software Test Automation", Pearson Education, 2012.

Web References:

- 1. Software Quality Assurance Tutorial: https://reqtest.com/testing-blog/software-quality-assurance/https://reqtest.com/testing-blog/software-quality-assurance/
- 2. Software Testing NPTEL Course Content NPTEL Course Content URL: https://nptel.ac.in/courses/106/105/106105150/
- 3. Software Testing: https://www.toolsqa.com/software-testing/defect-life-cycle

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	1	1	1	1	2	3	1	3	1	ı	1
CO2	3	2	2	2	2	1	1	2	3	2	3	1	3	-
CO3	3	2	2	2	2	1	1	2	3	2	3	1	3	1
CO4	3	2	2	2	2	1	1	2	3	2	3	1	3	1
CO5	3	2	2	2	2	1	1	2	3	2	3	1	3	1

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5	50			
	Continuous Assessment – Practical	1,2,3,4,5	75	10		
	Final Assessment – Practical	1,2,3,4,5	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19CSEN2021	Course Title: Game Design				
Course Category: Profession	al Elective	Course Level: Practice			
L:T:P (Hours/Week) 3: 0: 2	Credits: 4	Total Contact Hours: 75	Max Marks: 100		

Machine Intelligence

Course Objectives

The course is intended to:

- 1. Explain the theory of game elements.
- 2. Develop varied gaming experience.
- 3. Design a dynamic gaming system.
- 4. Apply various dynamic aspects of gameplay.
- 5. Build prototype of game design.

Unit I Elements & Player Experience

9 Hours

Design Process - Model Description - Practice of game design - Player Experience - Player theories - User Personas - Empirical models - Experience design

Unit II Game Mechanics

9 Hours

Mechanics as Building Blocks - Composition of Mechanics - Games as State Spaces Game State - Explicit and Implicit Mechanics - Families of Mechanics: Control Mechanics - Progression Mechanics - Uncertainty Mechanics - Resource Management Mechanics - Mechanics Design

Unit III Game System

9 Hours

Game system - Mechanic chains and loops - Feedback loops - Effects of Positive Feedback - Effects of Negative Feedback - Emergence and Chaos - System design - System tuning - Case Study: Diablo

Gameplay Loops - Player Motivation: Intrinsic and Extrinsic Motivation - Intrinsic Motivation: Flow and Learning Flow - Extrinsic Motivation: Work and Rewards - Gameplay Loop Design Heuristics - Case Study: The Sims

Unit V Macrostructure & Prototype

9 Hours

Game Fiction - Macrostructure and Content Arcs - Prototyping: Playable Prototypes - Iterative Process - Playtesting - Documenting Design - Finishing Iteration - Case study: The Witcher, Project Highrise

List of Exercises 30 Hours

- 1. Develop a game design document for a simple game
- 2. Build a prototype of the game designed in Exercise 1.
- 3. Develop different game mechanics required to provide the expected user experience
- 4. Integrate the mechanics developed in Exercise 3 to provide a dynamic gaming experience
- 5. Design a suitable user interface for the game developed
- 6. Include audio and special effects to the game environment

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Explain the elements of games by preparing a design document for a real game	Understand
CO2: Develop gaming experience by applying various game mechanics	Apply
CO3: Design a dynamic gaming system by integration a variety of mechanics and their interactions.	Apply
CO4: Apply various dynamic aspects of gameplay to maximize the player's interaction and participation in game experience.	Apply
CO5: Build prototype of game design by iterative and incremental model.	Apply

Text Book(s):

T1. Robert Zubek, "Elements of Game Design", The MIT Press, 2020

Reference Book(s):

- R1. Nicolas Alejandro Borromeo, "Hands-on Unity 2020 Game development", Packt Publishing Ltd, 2020
- R2. James R. Parker , "Introduction to game development using Processing", Mercury Learning And Information LLC, 2015
- R3.Ernest Adams and Andrew Rollings, "Fundamentals of Game Design", Pearson Education, 3rd Edition, 2014
- R4. Casey Reas, Ben Fry, "Processing: A programming handbook for visual designers and artists", MIT Press, 2007

Web References:

- 1. Introduction to Game Design URL: https://www.coursera.org/learn/game-design
- 2. Introduction to Game Design Theory URL: https://www.udemy.com/course/welcome-to-game-design-introduction-to-game-theory/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	2	3	1	-	1	-	1
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO4	3	3	2	2	2	1	1	2	3	2	1	1	3	1
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	1

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total		
	CCETI	1,2	50			
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5	50	1		
	Continuous Assessment – Practical	1,2,3,4,5	75	10		
	Final Assessment – Practical	1,2,3,4,5	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19CSEN2022	Course Title: Visualization Techniques				
Course Category: Professiona	I Elective	Course Level: Mastery			
L:T:P (Hours/Week) 3: 0: 2	Credits:4	Total Contact Hours:75	Max Marks:100		

Probability and Statistics

Course Objectives

The course is intended to:

- 1. Illustrate types of data.
- 2. Construct visualization plots with various metrics.
- 3. Visualize spatial data and Text Documents.
- 4. Choose appropriate Visualization Techniques.
- 5. Design a visualization system.

Unit I Data Visualization Process

9 Hours

Data Visualization Process - Scatter plot - Role of the User - Data Foundations: Types of Data - Data Preprocessing - Data Sets.

Unit II Information Processing and Visualization

9 Hours

Perception - Physiology - Perceptual Processing - Perception in Visualization - Metrics - Cognition - Visualization Foundations: Visualization Process - Visual Variables - Taxonomies.

Unit III Spatial Data and Text and Document Visualization 9 Hours

Spatial Data: One Dimensional Data – Two Dimensional Data - Three Dimensional Data - Dynamic Data - Visualizing Spatial Data - Point Data - Line Data - Area Data - Geospatial Data - Text and Document Visualization.

Unit IV Time-Oriented Data and Multivariate Data

9 Hours

Definitions: Characterizing Time-Oriented Data - Visualizing Time-Oriented Data - Point-Based Techniques - Line-Based Techniques - Region-Based Techniques - Visualization Techniques for Trees, Graphs, and Networks.

Unit V Visualization System

9 Hours

Designing Effective Visualizations – Steps- Problems - Comparing and Evaluating Visualization Techniques - Visualization Systems: Based on Data Type - Analysis Type - Modern Integrated Visualization Systems.

List of Exercises 30 Hours

- 1. Develop different types of charts from numerical data.
- 2. Plot the data using visual variables.
- 3. Visualize Spatial Data.
- 4. Visualize Time Oriented Data.
- 5. Visualize multivariate Data.
- 6. Visualize Text and Documents.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Illustrate types of data using various kinds of Charts.	Apply
CO2: Construct visualization plots with various metrics using information processing techniques	Apply
CO3: Visualize spatial data and Text Document using suitable tools.	Apply
CO4: Choose appropriate Visualization Techniques for Time-Oriented Data and Multivariate Data	Apply
CO5: Design a visualization system based on various kinds of Data.	Apply

Text Book:

T1. Matthew Ward, Georges Grinstein and Daniel Keim, "Interactive Data Visualization Foundations, Techniques, and Applications", 2nd Edition, CRC Press, 2015.

Reference Books:

- R1. Ben Fry, "VisualizingData", O'Reilly, 2008.
- R2. Stephen Few,"Now you see it: Simple Visualization techniques for quantitative analysis",Analytics Press, 2009.
- R3.Scott Murray,"Interactive Data Visualization for the Web-An Introduction to Designing with D3", O'Reilly, 2013.

Web References:

- 1. Visualization Process Introduction: https://www.sciencedirect.com/topics/computer-science/visualization-process
- 2. Data Visualization Examples Learning Resources using Tableau https://www.tableau.com/learn/articles/data-visualization /
- 3. Tableau Tutorials: https://www.tableau.com/
- 4. Various Data Visualization Techniques: https://www.mygreatlearning.com/blog/understanding-data-visualization-techniques/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	1	1	3	3
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	3
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	3
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	3
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	3

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5	50	1		
	Continuous	1,2,3,4,5	75	10		
	Assessment – Practical					
	Final Assessment –	1,2,3,4,5	50	10		
	Practical					
End Semester	ESE	1,2,3,4,5	100	60		
Examination		.,=,5,1,6				
			Total	100		

Course Code: 19CSEN2023	Course Title: Deep Learning				
Course Category: Profession	nal Elective	Course Level: Mastery			
L:T:P (Hours/Week) 3: 0: 2	Credits: 4	Total Contact Hours: 75	Max Marks: 100		

Machine Intelligence

Course Objectives

The course is intended to:

- 1. Develop feed forward and deep Networks.
- 2. Describe various regularization techniques of deep neural network.
- 3. Design a Convolutional Neural Network.
- 4. Apply Recurrent Neural Network.
- 5. Apply deep learning concepts.

Unit I Deep Networks

9 Hours

Neural Networks-Training Neural Networks-Activation Functions-Loss Functions-Hyper parameters - Deep Networks-Architectural Principles of Deep Networks-Building Blocks of Deep Networks

Unit II Regularization for Deep Learning

9 Hours

Parameter Norm Penalties-Norm Penalties as Constrained Optimization-Regularization and Under-Constrained Problems-Dataset Augmentation-Noise Robustness-Semi-supervised Learning-Multitask Learning-Early Stopping-Bagging

Unit III Convolutional Neural Networks

9 Hours

The convolution operation-Motivation-Pooling-Variants of basic convolution function-Structured outputs-Convolution algorithms-Unsupervised features

Unit IV Sequence Modeling

9 Hours

Recurrent Neural Networks-Bidirectional RNNs-Encoder-Decoder Sequence to sequence Architectures-Deep Recurrent Networks-Recursive Neural Networks-The Long Short Term Memory-Explicit Memory

Unit V Applications

9 Hours

Performance Metrics-Large Scale Deep Learning-Computer Vision-Speech Recognition-Natural Language Processing

List of Exercises 30 Hours

- 1. Implement a Feed-Forward Network
- 2. Implement an Image Classifier using CNN
- 3. Implement a Simple LSTM
- 4. Implement an Opinion Mining in Recurrent Neural network
- 5. Implement an Autoencoder.
- 6. Implement an Object Detection using CNN

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Develop feed forward and deep Networks for solving simple problems	Apply
CO2: Describe various regularization techniques of deep neural network	Understand
CO3: Design a Convolutional Neural Network for solving real time problems	Apply
CO4: Apply Recurrent Neural Network in various real time problems	Apply
CO5: Apply deep learning concepts for any target application	Apply

Text Book(s):

- T1. Ian Good Fellow, Yoshua Bengio, Aaron Courville, "Deep Learning", MIT Press, 2017.
- T2. Josh Patterson, "Deep Learning: A Practitioner's Approach", O'Reilly Media, 2017.

Reference Book(s):

- R1. Aurélien Géron, "Hands-On Machine Learning with Scikit-Learn and TensorFlow: Concepts, Tools, and Techniques to Build Intelligent Systems", O'Reilly Media, 2017.
- R2. Francois Chollet, "Deep Learning with Python", Manning Publications, 2017.
- R3. Michael Nielsen, "Neural Networks and Deep Learning", Determination Press, 2015.

Web References:

- 1. NPTEL Course content URL: https://nptel.ac.in/courses/106/106/106106184/
- 2. Deep Learning models URL: https://in.mathworks.com/discovery/deep-learning.html
- 3. Deep Learning Tutorial URL: https://www.kaggle.com/kanncaa1/deep-learning-tutorial-for-beginners

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	-	1	2	3	2	-	1	3	2
CO2	2	1	-	-	-	-	1	2	3	1	-	1	-	-
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	2

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5	50			
	Continuous Assessment – Practical	1,2,3,4,5	75	10		
	Final Assessment – Practical	1,2,3,4,5	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19CSEN2024	Course Ti	itle: Network and Internet Security			
Course Category: Profession	nal	Course Level: Mastery			
L:T:P (Hours/Week) 3:0:2	Credits:4	Total Contact Hours: 75	Max Marks:100		

Computer Network Technology

Course Objectives

The course is intended to:

- 1. Describe intrusion detection techniques and firewalls.
- 2. Apply IP security and Web security protocols.
- 3. Identify suitable e-mail security protocols.
- 4. Utilize wireless security protocols.
- 5. Identify security services in cloud environment.

Unit I NETWORK SECURITY

9 Hours

Threats in networks - Network security controls - Intruders - Intrusion detection - Password management - Malicious software - Firewalls: Characteristics - Types - Firewall basing - Firewall location and configurations.

Unit II IP AND WEB SECURITY

9 Hours

IP security: IP security policy, Encapsulating Security Payload - Web security: Secure Socket Layer, Transport Layer Security - HTTPS - Secure Shell (SSH).

Unit III ELECTRONIC MAIL SECURITY

8 Hours

Store and forward, Security services, Source authentication, Message integrity, Non-Repudiation, Proof of submission and delivery, Pretty Good Privacy (PGP), Secure/Multipurpose Internet Mail Extension (S/MIME).

Unit IV WIRELESS NETWORK SECURITY

8 Hours

IEEE 802.11 wireless LAN overview - IEEE 802.11i wireless LAN security - Wireless Application Protocol - Wireless Transport Layer Security - WAP end-to-end security.

Unit V SECURITY IN CLOUD COMPUTNG

11 Hours

Cloud Information Security Objectives, Cloud Security Services, Cloud Security Design Principles - Penetration Testing Tools and Techniques - Cloud Computing Risk Issues: CIA Triad, Privacy and Compliance Risks, Threats to Infrastructure, Data and Access Control, Cloud Service Provider Risks.

List of Exercises 30 Hours

- 1. Demonstrate Intrusion Detection System using any simulation tool (Example: Snort).
- 2. Setup a honey pot and monitor it on the available network (Example: KF Sensor)
- 3. Implement packet filtering firewall. (Example: Using jpcap package)
- 4. Perform wireless audit on an access point or a router and decrypt WEP and WPA. (Example : Net Stumbler)
- 5. Implement the encryption and decryption process used in PGP protocol
- 6. Study and analyze the various security protocols used to secure the transport layer for a gmail account.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe intrusion detection techniques and firewalls for preventing security attacks.	Understand
CO2: Apply IP security and web security protocols for providing data security services.	Apply
CO3: Identify suitable security protocols for securing e-mail services.	Apply
CO4: Utilize wireless security protocols for protecting data in wireless environment.	Apply
CO5: Identify security services in cloud environment for secure data sharing.	Apply

Text Book(s):

- T1. William Stallings, "Cryptography and Network Security Principles and Practice", 7th Edition, Pearson Education, 2017.
- T2: Ronald L Krutz and Russell Dean Vines, "Cloud Security- A Comprehensive Guide to Secure Cloud Computing", Wiley, 2016.

Reference Book(s):

- R1. Bernard Menezes, "Network Security and Cryptography", Cengage Learning, 2014.
- R2. Behrouz A Forouzan and Debdeep Mukhopadhyay, "Cryptography and Network Security", 3rd Edition, Tata McGraw Hill, New Delhi, 2016.
- R3. Bruce Schneier, "Applied Cryptography: Protocols, Algorithms and Source Code in C", John Wiley and Sons, 2013.

Web References:

- 1. NPTEL Course contents on Cryptography and Network Security URL:http://nptel.ac.in/courses/106105162/
- 2. Learn Internet Security at Tutorial point URL: https://www.tutorialspoint.com/internet_security/index.htm
- 3. Network Security Tutorial of APNIC. URL: https://training.apnic.net/wp-content/uploads/sites/2/2016/12/TSEC01.pdf

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	1	1	2	3	1	1	1	-	-
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	2
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	2

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5	50			
	Continuous Assessment – Practical	1,2,3,4,5	75	10		
	Final Assessment – Practical	1,2,3,4,5	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19CSEN2025	Course Tit	tle: Embedded Systems	
Course Category: Professiona	I Elective	Course Level: Practice	
L:T:P (Hours/Week) 3: 0: 2	Credits:4	Total Contact Hours:75	Max Marks:100

- Operating Systems
- ➤ Microcontroller & IoT

Course Objectives

The course is intended to:

- 1. Understand about the types of Embedded System and various devices in Arm Processor
- 2. Design ARM processor Peripherals using Embedded 'C'
- 3. Examine the significance of operating systems in embedded system design
- 4. Select the suitable communication technique to interface peripheral and sensors
- 5. Explain the system architecture using existing product design

Unit I Introduction to Embedded system and Arm Processor 9 Hours

Definition of Embedded System – Features of Embedded System – Types of Embedded System – List of Embedded System Devices - LPC 2148 ARM Block diagram – Memory and on chip peripheral devices – ARM 7 TDMI-S, CPU registers – Modes of Operation – PSW – Instruction set.

Unit II ARM Processor Interfacing Techniques

8 Hours

GPIO register map – Pin Connect Block - 8 bit LEDs – 8bit Switches – Buzzer – Relay – Timer/Counter -Vector Interrupt Controller (VIC) – ADC –Temperature sensor interfacing.

Unit III Real Time Operating Systems

10 Hours

Tasks and states, scheduling, Inter Process Communication- Semaphore(s), Shared data problem, Priority Inversion Problem and Deadlock Situations, Message Queues, Mailboxes, Pipes - Introduction to μC OS II – Porting of μC OS II – RTOS functions.

Unit IV Communication Devices and Bus Standards

9 Hours

I/O Devices: Types and Examples of I/O devices, Synchronous, ISO-synchronous and Asynchronous Communications from Serial Devices - Internal Serial-Communication Devices: SPI, UART – Serial Communication using I²C.

Unit V System Design Techniques

9 Hours

Design Methodologies, Requirement Analysis, Specification, System Analysis and Architecture Design. Design Examples: Hardware Design and Software Design Telephone PBX- System Architecture, Ink jet printer, Personal Digital Assistants.

List of Exercises 30 Hours

Write the Programs in Embedded C for the following experiments

- 1. 8 bit LED and switch Interface
- 2. Buzzer and Relay Interface
- 3. Stepper Motor Interface
- 4. Time delay program using built in Timer / Counter feature

RTOS based experiments

- 5. Blinking two different LEDs
- 6. Reading temperature from LM 35 interface and plot the temperature Vs Time graph using Graphics LCD Study Experiment

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1:Describe the programming concept involved in ARM Processor Architecture	Understand
CO2:Design ARM processor Peripherals using Embedded 'C' for any given problem scenario	Apply
CO3:Examine the significance of operating systems in embedded system design for Real Time operating Systems	Apply
CO4:Select the suitable communication technique to interface peripheral and sensors for Real Time operating Systems	Apply
CO5:Explain the system architecture using existing product design for any real time applications	Understand

Text Books:

- T1. Rajkamal, "Embedded Systems Architecture, Programming and Design", 3rd Edition, Tata McGraw-Hill, 2017.
- T2. Wayne Wolf, "Computers as Components: Principles of Embedded Computing System Design", Morgan Kaufman Publishers, 2016.

Reference Books:

- R1. David E. Simon," An Embedded Software Primer", First Indian Reprint, Pearson Education Asia, 2002.
- R2. K.V.K.K.Prasad "Embedded /Real-Time Systems: Concepts, Design and Programming", Dream Tech, Wiley 2013.
- R3. Steve Furber, "ARM System on chip Architecture", 2nd Edition, Addision Wesley, 2015.
- R4. Dave, "Embedded Systems: Concepts Design and Programming", Pearson Education, 2015.

Web References:

- 1. LPC214x User manual: http://www.nxp.com/documents/user_manual/UM10139.pdf
- 2. NPTEL Embedded Systems: https://nptel.ac.in/courses/106/105/106105193/
- 3. Coursera Real-Time Embedded Systems Concepts and Practices: https://www.coursera.org/learn/real-time-embedded-systems-concepts-practices

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	2	3	1	-	1	-	-
CO2	3	2	2	2	2	1	1	2	3	2	-	1	3	-
CO3	3	2	2	2	2	1	1	2	3	2	-	1	3	-
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO5	2	1	-	-	-	1	1	2	3	1	-	1	-	-

High- 3; Medium- 2;Low- 1

	Assessment Component	CO. No.	Marks	Total		
	CCETI	1,2	50			
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5	50			
	Continuous Assessment – Practical	1,2,3,4,5	75	10		
	Final Assessment – Practical	1,2,3,4,5	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19CSEN2026	Course Title: Design Patterns			
Course Category: Profession	al Elective	Course Level: Mastery		
L:T:P (Hours/Week) 3: 0: 2	Credits: 4	Total Contact Hours: 75	Max Marks: 100	

Object Oriented Software Engineering

Course Objectives

The course is intended to:

- 1. Understand the design pattern concepts
- 2. Identify the system requirements
- 3. Prepare a design pattern using the catalog
- 4. Use MVC architecture to iimplement the system
- 5. Describe the behavioral patterns & designing with distributed objects

Unit I Design Pattern Concepts

9 Hours

Design pattern – Describing design patterns – The catalog & organizing the catalog –Solve design problems with Design patterns –Selecting & using a design pattern –Object–oriented development – Key concepts and related concepts – Benefits and drawbacks– Basics of OOP.

Unit II System Analysis, Design and Implementation

9 Hours

Overview of the analysis phase— Gathering the requirements — Functional requirements specification — Defining conceptual classes and relationships — Using the knowledge of the domain — Design and Implementation: Design — Implementing our Design.

Unit III Design Pattern Catalog

9 Hours

Structural patterns: Motivation –Applicability-Implementation– Adapter: Motivation – Applicability - Implementation – Bridge: Motivation –Applicability-Implementation – Composite: Motivation –Applicability-Implementation – Decorator– Facade– Flyweight– Proxy.

Unit IV Interactive systems and the MVC architecture

Introduction – The MVC architectural pattern– Analyzing a simple drawing program – Designing the system– Designing of the subsystems– Getting into implementation – Implementing undo operation – Drawing incomplete items– Adding a new feature – Pattern based solutions.

Unit V Behavioral Patterns & Designing with Distributed Objects 9 Hours

Behavioral Patterns: Chain of Responsibility – Command – Interpreter – Iterator – State-Designing with Distributed Objects: Client server system– Java remote method invocation–Implementing an object oriented system on the web.

List of Exercises 30 Hours

- 1. Illustrate an Use case Diagram for a suitable Scenario.
- 2. Implement the Adapter Design pattern for an appropriate Scenario in suitable Java based application.
- 3. Implement the MVC Design pattern for an appropriate Scenario in suitable Java based application.
- 4. Implement the Flyweight Design pattern for an appropriate Scenario in suitable Java based application.
- 5. Implement the Decorator Design pattern for a suitable Scenario in Text editor application.
- 6. Implement the Iterator Design pattern for a suitable Scenario in Text editor application.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Explain the design pattern using object–oriented concepts	Understand
CO2: Identify the system requirements for design and implementation	Apply
CO3: Develop a Design pattern using the catalog for Structural patterns	Apply
CO4: Implement the Interactive system using MVC architecture	Apply
CO5: Design the behavioral patterns with distributed objects	Apply

Text Book(s):

- T1. Brahma Dathan, Sarnath Ramnath, "Object-Oriented Analysis, Design and Implementation: An Integrated Approach", 2nd Edition, Universities Press, 2015
- T2. Erich Gamma, Richard Helan, Ralph Johman, John Vlissides, "Design patterns", Pearson Publication, 2015.

Reference Book(s):

- R1. Mainak Biswas, "Design Patterns: A Domain Agnostic Approach", Createspace Independent Publication, 2016.
- R2. Martin Fowler, Dave Rice, Matthew Foemmel, Edward Hieatt, Robert Mee, and Randy Stafford, "Patterns of Enterprise Application Architecture", Pearson Publication, 2012.

Web References:

- 1. Software Architecture & Design Patterns: https://hemanthrajhemu.github.io/CSE6/17SCHEME/PE/52_SADP/T2_M3.html
- 2. Creational, Structural &Behavioral Patterns: https://sourcemaking.com/design_patterns

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	2	3	1	-	1	-	-
CO2	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO3	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	-
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	-

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5	50			
	Continuous Assessment – Practical	1,2,3,4,5	75	10		
	Final Assessment – Practical	1,2,3,4,5	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19CSEN2027	Course Title: Foundation Skills in Integrated Product Development				
Course Category: Profession	nal Elective	Course Level: Practice			
L:T:P (Hours/Week)	Credits:4	Total Contact Hours:75	Max		
3: 0: 2	Cieuiis.4	Total Contact Hours.75	Marks:100		

Object Oriented Software Engineering

Course Objectives

The course is intended to:

- 1. Describe about deciding the scope of a new product.
- 2. Develop design specification for new product development.
- 3. Perform validation of new product.
- 4. Implement sustenance engineering and End of Life support activities.
- 5. Develop product management plan for a new product.

Unit I Fundamentals of Product Development

9 Hours

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

Unit II Requirements and System Design

9 Hours

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

Unit III Design and Testing

9 Hours

Conceptualization - Industrial Design and User Interface Design - Introduction to Concept generation Techniques - Challenges - Concept Screening & Evaluation - Detailed Design - Component Design and Verification - Mechanical, Electronics and Software Subsystems - High Level Design/Low Level Design of S/W Program - Types of Prototypes, S/W Testing - System Integration, Testing, Certification and Documentation.

Unit IV Sustenance Engineering and End-of-Life (EoL) Support 9 Hours

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

9 Hours

Unit V Business Dynamics – Engineering Services Industry

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

List of Exercises 30 Hours

- 1. PESTLE and SWOT Analysis.
- 2. Traceability Matrix and Analysis.
- 3. Concept Screening & Evaluation.
- 4. Product Testing standards and Certification.
- 5. Product Documentation.
- 6. Product EoL.

The above list of exercises can be completed for any product by forming a group of 3 to 4 students.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe about deciding the scope of a new product by considering various global trends.	Understand
CO2: Develop design specification for new product development based on the requirements.	Apply
CO3: Perform validation of new product based on design specification.	Apply
CO4: Implement sustenance engineering and End of Life support activities for engineering customer.	Apply
CO5: Develop product management plan for a new product based on the type of the new product and development methodology.	Apply

Text Book(s):

- T1. NASSCOM student Handbook "Foundation Skills in Integrated Product Development".
- T2. Karl T Ulrich and Stephen D Eppinger, "Product Design and Development", 6th Edition, Tata McGraw Hill, 2016.
- T3. John W Newstrom and Keith Davis, "Organizational Behavior", 11th Edition, Tata McGraw Hill, 2014.

Reference Book(s):

- R1. Hiriyappa B, "Corporate Strategy Managing the Business", Author House, 2013.
- R2. Peter F Drucker, "People and Performance", Oxford, 2007.
- R3. Vinod Kumar Garg and Venkita Krishnan N K, "Enterprise Resource Planning Concepts", 2nd Edition Reprint, Prentice Hall, 2011.
- R4. Mark S Sanders and Ernest J McCormick, "Human Factors in Engineering and Design", 7th Edition, McGraw Hill Education, 2013.

Web References:

- 1. NPTEL Course Product Design and Development URL:
 - https://onlinecourses.nptel.ac.in/noc21_me83/preview
- 2. MIT Open Courseware Product Design and Development URL: https://ocw.mit.edu/courses/sloan-school-of-management/15-783j-product-design-and-
- 3. NPTEL Course Introduction to Strategic Management URL:

https://nptel.ac.in/courses/110/108/110108047/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	1	1	2	3	1	3	1	-	2
CO2	3	2	2	2	2	1	1	2	3	2	3	1	3	2
CO3	3	2	2	2	2	1	1	2	3	2	3	1	3	2
CO4	3	2	2	2	2	1	1	2	3	2	3	1	3	2
CO5	3	2	2	2	2	1	1	2	3	2	3	1	3	2

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
	CCET II	3,4	50	20		
Continuous Assessment	CCET III	5	50			
	Continuous Assessment – Practical	1,2,3,4,5	75	10		
	Final Assessment – Practical	1,2,3,4,5	50	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
	1	<u> </u>	Total	100		

Course Code: 19CSEN2028	Course Title:	e: Advanced Data Structures and Algori				
Course Category: Professio	nal Elective	Course Level: Mastery				
L:T:P (Hours/Week) 3: 0: 2	Credits: 4	Total Contact Hours: 75	Max Marks: 100			

Data Structures and Algorithm Analysis – II

Course Objectives

The course is intended to:

- 1. Develop algorithms for efficient search
- 2. Construct range trees and Voronoi diagrams
- 3. Construct geometric data structures
- 4. Solve problems using Randomized and Approximation algorithms
- 5. Apply Parallel and Online algorithms for solving problem

Unit I Search Data Structures

9 Hours

Splay trees-Red Black trees-Treaps-Suffix arrays and Trees

Unit II Range Search

9 Hours

1-Dimensional Range Searching-Range Trees-Higher Dimensional Range Trees-Voronoi diagram

Unit III Geometric Data Structures

9 Hours

Interval trees-Priority search trees-Segment trees-Quad trees

Unit IV Randomized and Approximation Algorithms

9 Hours

Randomized Algorithms: Random Number Generators-Skip Lists- Primality Testing Approximation Algorithms: Node cover problem-Euclidean Traveling Salesperson Problem-Bin packing polynomial time approximation schemes:0/1 Knapsack problem

Unit V Parallel and online Algorithms

Parallel Algorithms: Parallelism-PRAM-Handling Write conflicts- Merging and Sorting. Online algorithms: Euclidean spanning tree- Bipartite matching-Convex hull problem.

List of Exercises 30 Hours

- 1. Construct Treaps and perform insert, delete operations on it.
- 2. Construct Range trees and perform range search on it.
- 3. Construct Interval trees and perform insert, delete and search operations.
- 4. Construct Skip Lists and insert elements in to it.
- 5. Solve 0/1 Knapsack problem using Approximation algorithm.
- 6. Solve convex hull problem using online algorithm.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1:Develop algorithms for efficient search using Tree data structures	Apply
CO2:Construct range trees and Voronoi diagrams for spatial search	Apply
CO3:Construct geometric data structures and perform spatial search operations	Apply
CO4: Solve Problems using Randomized and Approximation algorithms to achieve better efficiency in real time applications	Apply
CO5: Apply Parallel and Online algorithms for solving various problems	Apply

Text Book(s):

- T1.Mark Allen Weiss,"Data Structures & Algorithms in Java", 3rd Edition, Pearson Education, 2012.
- T2.R.C.T. Lee, S.S.Tseng, R.C.Chang, Y.T.Tsai, "Introduction to the Design and Analysis of Algorithms A strategic Approach", Tata McGraw Hill, 2012.
- T3.Charles E.Leiserson, Ronald L Rivest, Thomas H.Cormen, Clifford Stein, "Introduction to Algorithms", 3rd Edition, Prentice Hall India, 2012.
- T4.Ellis Horowitz, Sartaj Sahni, S.Rajasekaran, "Fundamentals of Computer Algorithms" 2nd Edition, Galgotia Publications, 2010.

Reference Book(s):

- R1.Peter Brass, "Advanced Data Structures", Cambridge University Press, 2008.
- R2.Dinesh P. Mehta, Sartaj Sahni, "Handbook of Data Structures and Applications", Chapman& Hall/CRC, 2005.
- R3.Sara Base Allen Van Gelder, "Computer Algorithms Introduction to Design and Analysis", 3rd Edition, Pearson Education, 2003.

Web Reference(s):

- 1. Applications of Computational Geometry-Geometry in Action.
 - URL:https//www.ics.uci.edu/eppstein/geom.html
- 2. MIT Course Content URL: https://courses.csail.mit.edu/6.854/21/

Course Articulation Matrix

СО	PO1	PO2	РО3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	2	2	2	1	1	2	3	2	-	1	3	1
CO2	3	2	2	2	2	1	1	2	3	2	-	1	3	1
CO3	3	2	2	2	2	1	1	2	3	2	-	1	3	1
CO4	3	2	2	2	2	1	1	2	3	2	1	1	3	1
CO5	3	2	2	2	2	1	1	2	3	2	1	1	3	1

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
	CCET II	3,4	50	20
Continuous Assessment	CCET III	5	50	
	Continuous Assessment – Practical	1,2,3,4,5	75	10
	Final Assessment – Practical	1,2,3,4,5	50	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSEN1002	Course Titl	e: Multimedia Systems	
Course Category: Professiona	al Elective	Course Level: Practice	
L:T:P (Hours/Week) 3: 0: 0	Credits: 3	Total Contact Hours: 45	Max Marks: 100

➤ Data Structures and Algorithm Analysis – I, Database Systems

Course Objectives

The course is intended to:

- 1. Describe various multimedia components and authoring tools.
- 2. Implement various data Compression algorithms.
- 3. Apply steps involved in video and audio compression techniques.
- 4. Justify the significance of databases and OO Framework.
- 5. Use Multimedia Application Design for developing applications.

Unit I Multimedia Authoring and Data Representation

8 Hours

Components of Multimedia - Multimedia and Hypermedia - HTML- XML - WWW - Multimedia Software Tools - Multimedia Authoring - Editing and Authoring Tools - VRML - Graphics and Data Representations - Image Data Types - File Formats.

Unit II Multimedia Data Compression

10 Hours

Information Theory - Lossless Compression Algorithms - Run Length Encoding - Variable Length Encoding - Dictionary Based Coding - Arithmetic Coding - Lossy Compression Algorithms - Distortion Measure - Rate Distortion theory – Quantization - Transform coding - Image Compression standards.

Unit III Video and Audio Compression Techniques

9 Hours

Video Compression Techniques - Video Compression based on Motion Compensation - Search for Motion Vectors - H.261 - MPEG Video Coding - MPEG-1 and 2. Audio Compression Techniques - MPEG Audio.

Unit IV Multimedia DBMS and Programming

MDBMS -Characteristics of MDBMS- Data Analysis- Data Structure- Operations on Data-Multimedia specific properties of MMDBMS - Data Modeling in MMDBMS - Integration in a Database Model- Implementation - Abstraction levels - Requirement for Programming Languages - Object Oriented Application development - Object Oriented Frameworks and Class Libraries- Distribution of Objects.

Unit V Multimedia Application Design

10 Hours

Design specific properties of Images - Visualization - Symbols - Illustrations - Image Production Techniques - User Interfaces - Multimedia Learning - Applications: Media Preparation - Editing - Integration - Transmission - Usage - Electronic Books and Magazines - Kiosks - Tele shopping - Entertainment.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1:Describe the multimedia components, authoring tools and various forms of representing the data in multimedia systems	Understand
CO2:Implement the various Data Compression algorithms using different compression techniques	Apply
CO3:Apply the steps involved in video and audio compression techniques for the given scenario	Apply
CO4:Justify the significance of databases and OO Framework in multimedia systems	Understand
CO5:Demonstrate the components in designing interactive multimedia applications	Apply

Text Book(s):

- T1. Ze-Nian Li, Mark S. Drew, "Fundamentals of Multimedia", Springer, 2021.
- T2. Ralf Steinmetz, KlaraNahrstedt, "Multimedia Applications", Springer, 2013.

Reference Book(s):

- R1.John. F. Koegel Buford, "Multimedia Systems", Pearson Education, 2010.
- R2.TayVaughon, "Multimedia: Making It Work", 9th Edition, McGraw-Hill Education, 2017.
- R3.Ralf Steinmetz and Klara Nahrstedt, "Multimedia: Computing, Communications and Applications", Pearson Education, 2017.

Web Reference(s):

- 1. NPTEL:https://nptel.ac.in/content/storage2/courses/117105083/pdf/ssg_m1l1.pdf
- 2. Web Tutorials: http://insy.ewi.tudelft.nl/content/image-and-video-compression-learning-tool-vcdemo
- 3. W3C Tutorials: https://www.w3.org/standards/agents/authoring

Course Articulation Matrix

СО	PO1	PO2	РО3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	3	2	1	1	1	-	-	1	-	1	-	1	2	1
CO3	3	2	1	1	1	1	1	1	-	1	1	1	2	1
CO4	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO5	3	2	1	1	-	1	1	1	-	1	1	1	2	-

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total	
	CCET I	1,2	50		
Continuous Assessment	CCET II	3,4	50	30	
	CCET III	5	50		
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
			Total	100	

Course Code: 19CSEN1003	Course Tit	le: Interaction Design	
Course Category: Profession	al Elective	Course Level: Practice	
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100

> NIL

Course Objectives

The course is intended to:

- 1. Illustrate the interaction design process.
- 2. Identify the type of interactions.
- 3. Design a goal directed user interface for various level of users.
- 4. Construct a workflow for users.
- 5. Develop an interface design for products.

Unit I Introduction to Interaction Design

9 Hours

Introduction – Good and Poor Design – Interaction Design – Process – Interaction Design and User Experience – Problem Space and Conceptualizing Design – Conceptual Model – Interface Metaphors – Interaction Types – Paradigms , Theories, Models and Frameworks.

Unit II Social and Emotional Interactions

9 Hours

Cognition - Social Interactions - Being Social - Conversations - Telepresence - Co-Presence - Emergent Social Phenomena - Emotional Interaction - User Experience -Interfaces - Persuasive Technologies - Anthropomorphism and Zoomorphism - Models of Emotions.

Unit III Goal Directed Design

9 Hours

Introduction to Goal Directed Design - Evolution of Design - Planning and Designing Behavior - Recognizing User Goals - Goal - Directed Design Process - Implementation Models and Mental Models - Beginners, Experts, and Intermediates. Understanding Users: Qualitative Research.

Personas - Goals - Constructing Personas - Other Models -Foundations of Design: Scenarios - User Experience (UX) and UX Design - UX Processes, Lifecycles, methods and Techniques.

Unit V Usability Design

10 Hours

Designing Good Behavior - Designing Considerate Products - Designing Smart Products - Metaphors, Idioms, and Affordances - Visual Interface Design: Building Blocks of Visual Interface Design - Principles of Visual Interface Design - Principles of Visual Information Design - Consistency and Standards.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Illustrate the Interaction Design Process by using various Theories, Models and Frameworks.	Understand
CO2: Identify the type of interactions based on the various conversations and emotions.	Apply
CO3: Design a goal directed user interface for various level of users using various implementation models.	Apply
CO4: Construct a workflow for users using design foundations.	Apply
CO5: Develop an interface design for products using metaphors, idioms and affordances.	Apply

Text Book(s):

- T1. Rogers, Sharp, Preece, "Interaction Design", 3rd Edition, Wiley, 2014 Reprint.
- T2. Alan Cooper, Robert Reimann, David Cronin. Christopher Nooessel, "About Face: The Essentials of Interaction Design" 4th Edition, Wiley, 2014.
- T3. Rex Hartson, Pardha Pyla, "The UX Book Agile UX Design for a Quality User Experience", 2nd Edition, Morgan Kaufmann Publishers, 2018.

Reference Book(s):

- R1.Helen Sharp, JennyPreece, Yvonne Rogers" Interaction Design Beyond Human Computer Interaction", 4th Edition, Wiley. 2019.
- R2.Rex Hartson, Pardha S. Pyla, "The UX Book: Agile UX Design for a Quality User Experience" 2nd Edition, Morgan Kaufmann, 2019.
- R3. Jon Kolko, "Thoughts on Interaction Design", 2nd Edition, Morgan Kaufmann, 2011.

Web Reference(s):

- 1. Usability Engineering Literatures: https://www.interaction-design.org/literature/topics/usability-engineering
- 2. Usability Engineering Reference: https://www.sciencedirect.com/topics/computer-science/usability-engineering
- 3. Meanings of Usability: https://www.wqusability.com/articles/more-than-ease-of-use.html

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	3	2	1	1	-	-	-	1	-	1	1	1	2	-
CO3	3	2	1	1	-	-	-	1	-	1	-	1	2	-
CO4	3	2	1	1	-	-	-	1	-	1	-	1	2	-
CO5	3	2	1	1	1	1	1	1	-	1	1	1	2	1

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
Continuous Assessment	CCET II	3,4	50	30		
	CCET III	5	50			
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
	•		Total	100		

Course Code: 19CSEN1004	se Code: 19CSEN1004 Course Title: Optimization Techniques							
Course Category: Profession	nal Elective	Course Level: Mastery						
L:T:P (Hours/Week) 3: 0: 0	Credits: 3	Total Contact Hours: 45	Max Marks: 100					

Pre- requisites

Machine Intelligence

Course Objectives

The course is intended to:

- 1. Use optimization methods for solving problems
- 2. Understand Network Models
- 3. Design genetic Algorithm using Evolutionary Computation principles
- 4. Understand Evolutionary Optimization techniques
- 5. Understand Swarm Intelligence approaches for optimizing practical applications.

Unit I Classical Optimization Methods

9 Hours

General Linear Programming Model: Two variable LP Model – Graphical LP Solution – Simplex Method – Artificial Starting Solution – Non-linear Programming Algorithms: Unconstrained Algorithms – Constrained Algorithms

Unit II Network Models

9 Hours

Scope and Definition of Network Models – Minimum Spanning Tree Algorithm – Maximal flow model – CPM and PERT – Critical path (CPM) Computations – Construction of the Time Schedule – Linear Programming formulation of CPM – PERT Calculations.

Unit III Evolutionary Computation

9 Hours

Genetic Algorithm – Conventional Optimization and Search Techniques – Comparison between Genetic Algorithm and traditional optimization method – Advantages, Limitations and Applications of Genetic Algorithm – Genetic Programming – Primitives of Genetic Programming – Attributes in Genetic Programming – Steps of Genetic Programming

Unit IV Evolutionary Optimization

9 Hours

Fuzzy optimization Problem – Multiobjective Reliability Design Problem – Combinatorial Optimization Problem–Scheduling Problems – Transportation Problems– Network Design and Routing Problems

Unit V Natured Inspired Optimization

Particle Swarm Optimization – Ant Colony Optimization – Fish School Search Algorithm – Cuckoo Search Algorithm – Bat Algorithm – Applications of Nature Inspired Optimization Algorithms

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Solve optimization problems using Transportation models with Linear and Non-linear Programming	Apply
CO2: Apply PERT/CPM to compute critical path on Activity Network Models	Apply
CO3: Design Genetic algorithm using Evolutionary Computation principles for any real time application	Apply
CO4: Solve real world problems using Evolutionary optimization techniques	Apply
CO5: Implement Swarm Intelligence approaches for optimizing practical applications	Apply

Text Book(s):

- T1.TahaH.A. "Operations and Research An Introduction", 10th Edition, Pearson Education, 2017.
- T2. Sivanandam S.N., Deepa S. N., "Introduction to Genetic Algorithms", Springer, 2013.
- T3.A. Vasuki, "Nature-Inspired Optimization Algorithms", CRC Press, 2020.

Reference Book(s):

- R1.KantiSwarup, GuptaP.K., Man Mahon, "Operations Research", 15th Edition, Sultan Chand & Sons,
- R2.Fouad Bennis, Rajib Kumar Bhattachariya, "Nature-Inspired Methods for Metaheuristics Optimization", Springer, 2020.
- R3.Sumathi S., Surekha P., "Computational Intelligence Paradigms Theory and Applications using MATLAB", CRC Press, 2019.

Web Reference(s):

- 1.Particle Swarm optimization, URL: https://www.sciencedirect.com/topics/engineering/particle-swarm-optimization
- 2.Genetic Algorithm. URL: https://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-13-learning-genetic-algorithms/

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	1	1	-	-	1	1	-	1	-	1	2	1
CO2	3	2	1	1	-	-	1	1	-	1	-	1	2	1
CO3	3	2	1	1	1	1	1	1	-	1	1	1	2	1
CO4	3	2	1	1	1	1	1	1	-	1	1	1	2	1
CO5	3	2	1	1	1	1	1	1	-	1	1	1	2	1

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
Continuous Assessment	CCET II	3,4	50	30		
	CCET III	5	50			
	Tutorial/Quiz/Assignments	1,2 ,3,4,5	30	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19CSEN1005	Course	urse Title: Distributed Systems				
Course Category: Profession	nal Elective	Course Level: Practice				
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100			

Pre- requisites

- Operating Systems
- Computer Network Technology

Course Objectives

The course is intended to:

- 1. Describe the characteristics of distributed systems.
- 2. Explain various architectural models of a Distributed System.
- 3. Use Communication protocols to coordinate distributed activities.
- 4. Solve the naming and synchronization issues.
- 5. Apply distributed multimedia systems in real time.

Unit I Introduction 9 Hours

Definition - Characterization of Distributed Systems: Collection of autonomous computing, Single Coherent System - Middleware and Distributed Systems - Types of Distributed Systems: High performance distributed computing, Distributed information systems, pervasive systems.

Unit II Architecture 9 Hours

Architectural styles: Layered architecture, Object based and service oriented architecture, Resource based architecture, Publish-subscribe architecture – Middleware organization— System Architecture-Example Architecture: The Network File System, The web

Unit III Communication of Distributed System 9 Hours

Interprocess Communication: API for the Internet protocols – External data representation and marshalling – Multicast communication –Remote Invocation: Remote Procedure Call-Remote Method Invocation– case study: Java RMI

Unit IV Naming and Synchronization in Distributed Systems 9 Hours

Naming: Names-identifiers-address- Flat Naming- Structured Naming- Attribute based naming - Synchronization: Clock synchronization – Logical clock – Mutual Exclusion — Election Algorithms— The bully algorithm- Example: DNS name space

Unit V Distributed Multimedia Systems

9 Hours

Introduction – Characteristics of Multimedia data – Quality of service management – Resource management –Stream adaptation – Case studies: Tiger, BitTorrent and End System Multicast.

Course Outcomes	Cognitive Level
At the end of this course, students will be able to:	Levei
CO1: Describe the characteristics of Distributed systems and its types.	Understand
CO2: Explain various architectural models of a Distributed System for different scenarios.	Understand
CO3: Use Communication protocols to coordinate distributed activities between processes	Apply
CO4: Solve the naming and synchronization issues arising in distributed system using different algorithms.	Apply
CO5: Apply distributed multimedia applications for continuous streams of data in real time.	Apply

Text Book(s):

- T1.Andrew S. Tanenbaum, Maarten Van Steen, "Distributed Systems", 3rd Edition, Pearson Education, 2017.
- T2.George Coulouris, Jean Dollimore, Tim Kindberg, Gordon Blair, "Distributed Systems: Concepts and Design", 5th Edition, Pearson Education, 2017.

Reference Book(s):

- R1.Andrew S. Tanenbaum, Maarten Van Steen, "Distributed Systems: Principles and Paradigms", 2nd Edition, Pearson Education, 2015.
- R2.Pradeep K Sinha, "Distributed Operating System: Concepts and Design", Wiley Publications, 2008.
- R3.Ajay D. Kshemkalyani, Mukesh Singhal "Distributed Computing Principles, Algorithms, and Systems", Cambridge University Press, 2010.

Web Reference(s):

- Coursera course on Distributed Programming in Java URL:https://www.coursera.org/learn/distributed-programming-in-java.
- 2. Journals in ScienceDirect
 - URL: https://www.sciencedirect.com/topics/computer-science/distributed-computing

CO	P01	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	1
CO2	2	1	-	-	-	-	-	1	-	1	-	1	-	1
CO3	3	2	1	1	-	-	-	1	-	1	-	1	2	-
CO4	3	2	1	1	-	-	-	1	-	1	-	1	2	-
CO5	3	2	1	1	1	1	1	1	-	1	1	1	2	1

High- 3; Medium- 2;Low- 1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSEN1006			se Title: Software Defined	Networks			
Course Category: Professional Elective			Course Level: Mastery				
L:T:P (Hours/Week) 3: 0: 0 Credits:		3	Total Contact Hours: 45	Max Marks:100			

Pre- requisites

Computer Network Technology

Course Objectives

The course is intended to:

- 1. Explain the evolution of software defined networking.
- 2. Utilize the concepts of open flow and SDN controllers to provide services.
- 3. Identify SDN Solutions for data centers.
- Build the SDN Frameworks to model and deploy services.
- 5. Explain SDN applications using open SDN controllers.

Unit I SDN Development

10 Hours

History of Software Defined Networking (SDN) – Modern Data Center – Traditional Switch Architecture – Purpose of SDN – Evolution of SDN – Working of SDN – Control Plane and Data Plane.

Unit II Open Flow & SDN Controllers

9 Hours

Open Flow Specification – Drawbacks of Open SDN - SDN via APIs - SDN via Hypervisor Based Overlays – SDN via Networking Device – SDN Controllers : VMware, Nicira, OpenFlow Related.

Unit III Data Centers

9 Hours

Multitenant and Virtualized Multitenant Data Center – SDN Solutions for the Data Center Network – VLANs – EVPN – VxLAN – NVGRE.

Unit IV SDN Framework

8 Hours

SDN Frameworks – Open Daylight Controller – Floodlight Controller – Bandwidth Calendaring – Data Center Orchestration.

SDN in Other Environments – SDN Applications- SDN Open Source: Open Source Environment, OpenFlow Source Code, Network Virtualization, Simulation, Testing, and Tools, Open Source Cloud Software

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Explain the evolution of software defined networking for understanding network programmability.	Understand
CO2: Utilize the concepts of open flow and SDN controllers to provide services for realizing a distributed control plane.	Apply
CO3: Identify SDN Solutions for data centers using a different kind of SDN Controllers	Apply
CO4: Build the SDN Frameworks to model and deploy services for ensuring syntactic and semantic correctness,	Apply
CO5: Explain SDN applications using open SDN controllers for different environments	Understand

Text Book(s):

- T1. Thomas D. Nadeau, Ken Gray, "SDN: Software Defined Networks", O'Reilly Media, 2013.
- T2: Paul Goransson and Chuck Black, "Software Defined Networks: A Comprehensive Approach", 2nd Edition, Morgan Kaufmann, 2016.

Reference Book(s):

- R1.Siamak Azodolmolky, "Software Defined Networking with Open Flow", 2nd Edition Packet Publishing, 2017.
- R2. Vivek Tiwari, "SDN and Open Flow for Beginner", M.M. D.D. Multimedia LLC. 2013.
- R3.Fei Hu, Editor, "Network Innovation through Open Flow and SDN: Principles and Design", CRC Press, 2014.

Web Reference(s):

- Udemy Course on Introduction to SDN and OpenFlow URL: https://www.udemy.com/sdn-openflow-nfv-introduction/
- 2. Software Defined Networking materials http://www.cs.fsu.edu/~xyuan/cis5930/index.html
- 3. Coursera Course on Software Defined Networks https://www.coursera.org/learn/sdn

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	3	2	1	1	-	-	-	1	-	1	-	1	-	-
CO3	3	2	1	1	-	1	1	1	-	1	-	1	2	-
CO4	3	2	1	1	-	1	1	1	-	1	-	1	2	-
CO5	2	1	-	-	1	1	1	1	-	1	1	1	-	1

High- 3; Medium- 2;Low- 1

	Assessment Component	CO. No.	Marks	Total		
	CCET I	1,2	50			
Continuous Assessment	CCET II	ET II 3,4 50				
	CCET III	5	50			
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19CSEN1007	Course Tit	tle: Reliability Engineering	
Course Category: Profession	nal Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 0	` ' (.regite: 3		Max Marks:100

Pre- requisites:

Object Oriented Software Engineering

Course Objectives

The course is intended to:

- 1. Stress the importance of the concepts of reliability, system using various models.
- 2. Use the static and dynamic model systems for reliability design.
- 3. Design for maintainability with various maintenance models.
- 4. Understand the analysis of Failure Data and Reliability Testing.
- 5. Understand reliability application using various case studies.

Unit I Concepts of Reliability, System and Models

9 Hours

The study of reliability and maintainability –Concepts, terms and definitions – Reliability function – MTTF – Hazard rate function – Bathtub curve – Conditional Reliability – Constant failure rate model – Time dependent failure models: Weibull distribution – Normal distribution – The lognormal distribution.

Unit II Design for Reliability

9 Hours

Markov analysis – Load sharing systems – Standby system – Degraded systems, Three state devices – Covariate models – Static models – Dynamic models – Physics of failure models – Reliability Specification and System Measurements – Reliability allocation – Design methods – Failure analysis – System safety and FTA.

Unit III Design for Maintainability

9 Hours

Maintainability - Analysis of downtime - The repair time distribution - Stochastic point processes - System repair time - Reliability under preventive maintenance - State dependent systems with repair - Design for Maintainability - Availability.

Data collection and empirical methods – Reliability testing – Reliability Growth testing – Identifying failure and repair distributions.

Unit V Applications – Case Studies

8 Hours

Goodness of Fit Tests - Applications: Reliability Estimation and Application - Implementation: Objectives, Functions and Processes –Economics of reliability and maintainability – Organizational Considerations – Data Sources and Data Collection methods – Product Liability, Warranties and Related Matters – Software Reliability.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Explain the concepts of reliability, system using various models	Understand
CO 2: Design the reliability for a system using static and dynamic models	Apply
CO 3: Develop the design for Maintainability with various maintenance concepts	Apply
CO 4: Identify the Failure data using Reliability testing methods	Apply
CO 5: Construct reliable system by adapting various test case applications	Apply

Text Book(s):

T1.Charles E. Ebling, "An Introduction to Reliability and Maintainability Engineering", Tata McGraw-Hill, 2017.

Reference Book(s):

- R1. R.Subburaj, "Software Reliability Engineering", McGraw Hill Education, 2015.
- R2. P.K.Kapur, H.Pham, A.Gupta, P.C.Jha, "Software Reliability with OR Assessments", Springer-Verlag London Limited, 2011.

Web Reference(s):

- 1. Reliability Engineering : Definition, Goals, Techniques: https://limblecmms.com/blog/reliability-engineering/
- 2. Introduction to Reliability Engineering: https://reliabilityweb.com/articles/entry/introduction_to_reliability_engineering

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	1	1	-	-
CO2	3	2	1	1	-	-	-	1	-	1	1	1	2	-
CO3	3	2	1	1	-	-	-	1	-	1	1	1	2	-
CO4	3	2	1	1	-	-	-	1	-	1	1	1	2	1
CO5	3	2	1	1	-	1	1	1	-	1	1	1	2	-

High– 3; Medium– 2;Low– 1

	Assessment Component	CO. No.	Marks	Total	
	CCETI	1,2	50		
Continuous Assessment	CCET II	CCET II 3,4			
	CCET III	5	50		
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
			Total	100	

Course Code: 19CSEN1008	Course Title	e: Wireless Sensor Networ	ks
Course Category: Professio	nal Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 0	Credits: 3	Total Contact Hours: 45	Max Marks: 100

Pre-requisites

Computer Network Technology

Course Objectives

The course is intended to:

- 1. Explain the concepts of sensor network
- 2. Use the functionalities of MAC in WSN
- 3. Understand the functionalities of routing algorithms.
- 4. Choose appropriate solutions for network management and Middleware services.
- 5. Explain about the various applications of WSN

Unit I WSN Architectures

9 Hours

Single-node architecture - Hardware components- Energy consumption of sensor nodes-Operating systems and execution environments- Sensor network scenarios- Optimization goals- Design principles for WSNs- Service interfaces of WSNs- Gateway concepts

Unit II Medium Access Control Protocols

9 Hours

Wireless channel and communication fundamentals- Physical layer and transceiver design considerations in WSNs- Fundamentals of wireless MAC protocols- Low duty cycle protocols and wakeup concepts- Contention-based protocols- Schedule-based protocols-Random Access-Based Protocols-Case study: sensor-MAC IEEE 802.15.4 LR-WPANs Standard.

Unit III Routing and Data Gathering Protocols for WSN

9 Hours

Routing Challenges and Design Issues in Wireless Sensor Networks- Routing Strategies in Wireless Sensor Networks- Data-centric networking- Data-centric routing- Data aggregation- Data-centric storage

Unit IV Network Management for WSN

WSN Middleware Principle, Middleware Architecture-Existing Middleware-Network Management Requirements, Traditional Network Management Models- Network Management Design Issues, Operating System Design Issues -WSN Design Issues-Performance Modeling of WSN, Case Study: Simple Computation of the System Life Span

Unit V Applications of WSN

9 Hours

Home Control - Building Automation - Industrial Automation - Medical Applications - Reconfigurable Sensor Networks - Highway Monitoring - Military Applications - Civil and Environmental Engineering Applications - Wildfire Instrumentation - Habitat Monitoring - Nanoscopic Sensor Applications - Case Study: Target detection and tracking - Contour/edge detection - Field sampling

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1:Explain the concepts of sensor network using WSN architecture	Understand
CO2:Identify appropriate physical and MAC layer protocols for WSN	Apply
CO3:Compare the functionalities of routing algorithms in Sensor networks.	Apply
CO4:Use appropriate solutions for network management and Middleware services in WAN.	Apply
CO5:Demonstrate various applications in wireless sensor networks	Apply

Text Book(s):

- T1. Kazem Sohraby, Daniel Minoli and Taieb Znati, "Wireless Sensor Networks Technology, Protocols, and Applications", John Wiley & Sons, 2010
- T2. Holger Karl and Andreas Willig, "Protocols and Architectures for Wireless Sensor Networks", John Wiley & Sons, Ltd, 2005.

Reference Book(s):

- R1. C.Siva Ram Murthy, B.S.Manoj, "Ad Hoc Wireless Networks: Architectures and Protocols", Prentice Hall Professional Technical Reference, 2008.
- R2. Carlos De Morais Cordeiro, Dharma Prakash Agrawal, "Ad Hoc & Sensor Networks: Theory and Applications", World Scientific Publishing Company, 2011.

Web References:

- 1. NPTEL Course- Wireless Ad Hoc and Sensor Networks, IIT Kharagpur https://nptel.ac.in/courses/106105160
- 2. Open Access Peer-Reviewed Chapter "Overview of Wireless Sensor Network" M.A. Matin M.M. Islam: https://www.electronics-notes.com/articles/connectivity/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	3	2	1	1	-	-	-	1	-	1	-	1	-	-
CO3	3	2	1	1	-	-	-	1	-	1	-	1	-	-
CO4	3	2	1	1	-	1	1	1	-	1	1	1	2	-
CO5	3	2	1	1	1	1	1	1	-	1	1	1	2	-

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total	
Continuous Assessment	CCET I	1,2	50		
	CCET II	3,4	50	30	
	CCET III	5	50		
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
		•	Total	100	

Course Code: 19CSEN1009	Course Tit	tle: Text and Web Mining	
Course Category: Profession	al Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100

Pre- requisites

> NIL

Course Objectives

The course is intended to:

- 1. Apply text mining tasks
- 2. Differentiate text classification and clustering techniques
- 3. Illustrate the various stages in web content mining process
- 4. Demonstrate the working of web link mining approaches
- 5. Apply text and web mining principles

Unit I Text Mining

9 Hours

Text Mining Tasks – Converting Text to Numerical Vectors: Document standardization – Tokenization – Lemmatization – Vector Generation – POS Tagging – Word Sense Disambiguation – Phrase and named entity recognition – Parsing – Feature generation.

Unit II Categorization and Clustering

9 Hours

Text Categorization: Document Classification – Learning to Predict from Text – Performance Evaluation and Applications. Clustering: Document Similarity – Clustering Techniques – Applications and Performance Evaluation.

Unit III Web Content Mining

9 Hours

Information Retrieval Models – Relevance Feedback and Evaluation – Web Page Preprocessing – Inverted Index – Latent Semantic Indexing – Web Search – Meta Search – Spamming.

Unit IV Web Link Mining

Social Networks Analysis – Co-Citation and Bibliographic Coupling – Page Rank – HITS Algorithm – Community Discovery. Web Crawlers: Crawling Algorithm – Implementation Issues – Universal and Focused Crawlers – Evaluation and Ethics.

Unit V Usage Mining and Applications

9 Hours

Data Collection and Preprocessing – Data Modeling – Discovery and Analysis of Web Usage Patterns – Recommender Systems. Case Studies: E-mail Filtering – Search Engines – Mining Social Media – Customized Newspapers

Course Outcomes	Cognitive	
At the end of this course, students will be able to:	Level	
CO1.Apply text mining tasks to convert text to numerical vectors.	Apply	
CO2.Differentiate text classification and clustering techniques using applications.	Apply	
CO3.Illustrate the various stages in web content mining process.	Apply	
CO4.Demonstrate the working of web link mining approaches in social media.	Apply	
CO5.Apply text and web mining principles in real time applications.	Apply	

Text Books:

- T1. Sholom M. Weiss, Nitin Indurkhya, Tong Zhang, "Fundamentals of Predictive Text Mining", 2nd Edition, Springer-Verlag London Limited, 2015.
- T2. Bing Liu, "Web Data Mining: Exploring Hyperlinks, Contents, and Usage Data", 2nd Edition, Springer, 2013.

Reference Books:

- R1. Charu C. Aggarwal, "Machine Learning for Text", 2nd Edition, Springer, 2019.
- R2. Dipanjan Sarkar, "Text Analytics with Python: A Practitioner's Guide to Natural Language Processing", 2nd Edition, Apress, 2019
- R3. Priti Srinivas Sajja, Rajendra Akerkar, "Intelligent Technologies for Web Applications", Chapman and Hall: CRC, 2019

Web References:

- NPTEL, Natural Language Processing, IIT Kharagpur URL: https://nptel.ac.in/courses/106105158
- 2. NPTEL, Applied Natural Language Processing, IIT Madras, URL: https://nptel.ac.in/courses/106106211
- 3. Coursera, Social Media Data Analytics, URL: https://www.coursera.org/learn/social-media-data-analytics.

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	3	2	1	1	1	-	-	1	-	1	-	1	2	2
CO2	3	2	1	1	-	1	-	1	-	1	-	1	2	2
CO3	3	2	1	1	-	-	-	1	-	1	-	1	2	-
CO4	3	2	1	1	-	1	-	1	-	1	1	1	2	-
CO5	3	2	1	1	1	1	-	1	-	1	1	1	2	-

High- 3; Medium- 2;Low- 1

	Assessment Component	CO. No.	Marks	Total	
	CCET I	1,2	50		
Continuous Assessment	CCET II	3,4	50	30	
	CCET III	5	50		
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
		•	Total	100	

Course Code: 19CSEN1010	: 19CSEN1010 Course Title: Speech Processing					
Course Category: Professio	nal Elective	Course Level: Mastery				
L:T:P (Hours/Week) 3: 0: 0	Credits: 3	Total Contact Hours: 45	Max Marks: 100			

Pre-requisites

Formal Languages and Automata Theory

Course Objectives

The course is intended to:

- 1. Describe the fundamentals of speech processing.
- 2. Explain about speech modeling techniques.
- 3. Explain about the phonetics and pronunciation processing.
- 4. Develop a speech synthesis system.
- 5. Develop a speech recognition system.

Unit I Communication and Language

8 Hours

Introduction - Types of Communication - Human Communication: Verbal communication - Linguistic levels - Affective Prosody - Augmentative Prosody - Communication processes: Communication factors - Generation - Encoding - Decoding - Understanding

Unit II Speech Modelling

10 Hours

Text Normalization - Minimum Edit Distance - N-gram Language Models - N Grams - Evaluating Language Models - Smoothing - Word Classes and Part Of Speech Tagging - Named Entities and Named Entity Tagging

Unit III Speech Pronunciation and Signal Processing

9 Hours

Phonetics – Speech Sounds and Phonetic Trasnscription – Articulatory Phonetics: Vocal Organs - Place of Articulation - Manner of Articulation. Prosody - Acoustic Phonetics and Signals: Speech Sound Waves - Frequency and Amplitude - Pitch and Loudness - Interpretation of Phones – Phonetic Resources

Unit IV Speech Synthesis

Introduction - System Organization - TTS Systems - Key Problems in TTS - TTS Architectures - Non-Natural Language Text - Natural Language Text - Natural Language Parsing - Prosody Prediction From Text

Unit V Speech recognition

9 Hours

Automatic Speech Recognition – Feature Extraction: Sampling and Quantization – Windowing - Discrete Fourier Transform - Mel Filter Bank and Log . Architecture – CTC - ASR Evaluation

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe the fundamental elements namely Communication and Language in speech processing.	Understand
CO2: Explain the various components of speech processing using different speech modeling techniques.	Understand
CO3: Explain about phonetics and pronunciation using Phoneme and signal processing techniques.	Understand
CO4: Develop a speech synthesis system for a specific corpus following the steps in TTS architecture.	Apply
CO5: Develop a speech recognition system for a real time application using ASR architecture.	Apply

Text Book(s):

- T1. Daniel Jurafsky, James H. Martin, "Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics and Speech Recognition", Pearson education, 2020.
- T2. Paul Taylor, "Text-to-Speech Synthesis", Cambridge University Press, 2009.

Reference Book(s):

- R1. Himanshu Chaurasiya, "Soft Computing Implementation of Automatic Speech Recognition", LAP Lambert Academic Publishing, 2010.
- R2. Claudio Becchetti, Klucio Prina Ricotti, "Speech Recognition: Theory and C++ implementation", Wiley publications, 2008.

Web References:

1. Speech Processing – URL: https://speech.zone/courses/speech=processing/

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	2	1	-	-	-	-	-	1	-	1	-	1	-	1
CO3	2	1	-	-	-	-	-	1	-	1	-	1	-	1
CO4	3	2	1	1	1	1	-	1	-	1	1	1	2	1
CO5	3	2	1	1	1	1	-	1	-	1	1	1	2	1

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Total		
Continuous Assessment	CCET I	1,2	50		
	CCET II	3,4	50	30	
	CCET III	5	50		
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
		•	Total	100	

Course Code: 19CSEN1011 Course Title: Digital Image Processing						
Course Category: Profession	al Elective	Course Level: Practice				
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100			

Pre- requisites

➤ Nil

Course Objectives

The course is intended to:

- 1. Describe the theoretical foundation for image processing methods.
- 2. Implement various categories of filters to enhance and restore images.
- 3. Discuss various color transformation models for different processing techniques.
- 4. Analyse an image by detecting the isolated points, edge and boundary parameters.
- 5. Demonstrate feature extraction of images and pattern classification.

Unit I Introduction

8 Hours

Steps in Digital Image processing - Elements of visual perception - Image Sensing and Acquisition - Image Sampling and Quantization - Basic relationships between pixels: Neighbors of a pixel, Adjacency, Connectivity, Region, Boundaries and Distance measures - Image Transforms: DFT, DCT, Walsh-Hadamard and Haar.

Unit II Image Enhancement and Restoration

10 Hours

Gray level transformations - Histogram equalization and specifications - Smoothing Spatial filters - Pixel-domain sharpening filters: first and second order derivative - Frequency domain filters: Low-pass and High-pass - Model of Image Degradation/Restoration: Noise Models.

Unit III Image Compression and Segmentation

8 Hours

Image Compression: Redundancies, Image Compression standards, Lossy and Loss-less predictive coding - Image Segmentation: Detection of isolated points, Line, edge detection models - Thresholding: global and adaptive – Region based segmentation.

Unit IV Image Compression and Segmentation

10 Hours

Image Compression: Redundancies, Image Compression standards, Lossy and Loss-less predictive coding - Image Segmentation: Detection of isolated points, Line, edge detection models - Thresholding: global and adaptive – Region based segmentation.

Boundary feature descriptors - Region feature descriptors - Principal Component as feature descriptors - Whole image features: Harris-Stephens Corner detector - Scale Invariant Feature Transform (SIFT) - Pattern and Pattern classes - Pattern Classification using prototype matching

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe the theoretical foundation for image processing methods using various image transforms.	Understand
CO2: Implement various catgories of filters to enhance and restore images in various applications.	Apply
CO3: Discuss various color transformation models for different processing techniques on color images.	Understand
CO4: Analyse an image by detecting the isolated points, edge and boundary parameters for segmenting images.	Analyze
CO5: Demonstrate feature extraction of images and pattern classification using boundary, Region and Principal Component descriptors.	Apply

Text Books:

- T1. R.C. Gonzalez, R.E. Woods, "Digital Image Processing", 4th Edition, Pearson Education, 2018.
- T2. Anil K Jain, "Fundamentals of Digital Image Processing", 2nd Edition, Pearson India, 2015.

Reference Books:

- R1. Rafael Gonzalez, Richard Woods, Stevens Eddins, "Digital Image Processing using MATLAB", 3rd Edition, Gatesmark publishing, 2020.
- R2. Rohit M. Thanki, Ashish M. Kothari, "Digital Image Processing using SCILAB", Springer International Publishing, 2019.
- R3. Sandipan Dey, "Image Processing Masterclass with Python", BPB Publications, India, 2021.

Web References:

- Coursera, Introduction to Image Processing URL: https://www.coursera.org/learn/introduction-image-processing
- 2. Wavelet transform: http://www.wavelet.org/
- 3. NPTEL Course Content:https://nptel.ac.in/courses/117105135

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	3	2	1	1	1	1	-	1	-	1	1	1	2	2
CO3	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO4	3	3	2	2	1	-	-	1	-	1	1	1	2	2
CO5	3	3	2	2	1	-	-	1	-	1	1	1	2	2

High- 3; Medium- 2;Low- 1

	Assessment Component	CO. No.	Marks	Total
Continuous Assessment				
	CCET I	1,2	50	
	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials/Quiz/Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSEN1012 Course Title: Bio Inspired Computing						
Course Category: Professio	nal Elective	Course Level: Mastery				
L:T:P (Hours/Week) 3: 0: 0	Credits: 3	Total Contact Hours: 45	Max Marks: 100			

Pre-requisites

Data Structures and Algorithm Analysis - II

Course Objectives

The course is intended to:

- 1. Explain the philosophy of natural computing
- 2. Apply optimization methods
- 3. Explore Swarm Intelligence and Immuno-Computing algorithms
- 4. Formulate solutions for Metaheuristic problems
- 5. Apply Bioinspired algorithms

Unit I Natural Computing

9 Hours

Introduction – General Concepts – Problem Solving as a Search Task – Hill Climbing and Simulated Annealing – Evolutionary Biology – Evolutionary Computing.

Unit II Optimization methods

9 Hours

Geometric programming – Dynamic programming – Multi-objective optimization – Nature-inspired algorithms for optimization – Algorithms and self-organization.

Unit III Swarm Intelligence and Immuno-Computing

9 Hours

Ant Colonies: Ant Colony Optimization – Ant Clustering Algorithm – Swarm Robotics – Artificial Immune Systems – Bone Marrow Models – Negative Selection Algorithms – Clonal Selection and Affinity Maturation.

Unit IV Advanced Algorithms

9 Hours

Bat algorithm – Cuckoo search algorithm – Firefly algorithm – Flower pollination algorithm - Bio-inspired algorithms: Differential evolution – Particle swarm Optimization – Bacterial foraging optimization.

Unit V Applications

Traveling salesman problem using bio-inspired metaheuristics – Clustering with nature-inspired metaheuristics – Bat-inspired algorithm for feature selection and white blood cell classification – Swarm robotics

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1.Explain the philosophy of natural computing to solve computational problems	Understand
CO2.Apply optimization methods to provide enhanced solutions for Multi- objective problems	Apply
CO3.Explore Swarm Intelligence and Immuno-Computing algorithms for optimization, design and learning problems	Apply
CO4.Formulate solutions for Metaheuristic problems using advanced algorithms	Apply
CO5.Apply Bioinspired algorithms to provide optimal solutions for real world problems	Apply

Text Book(s):

- T1. Leandro Nunes de Castro, "Fundamentals of Natural Computing: Basic Concepts, Algorithms, and Applications", Chapman & Hall: CRC, 2007
- T2. Xin-She Yang, "Nature-Inspired Computation and Swarm Intelligence Algorithms, Theory and Applications", Elsevier Academic Press, 2020

Reference Book(s):

- R1. Sukanta Nayak, "Fundamentals of Optimization Techniques with Algorithms", Elsevier Academic Press, 2020
- R2. George Lindfield and John Penny, "Introduction to Nature Inspired Optimization", Academic Press, Elsevier, 2017.
- R3. Xin-She Yang, "Nature-Inspired Optimization Algorithms", Elsevier Inc., 2014.

Web References:

- 1. NPTEL SWAYAM, Evolutionary Computation for Single and Multi-Objective Optimization, URL: https://onlinecourses.nptel.ac.in/noc21_me43/preview
- Newfoundland University, Introduction to Nature-Inspired Computing, URL: https://www.mun.ca/computerscience/undergraduates/courses/comp-3201introduction-to-nature-inspired-computi/
- 3. Magdeburg University, Swarm Intelligence, URL:https://www.is.ovgu.de/Teaching/WS+2020_2021/SwarmIntelligence.html

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	1	-	1	-	1	-	1	-	-
CO2	3	2	1	1	-	1	1	1	-	1	-	1	2	1
CO3	3	2	1	1	1	1	1	1	-	1	1	1	2	1
CO4	3	2	1	1	1	1	1	1	-	1	1	1	2	-
CO5	3	2	1	1	1	1	1	1	-	1	1	1	2	-

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total		
Continuous Assessment	CCET I	1,2	50			
	CCET II	3,4	50	30		
	CCET III	5	50			
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10		
End Semester Examination	ESE	1,2,3,4,5	100	60		
			Total	100		

Course Code: 19CSEN1013 Course Title: Block Chain Technology							
Course Category: Profession	al Elective	Course Level: Practice					
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100				

Pre- requisites

Web Technologies

Course Objectives

The course is intended to:

- 1. Interpret the significance of decentralization.
- 2. Demonstrate the concept of crypto currency.
- 3. Develop smart contracts in ethereum network.
- 4. Create a distributed ledger using hyperledger fabric.
- 5. Explore the challenges and trends using various blockchain projects.

Unit I Fundamentals of Block chain

8 Hours

History of Blockchain – Types of Blockchain – Consensus – Decentralization using Blockchain – Methods of Decentralization- Blockchain and Full Ecosystem Decentralization – Platforms for Decentralization-Decentralized Autonomous organization

Unit II Crypto Currency And Smart Contracts

9 Hours

Private key vs Public key-Hash function-Secure Hash algorithms-Bitcoin – Digital Keys and Addresses – Transactions – Mining – Bitcoin Networks and Payments – Wallets – Alternative Coins – Theoretical Limitations – Bitcoin limitations– Smart Contracts – Ricardian Contracts.

Unit III Ethereum

10 Hours

The Ethereum Network – Components of Ethereum Ecosystem – Ethereum Development tools and frameworks– Solidity Language.

Unit IV WEB3 and Hyperledger

Introduction to Web3 – Contract Deployment – POST Requests – Development Frameworks – Hyperledger as a Protocol – The Reference Architecture – Hyperledger Fabric – Distributed Ledger.

Unit V Alternative Blockchains and Challenges

8 Hours

Kadena – Ripple – Rootstock – Quorum – Multichain – Scalability – Privacy – Emerging trends – Other challenges – Blockchain Research – Notable Projects.

Course Outcomes	Cognitive	
At the end of this course, students will be able to:	Level	
CO1: Interpret the significance of decentralization using blockchain.	Understand	
CO2: Demonstrate the concept of crypto currency using Bitcoin.	Apply	
CO3: Develop smart contracts in ethereum network using solidity.	Apply	
CO4: Create a distributed ledger using hyperledger fabric for a web3 application.	Apply	
CO5: Explore the challenges and trends using various blockchain projects.	Apply	

Text Book(s):

T1. Kang – Imran Bashir, "Mastering Blockchain: Distributed Ledger Technology, Decentralization and Smart Contracts Explained", 2nd Edition, Packt Publishing, 2018.

Reference Book(s):

- R1. Arshdeep Bahga, Vijay Madisetti, "Blockchain Applications: A Hands On Approach", VPT, 2017.
- R2. Andreas Antonopoulos, Satoshi Nakamoto, "Mastering Bitcoin", O'Reilly, 2014.
- R3. Roger Wattenhofer, "The Science of the Blockchain", CreateSpace Independent Publishing, 2016.
- R4. Narayanan, J. Bonneau, E. Felten, A. Miller, S. Goldfeder, "Bitcoin and Cryptocurrency Technologies: A Comprehensive Introduction", Princeton University Press, 2016.

Web Reference(s):

1. Blockchain Architecture Design and Use Cases: https://nptel.ac.in/courses/106105184

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	-	-	1	-	1	-	1	-	-
CO2	3	2	1	1	ı	-	1	1	-	1	ı	1	-	-
CO3	3	2	1	1	2	-	ı	1	-	1	1	1	2	1
CO4	3	2	1	1	2	-	-	1	-	1	1	1	2	1
CO5	3	2	1	1	-	1	-	1	-	1	-	1	-	-

High- 3; Medium- 2;Low- 1

	Assessment Component	CO. No.	Marks	Total			
	CCET I	1,2	50				
Continuous Assessment	CCET II	CCET II 3,4 5					
	CCET III	50					
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10			
End Semester Examination	ESE	1,2,3,4,5	100	60			
		•	Total	100			

Course Code: 19CSEN1014	Course Title: Information Security					
Course Category: Profession	nal Elective	Course Level: Mastery				
L:T:P (Hours/Week) 3: 0: 0	Credits: 3	Total Contact Hours: 45	Max Marks: 100			

Pre-requisites

> NIL

Course Objectives

The course is intended to:

- 1. Describe the need for Information security.
- 2. Apply various Information security policies.
- 3. Identify suitable risk management and access control mechanisms.
- 4. Choose appropriate security policy and practice.
- 5. Apply the Intrusion Detection System and tools.

Unit I Introduction to Information Security

9 Hours

Security – Key concepts - Critical Characteristics of Information – CNSS Security Model - Components of an Information System - Security and the Organization – Need for Information Security – Threats and Attacks – Categories of Threats.

Unit II Security Foundations

9 Hours

Security policy and Mechanism – Operational and Human issues - Protection State - Access Control Matrix – Policy - Security policies - Confidentiality policies - Integrity policies - Hybrid policies.

Unit III Security Analysis

9 Hours

Risk Management - Identifying and Assessing Risk, Assessing and Controlling Risk. Systems: Access Control Mechanisms - Information Flow and Confinement Problem.

Unit IV Logical Design

9 Hours

Blueprint for Security - Information Security Policy - Standards and Practices - ISO 27001, NIST Models - VISA International Security Model - Design of Security Architecture - Planning for Continuity.

Unit V Physical Design

Security Technology – IDS - Scanning and Analysis Tools – Cryptography - Access Control Devices - Physical Security - Security and Personnel.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe the need for Information security to prevent threats and attacks.	Understand
CO2: Apply various Information security policies to protect data and information.	Apply
CO3: Identify suitable risk management and access control mechanisms to manage an organization.	Apply
CO4: Choose appropriate security policy and practice for ensuring Information security.	Apply
CO5: Apply the Intrusion Detection System and tools to provide physical security.	Apply

Text Book(s):

- T1. Michael E Whitman, Herbert J Mattord, "Principles of Information Security", Cengage Learning, 2021.
- T2. Matt Bishop, "Computer Security Art and Science", Pearson/PHI, 2019.

Reference Book(s):

- R1. Charles Pfleeger, Shari Lawrence Pfleeger, Devin N Paul, "Security in Computing", Pearson, 2007.
- R2. William Stallings, "Cryptography and Network Security Principles and Practices", 7th Edition, Pearson Education, 2017.
- R3. Micki Krause, Harold F. Tipton, "Handbook of Information Security Management", Vol 4 CRC Press LLC, 2019.

Web References:

- 1. NPTEL SWAYAM, Cryptography and Network Security, IIT Kharagpur, URL: https://onlinecourses.nptel.ac.in/noc21 cs16/preview
- 2. COURSERA, Introduction to Cyber Security Tools & Cyber Attacks, URL: https://www.coursera.org/learn/introduction-cybersecurity-cyber-attacks?trk_location=query-summary-list-link
- 3. SIMPLILEARN, An Ultimate Guide to Cyber Security for Beginners URL: https://www.simplilearn.com/tutorials/cyber-security-tutorial/cyber-security-for-beginners
- ISO 27001 & ISO 22301 Academy Advisera URL: https://advisera.com/27001academy/what-is-iso-27001/

СО	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	2	2	1	-	1	-	1	-	-
CO2	3	2	1	1	-	2	2	1	-	1	-	1	2	-
CO3	3	2	1	1	-	2	2	1	-	1	-	1	2	-
CO4	3	2	1	1	-	2	2	1	-	1	1	1	2	-
CO5	3	2	1	1	1	2	2	1	-	1	1	1	2	2

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total	
	CCET I	50			
Continuous Assessment	CCET II	3,4	50	30	
	CCET III	5	50		
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
			Total	100	

Course Code: 19CSEN1015	Course Title	e: Information Storage Sys	tems
Course Category: Professiona	I Elective	Course Level: Mastery	
L:T:P (Hours/Week) 3: 0: 0	Credits: 3	Total Contact Hours: 45	Max Marks: 100

Pre-requisites

Database Systems

Course Objectives

The course is intended to:

- 1. Describe the various kinds of Storage Systems.
- 2. Explain the Storage Area Network Technologies.
- 3. Develop the data archiving strategies for business continuity process.
- 4. Demonstrate the different kinds of Replication Technologies.
- 5. Implement the Security mechanisms for various kinds of environment.

Unit I Storage Systems

9 Hours

Information Storage, Evolution of Storage Architecture, Data Center Infrastructure, Data Center Environment: Database Management System (DBMS), Host, Connectivity, Storage, Disk Drive Components, Disk Drive Performance. RAID: Implementation of RAID, RAID Array Components, RAID Levels, RAID Comparison, RAID Impact on Disk Performance, Intelligent Storage System: Components, Intelligent Storage Array.

Unit II Storage Networking Technologies

9 Hours

Fibre Channel Storage Area Networks: Components, FC Connectivity, Switched Fabric Ports, Fibre Channel Architecture, FC SAN Topologies, IP SAN and FCoE: iSCSI Protocol-FCIP, FCoE, Network-Attached Storage, Object-Based and Unified Storage.

Unit III Data Archiving

9 Hours

Business Continuity: Information Availability, Terminologies, Planning Life Cycle, Failure Analysis, Backup and Archive: Purpose, Granularity, Methods, Architecture, Restore, Topologies, Targets, Data Deduplication, Data Archive, Archiving Solution Architecture.

Local Replication: Replication Terminology - Local Replicas - Replica Consistency - Local Replication Technologies- Multiple Replicas, Local Replication in a Virtualized Environment, Remote Replication: Modes, Remote Replication Technologies, Three-Site Replication, Data Migration Solutions, Remote Replication and Migration in a Virtualized Environment.

Unit V Securing and Managing Storage Infrastructure

9 Hours

Securing the Storage Infrastructure: Information Security Framework - Storage Security Domains- Security Implementations in Storage Networking - Securing Storage Infrastructure in Virtualized and Cloud Environments- Concepts in Practice: RSA and VMware Security Products - Managing the Storage Infrastructure: Monitoring the Storage Infrastructure, Storage Infrastructure Management Activities, Storage Infrastructure Management Challenges, Information Lifecycle Management, Storage Tiering.

Course Outcomes	Cognitive Level
At the end of this course, students will be able to:	
CO1: Describe the various kinds of Storage Systems for different applications.	Understand
CO2: Explain the Storage Area Network Technologies based on End User Perspective.	Understand
CO3: Develop the data archiving strategies for Data backup and Recovery in business continuity process.	Apply
CO4: Demonstrate the different kinds of Replication Technologies for Data Backup in Virtualized Environment.	Apply
CO5: Implement the Security mechanisms for classic, virtualized and cloud environments	Apply

Text Book(s):

T1. EMC Corporation, "Information Storage and Management: Storing, Managing, and Protecting Digital Information in Classic, Virtualized, and Cloud Environments", 2nd Edition, Wiley, India,2012

Reference Book(s):

- R1. Robert Spalding, "Storage Networks: The Complete Reference", Tata McGraw Hill, Osborne, 2003.
- R2. Marc Farley, "Building Storage Networks", Tata McGraw Hill, Osborne, 2001.
- R3. Meeta Gupta, "Storage Area Networks Fundamentals", Pearson Education Limited, 2002.

Web References:

- 1. NPTEL Course Storage Systems: https://nptel.ac.in/courses/106108058
- 2. ICTACADEMY Course Information Storage and Management: http://www.ictacademy.in/pages/Information-Storage-and-Management.aspx

со	PO1	PO2	РО3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	1	-	-	-	1	-	1	-	1	-	1	-	-
CO2	2	1	-	-	-	1	-	1	-	1	-	1	-	-
CO3	3	2	1	1	1	1	1	1	-	1	1	1	2	1
CO4	3	2	1	1	1	1	1	1	-	1	1	1	2	1
CO5	3	2	1	1	1	1	1	1	-	1	1	1	2	1

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Total		
	CCET I	1,2	50		
Continuous Assessment	CCET II	3,4	50	30	
	CCET III	5	50		
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
			Total	100	

Course Code: 19CSEC6701	Emplo	rse Title: Professional Readiness for Innovation, loyability and Entrepreneurship amon to CS, IT & EC)				
Course Category: Profession	onal	Course Level: Mastery				
L:T:P(Hours/Week) 0: 0: 6	Credits:3	Total Contact Hours: 96	Max. Marks:100			

OBJECTIVES:

- To empower students with overall Professional and Technical skills required to solve a real world problem.
- To mentor the students to approach a solution through various stages of Ideation, Research, Design Thinking, workflows, architecture and building a prototype in keeping with the end-user and client needs.
- To provide experiential learning to enhance the Entrepreneurship and employability skillsof the students.

This course is a four months immersive program to keep up with the industry demand and to have critical thinking, team based project experience and timely delivery of modules in a project that solves world problems using emerging technologies.

To prepare the students with digital skills for the future, the Experiential Project Based Learning is introduced to give them hands-on experience using digital technologies on open-source platforms with an end-to-end journey to solve a problem. By the end of this course, the student understands the approach to solve a problem with team collaboration with mentoring from Industry and faculties. **This is an EEC category course offered as an elective, under the type, "Experiential Project Based Learning".**

Highlights of this course:

- Students undergo training on emerging technologies
- Students develop solutions for real-world use cases
- Students work with mentors to learn and use industry best practices
- Students access and use Self-Learning courses on various technologies, approaches and methodologies.
- Collaborate in teams with other students working on the same topic
- Have a dedicated mentor to guide

OUTCOMES:

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

- Upskill in emerging technologies and apply to real industry-level use cases
- Understand agile development process
- Develop career readiness competencies, Team Skills / Leadership qualities

- Develop Time management, Project management skills and Communication
- Use Critical Thinking for Innovative Problem Solving
 Develop entrepreneurship skills to independently work on products

The course will involve 40-50 hours of technical training, and 40-50 hours of project development. The activities involved in the project along with duration are given in Table 1.

TABLE 1: ACTIVITIES

Activity Name	Activity Description	Time (weeks)
Choosing a Project	Selecting a project from the list of projects categorized various technologies & businessdomains	2
Team Formation	Students shall form a team of 4 Members before enrolling to a project. Team members shall distribute the project activities among themselves.	1
Hands on Training	Students will be provided with hands-on training on selected technology in which they are going to develop the project.	2
Project Development	Project shall be developed in agile mode. The status of the project shall be updated to the mentors via appropriate platform	6
Code submission, Project Doc and Demo	Project deliverables must include the working code, project document and demonstration video. All the project deliverables are to be uploaded to cloud based repository such as GitHub.	3
Mentor Review and Approval	Mentor will be reviewing the project deliverables as per the milestone schedule and the feedback will be provided to the team.	1
Evaluation and scoring	Evaluators will be assigned to the team to evaluate the project deliverables, and the scoring will be provided based on the evaluationmetrics	1
	TOTAL	16 WEEKS

Essentially, it involves 15 weeks of learning and doing, and one week for evaluation. The evaluation will be carried out to assess technical and soft skills as given in Table 2.

TABLE 2: EVALUATION SCHEMA

PROFESSIONAL READINESS FOR INNOVATION, EMPLOYABILITY ANDENTREPRENEURSHIP									
Technical Skill	Soft Skills								
Criteria	Weightage	Criteria	Weightage						
Project Design using DesignThinking	10	Teamwork	5						
Innovation & Problem Solving	10	Time Management	10						
Requirements Analysis usingCritical Thinking	10	Attendance and Punctuality	5						
Project Planning using AgileMethodologies	5	Project Documentation	5						
Technology Stack (APIs, tools, Platforms)	5	Project Demonstration	5						
Coding & Solutioning	15								
User Acceptance Testing	5								
Performance of Product /Application	5								
Technical Training & Assignments	5								
Total	70	Total	30						
Total Weightage			100						
Passing Requirement	50								
Continuous Assessment Only									

Course Articulation Matrix

	Jour 3e	Aiticui	ation iv	allix										
CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	2	2	2	2	3	3	3	3	3	3	3	3	3
CO2	1	1	1	1	1	3	3	3	3	3	3	3	3	3
CO3	2	2	2	2	2	3	3	3	3	3	3	3	3	3
CO4	2	2	2	2	2	3	3	3	3	3	3	3	3	3
CO5	2	2	2	2	2	3	3	3	3	3	3	3	3	3
CO6	2	2	2	2	2	3	3	3	3	3	3	3	3	3

High-3; Medium-2; Low-1

Open Electives

Course Code: 19CSOC1001	Course Title: Data Structures					
Course Category: Open Elec	tive	Course Level: Practice				
L:T:P (Hours/Week) 3: 0: 0	Credits: 3	Total Contact Hours: 45	Max Marks: 100			

Pre-requisites

➤ Nil

Course Objectives

The course is intended to:

- 1. Demonstrate abstract data types with suitable implementations
- 2. Illustrate various operations on trees
- 3. Apply suitable graph algorithms
- 4. Apply suitable methods for efficient data access
- 5. Illustrate various sorting and searching techniques

Unit I Linear Structures

9 Hours

Classification of Data Structures - Algorithm Analysis & Asymptotic Notations - Abstract Data Types (ADT) - List ADT - Array-Based Implementation - Linked List Implementation: Singly Linked List - Stack ADT (Array Implementation) - Queue ADT (Array Implementation).

Unit II Tree Structures

9 Hours

Tree ADT- Preliminaries - Binary Tree ADT- Tree Traversals - Expression Trees - Binary Search Tree ADT - 2-3 Trees.

Unit III Graphs

9 Hours

Definitions - Topological Sort - Breadth First Traversal - Depth First Traversal - Shortest Path Algorithms: Dijkstra's Algorithm - Minimum Spanning Tree: Prim's and Kruskal's Algorithms.

Unit IV Heaps and Hashing

9 Hours

Heaps: Binary Heaps - Applications of Binary Heaps.

Hashing: General Idea - Hash Function - Separate Chaining - Open Addressing - Rehashing - Double Hashing.

Unit V Searching and Sorting

9 Hours

Searching :Linear search - Binary Search - Sorting : Preliminaries - Insertion Sort - Shell Sort - Heap Sort - Merge Sort - Quick Sort.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Demonstrate abstract data types with suitable implementations for linear data structures	Apply
CO 2: Illustrate various operations on trees for real world applications	Apply
CO 3: Apply suitable graph algorithms for solving real world problems	Apply
CO 4: Apply suitable methods for efficient data access using hashing and heaps	Apply
CO 5: Illustrate various sorting and searching techniques for real world applications	Apply

Text Book(s):

T1. Mark Allen Weiss, "Data Structures and Algorithm Analysis in Java", 3rd Edition, Pearson Education, 2014.

Reference Book(s):

- R1. Sartaj Sahni, "Data Structures, algorithms and applications in Java", 2nd Edition, Silicon Press, 2005.
- R2. Yedidyah Langsam, Moshe Augenstein, Aaron M.Tenenbaum, "Data Structures using Java", 4th Edition, Pearson Education, 2009.

Web Reference(s):

- 1. NPTEL "Data Structures and Algorithms" Course Content: URL:https://nptel.ac.in/courses/106/102/106102064/
- 2. Lecture Notes based on Mark Allen Weiss book. URL: http://faculty.simpson.edu/lydia.sinapova/www/cmsc250/LN250_Weiss/Contents.
- 3. Data Structures and Algorithm Visualizations. URL: http://visualgo.net/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12
CO1	3	2	1	1	1	1	1	1	-	1	-	1
CO2	3	2	1	1	1	1	1	1	-	1	-	1
CO3	3	2	1	1	1	1	1	1	-	1	1	1
CO4	3	2	1	1	1	1	1	1	-	1	1	1
CO5	3	2	1	1	1	1	1	1	-	1	1	1

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSOC1002	Course Ti	ourse Title: Relational Database Management System				
Course Category: Open Ele	ective	Course Level: Practice				
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100			

> NIL

Course Objectives

The course is intended to:

- 1. Describe the functions and architecture of database management system
- 2. Design relational databases using ER model and normalization concepts
- 3. Construct SQL queries using DDL, DML and DCL commands
- 4. Develop applications using database connectivity through advanced SQL concepts
- 5. Explain the concurrency control and recovery mechanisms

Unit I Foundations of DBMS

7 Hours

File System – Database System – File System Vs. DBMS – Roles in DBMS Environment – Data Models and Conceptual Modeling – Functions of DBMS – Components of DBMS – Multi user DBMS Architecture.

Unit II Relational Model, ER Model and Normalization

10 Hours

Relational Model: Terminology, Integrity Constraints – Relational Algebra – ER Modeling: Concepts, Relationship Types, Attributes, Structural Constraints – Normalization: Data Redundancy and Update Anomalies, Functional Dependencies, 1NF, 2NF, 3NF, BCNF.

Unit III SQL Fundamentals

10 Hours

SQL: Overview of Query Language, Data Types, Data Definition, Views, Access Control – Data Manipulation – Joins – Nested Queries.

Unit IV Advanced SQL and Query Processing

9 Hours

Advanced SQL: Functions and procedures, Cursors, Triggers – Accessing SQL from a Programming Language – Query Processing: Decomposition, Heuristical Approach to Query Optimization, Cost Estimation for Relational Algebra Operations.

Unit V Transaction and Concurrency Control

9 Hours

Transaction: Properties – Concurrency Control: Locking methods, Deadlock, Timestamp Ordering, Multi-version Timestamp Ordering, Optimistic Techniques – Database Recovery: Transaction and Recovery, Recovery facilities, Recovery Techniques.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Describe the functions and architecture of database management system using its components	Understand
CO 2: Design relational databases using ER model and normalization concepts for real world scenarios	Apply
CO 3: Construct SQL queries using DDL, DML and DCL commands for effective retrieval of data from database	Apply
CO 4: Develop applications using database connectivity through advanced SQL Concepts for solving real world problems	Apply
CO 5: Explain the concurrency control and recovery mechanisms to manage multiple transactions in real time application	Understand

Text Book(s):

- T1.Thomas Connolly, Carolyn Begg, "Database Systems: A Practical Approach to Design, Implementation and Management", 6th Edition, Pearson Education, 2015.
- T2. A Silberschatz, H Korth, S Sudarshan, "Database System Concepts", 7thEdition, McGraw-Hill, 2019.

Reference Book(s):

- R1.RamezElmasri,Shamkant B. Navathe, "Fundamentals of Database Systems", 7thEdition, Pearson Education, 2017.
- R2. C.J. Date, A. Kannan and S. Swamynathan— "An Introduction to Database Systems", 8th Edition, Pearson Education, 2006.

Web Reference(s):

- 1. Text book handouts: http://www.inf.unibz.it/~nutt/IDBs1011/idbs-slides.html
- 2. NPTEL lecture videos and notes: https://nptel.ac.in/courses/106106093/
- 3. SQL practice exercises with solutions: https://www.w3resource.com/sql-exercises/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	-	-	1	-	1	-	1
CO2	3	2	1	1	1	1	1	1	-	1	1	1
CO3	3	2	1	1	1	1	1	1	-	1	1	1
CO4	3	2	1	1	1	1	1	1	-	1	1	1
CO5	2	1	-	-	-	-	-	1	-	1	-	1

High-3; Medium-2; Low-1

	Assessment Component	CO.No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSOC1003	Course T	Γitle: Java programming				
Course Category: Open Elective		Course Level: Practice				
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100			

➤ Nil

Course Objectives

The course is intended to:

- 1. Explain the distinct properties and features of Java
- 2. Apply inheritance and packages concepts
- 3. Apply standard library functions and exception conditions
- 4. Employ the concepts of I/O Streams and Collections
- 5. Develop Java based applications using the features of Swing and Event Handling

Unit I Introduction

9 Hours

Overview of Java: Data types – Operators - Control Structures and Arrays- Class Fundamentals- Objects- Methods – Constructors- Argument Passing.

Unit II Inheritance and Packages

9 Hours

Inheritance-Method overloading and Overriding- Dynamic Method dispatch-Abstract class - Interfaces -Packages and Access Protection.

Unit III Exceptions and Standard Library

9 Hours

Exception fundamentals and types: try - catch - throw - throws - finally-User Defined Exceptions- Standard Library: String - String Buffer- String Tokenizer - Math.

Unit IV Collections and I/O Streams

9 Hours

Collections -Classes and Interfaces- Iterators and User Defined Collections- Java I/O classes and Interfaces - Streams - Byte Streams - Character Streams - File concepts

Unit V Thread, Swing and Event Handling

9 Hours

Thread: Thread Model, Creating Threads and Thread Priorities- Inter Thread Communication- Java Swing - Components and Containers-Event Handling.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Explain the distinct properties and features of Java using Object oriented concepts.	Understand
CO2: Apply inheritance and packages concepts for solving real time applications.	Apply
CO3: Apply standard library functions and exceptional conditions for solving complex problems.	Apply
CO4: Employ the concepts of I/O Streams and Collections in application programs.	Apply
CO5: Develop Java based applications using the features of Swing and Event Handling for given scenario.	Apply

Text Book(s):

T1. Herbert Schildt, "Java the Complete Reference", Mcgraw Hill Education, 10th Edition, 2018.

Reference Book(s):

- R1.Bart Baesens, Aimee Backiel, SeppeVandenBrocke, "Beginning Java Programming: The Object Oriented Approach", John Wiley & Sons, 2015.
- R2.Daniel Liang, "Introduction to Java Programming, Comprehensive Version", Pearson Education, 9th Edition, 2014.

Web Reference(s):

- 1. Oracle Java Tutorials: https://docs.oracle.com/javase/tutorial/java/index.html
- 2. Core Java Tutorials: http://javabeginnerstutorial.com/core-java/
- 3. Java Tutorials: http://www.w3schools.in/java/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	-	-	1	-	1	-	1
CO2	3	2	1	1	1	1	1	1	-	1	-	1
CO3	3	2	1	1	1	1	1	1	-	1	-	1
CO4	3	2	1	1	1	1	1	1	-	1	-	1
CO5	3	2	1	1	1	1	1	1	-	1	1	1

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSOC1	1004 Cour	itle: Principles of Operating	System
Course Category: Open	Elective	Course Level: Practice	
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100

> NIL

Course Objectives

The course is intended to:

- 1. Describe the essential components of operating systems
- 2. Apply appropriate process and disk scheduling algorithms
- 3. Develop solutions for various synchronization problems
- 4. Apply different memory management techniques
- 5. Implement various file system structures

Unit I Operating System – Components and Services

9 Hours

Operating systems - Definition - Views of OS - Main frame Systems, Desktop Systems – Multiprocessor Systems - Distributed Systems – Clustered Systems – Real Time systems – Hand held Systems. Functionalities of operating system - OS Services – System Calls – System Utilities.

Unit II Process Scheduling and Disk Scheduling

9 Hours

Process concepts - Process scheduling - Short term, long term and medium term scheduling -Preemptive and non-preemptive algorithms - CPU scheduling algorithms - Basic disk structure and operation - Disk scheduling algorithms - Selection of the best disk scheduling algorithm.

Unit III Process Synchronization

10 Hours

Inter-process communication techniques – Synchronization - Critical section problem-Peterson's solution, Synchronization hardware, Synchronization tool- Semaphores, Classic Problems of Synchronization - Deadlock-characteristics, Deadlock handling methods – Deadlock Prevention, Avoidance, Detection and Recovery.

Unit IV Memory Management

10 Hours

Memory concept- Swapping, Contiguous memory allocation, Fragmentation, Paging – Hierarchical Paging, Hashed Page Tables, Inverted Page Tables, Segmentation-Paging with Segmentation, Virtual memory - Demand paging, Page-replacement algorithms-FIFO, Optimal Page Replacement, LRU, LFU, MFU.

Unit V File Management

7 Hours

File structures: File concept, File Type, Access methods, Directory structure -Single level directory, two level and Tree structure. File system implementation-FCB, Virtual File system, Directory System Implementation- linear list, hash table implementation.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe the essential components of operating systems and its services based on system calls	Understand
CO2: Apply appropriate process and disk scheduling algorithm for various scenarios	Apply
CO3: Develop solutions for various synchronization and deadlock problems in cooperating process	Apply
CO4: Apply different memory management techniques in operating systems	Apply
CO5: Implement various file system structures for storage systems	Apply

Text Book(s):

T1.Avi Silberschatz, Galvin. P.B. and Gagne. G. "Operating System Concepts", 10thEdition, John Wiley & Sons, 2018.

Reference Book(s):

- R1. Andrew S. Tanenbaum, "Modern Operating Systems", 4th Edition, Pearson Education, 2015.
- R2. William Stallings, "Operating Systems Internals and Design Principles", 9th Edition, Pearson Education, 2018.

Web Reference(s):

- 1. MIT open course on Operating System Engineering: http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-828-operating-system-engineering-fall-2012/
- 2. Bell's Course Notes on Operating Systems Processes: https://www2.cs.uic.edu/~jbell/CourseNotes/OperatingSystems/3_Processes.html
- 3. NPTEL course on Operating System Fundamentals: https://nptel.ac.in/courses/106/105/106105214/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	-	-	1	-	1	-	1
CO2	3	2	1	1	1	1	1	1	-	1	1	1
CO3	3	2	1	1	1	1	1	1	-	1	1	1
CO4	3	2	1	1	1	1	1	1	-	1	1	1
CO5	3	2	1	1	1	1	1	1	-	1	-	1

High-3; Medium-2; Low-1

	Assessment Component	CO.No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Continuous Assessment	1,2,3,4,5	50	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSOC1005	Course Ti	itle: Object Oriented Syste	m Design
Course Category: Open Ele	ective	Course Level: Practice	
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100

Fundamentals of Programming

Course Objectives

The course is intended to:

- 1. Impart the knowledge on Software Life cycle models
- 2. Derive the requirements for a Software system
- 3. Analyze classes with appropriate relationships
- 4. Design classes, interfaces and subsystems
- 5. Develop functional object-oriented software

Unit I Software Process

9 Hours

Software Process Structure - Software Development Process Models - Agile Development - Understanding Requirements

Unit II Requirements Modeling

8 Hours

Unified Modeling Language – Architecture – Unified Process – Requirements Workflow – Defining Requirements – Use Case Modeling – Actor and Use Case Generalization – Use Case Relationships

Unit III Analysis Modeling

10 Hours

Analysis Workflow- Classes and Objects –Finding Analysis Classes – Relationships – Inheritance and Polymorphism – Analysis Packages – Use Case Realization – Activity Diagrams

Unit IV Design Modeling

9 Hours

Design Workflow – Design Classes – Refining Analysis Relationships – Interface and Subsystems – Design Realization – Basic and Advanced State Charts

Unit V Implementation, Testing & Deployment

9 Hours

Implementation Workflow - Components- Software Testing Strategies - Testing Conventional Applications - Testing Object-Oriented Applications - Deployment

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO 1: Impart the knowledge on Software Life cycle models for Software development process.	Understand
CO 2: Derive the requirements for a Software system through Requirement Engineering process.	Apply
CO 3: Analyze classes with appropriate relationships in problem statement using activity diagrams.	Apply
CO 4: Design classes, interface and subsystems by using Interaction and State diagrams	Apply
CO 5: Develop functional object-oriented software, test it with necessary deployment techniques	Apply

Text Books:

- T1. Roger. S. Pressman and Bruce R. Maxim, "Software Engineering A Practitioner's Approach", 8th Edition, McGraw Hill, 2015.
- T2. Jim Arlow, IlaNeustadt, "UML2 and The Unified Process: Practical Object Oriented Analysis and Design", Pearson Education, 2015.

Reference Books:

R1.Craig Larman, "Applying UML and Patterns: An Introduction to Object Oriented Analysis and Design and Iterative Development", 3rd Edition, Addison Wesley Professional, 2015 R2. Ian Sommerville, "Software Engineering", Pearson Education Asia, 9th edition, 2011.

Web References:

- 1. Roger S.Pressman online learning Center URL:http://www.mhhe.com/engcs/compsci/pressman/
- 2. NPTEL Course on Object Oriented Analysis and Design URL:http:/nptel.ac.in/courses/106105153/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	1	-	1	-	1	3	1
CO2	3	2	1	1	1	2	2	1	-	1	3	1
CO3	3	2	1	1	1	2	2	1	-	1	3	1
CO4	3	2	1	1	1	2	2	1	-	1	3	1
CO5	3	2	1	1	1	2	2	1	-	1	3	1

High-3; Medium-2;Low-1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSOC1006	6 Course Tit	le: Management Information	on System
Course Category: Open Ele	ective	Course Level: Practice	
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100

> NIL

Course Objectives

The course is intended to:

- 1. Describe the role of Management Information System.
- 2. Choose appropriate MIS model in Business.
- 3. Develop Decision Making systems with Information Systems support.
- 4. Explain the impact of Information system on organizations.
- 5. Apply suitable emerging system for improving Business.

Unit I Introduction

9 Hours

Management Information system(MIS) concept – Role of MIS – Impact – MIS and the User – Management as a control system – Effectiveness – Strategic management of Business performance – Creating model of Organization Excellence – Case Study – SAP ERP system.

Unit II Design and Development of MIS

9 Hours

Strategic management of Business – Strategic design – Balance scorecard – Dash board – Business strategy determination and implementation – Long range plans of MIS – Information requirement – Information quality in MIS – MIS development process model – Case Study – EFQM model for organization excellence.

Unit III Information System in Business

9 Hours

Organizational and Information System Structure - Data and Information - Management and Decision Making - Classification of Information Systems - Information Support for Functional Areas of Management - Impact of Business - Ingredients of Success - MIS in Organizations - Case Study - Office Automation System.

Unit IV Organizational Systems: Analysis and Design

9 Hours

Nature and Characteristics of Organizations - Social Goals - Legal Framework - Professionalism - Organizational Context of Systems Analysis - SDLC - Feasibility Analysis - Computers and Information Systems - Case Study - Basic Library Information System.

Unit V Key System Applications

9 Hours

Enterprise Management Systems - ERP, SCM, CRM, EMS and MIS - Decision Support System and Knowledge Management - Group DSS - Artificial Intelligence system - Expert system - Benefits of MIS - Business Intelligence for MIS - Case Study - Post ERP implementation benefits.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe the role of Management Information System for achieving organizational excellence.	Understand
CO2: Choose appropriate MIS Business model for strategic management and process improvement.	Apply
CO3: Develop Decision Making systems with Information Systems support to excel in functional areas of Management.	Apply
CO4: Explain the impact of Information system on organizations in solving societal problems.	Understand
CO5: Apply suitable emerging system for improving Business in key performance areas.	Apply

Text Book(s):

- T1. Waman S Jawadekar, Sanjiva Shankar Dubey, "Management Information System: Text and Cases", Tata McGraw Hill, 2020.
- T2. S.Sadagopan, "Management Information Systems", PHI Learning Private Limited, PHI, Asia, 2014.

Reference Book(s):

- R1. Robert Schultheis and Mary Summer, "Management Information Systems The Managers View", Tata McGraw Hill, 2018.
- R2. Gordon Davis, "Management Information System: Conceptual Foundations, Structure and Development", Tata McGraw Hill, 2017.
- R3. Stephen Haag, Maeve Cummings, "Management Information Systems for the Information Age", Tata McGraw Hill, 2012.

Web References:

- 1. Management Information System https://pdfcoffee.com/management-information-systems-pdf-free.html
- 2. NOC: Management Information System, IIT Kharagpur URL: https://nptel.ac.in/courses/110/105/110105148/
- Personal Knowledge Management for Development URL: https://www.researchgate.net/publication/256039738_Management_Information_System _ for_Effective_and_Efficient_Decision_Making_A_Case_Study
- Review on Management Information Systems (MIS) and its Role in Decision Making http://www.ijsrp.org/research-paper-1015/ijsrp-p4671.pdf

5. The Role of Management Information System: Review on the Importance of Data and Implementation in Organizational Process URL: https://papers.ssrn.com/sol3/papers.cfm? abstract_id=3558441

Course Articulation Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	-	-	1	-	1	1	1
CO2	3	2	1	1	1	1	2	1	-	1	3	1
CO3	3	2	1	1	1	-	-	1	-	1	3	1
CO4	2	1	-	-	-	2	2	1	-	1	3	1
CO5	3	2	1	1	1	1	2	1	-	1	3	1

High-3; Medium-2; Low-1

	Assessment Component	CO.No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorial/ Quiz/ Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSOC1007	Course Title: Computer Forensics				
Course Category: Open Elective		Course Level: Introductory			
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100		

> NIL

Course Objectives

The course is intended to:

- 1. Discuss the cybersecurity policy and its evolution.
- 2. Summarize the scope and laws of Computer Forensics.
- 3. Explain the process of acquiring and documenting Computer Forensic Evidence.
- 4. Describe the steps involved in investigating Network Forensics.
- 5. Comprehend the steps involved in investigating Mobile Forensics.

Unit I Cyber Security

9 Hours

Cyber Security – Cyber Security policy – Domain of Cyber Security Policy: Laws and Regulations, Enterprise Policy, Technology Operations, Technology Configuration - Strategy Versus Policy – Cyber Security Evolution: Productivity, Internet, E-commerce, Counter Measures, Challenges.

Unit II Scope and Laws of Computer Forensics

9 Hours

Scope of Computer Forensics: Introduction, Types of Evidence, Investigator skills, Importance - History of Computer Forensics, Law Enforcement Training- Operating Systems and File Systems.

Unit III Acquiring Evidence and Documentation

10 Hours

Lab requirements - Private sector computer forensics laboratories - Computer Forensics laboratory requirements - Extracting evidence from a device - Documenting the Investigation.

Unit IV Network Forensics

8 Hours

Tools- Networking devices- Network forensics- OSI Model- Advanced Persistent Threat - Investigating a Network Attack.

Unit V Mobile Forensics

9 Hours

Cellular Network - Handset Specifications - Mobile Operating Systems - Standard Operating Procedures for Handling Handset Evidence - Handset Forensics – Case Studies.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1:Discuss the cybersecurity policy and its evolution for the purpose of Computer forensics.	Understand
CO2: Summarize the scope and laws of Computer Forensics for Cyber Security Professionals.	Understand
CO3:Explain the process of acquiring and documenting Computer Forensic Evidence for investigation.	Understand
CO4:Describe the steps involved in investigating Network Forensics for attacks.	Understand
CO5:Comprehend the steps involved in investigating Mobile Forensics with Case Studies.	Understand

Text Book(s):

- T1. Jennifer L. Bayuk, J. Healey, P. Rohmeyer, Marcus Sachs, Jeffrey Schmidt, Joseph Weiss, "Cyber Security Policy Guidebook", John Wiley & Sons, 2017.
- T2. Darren R. Hayes, "A Practical Guide to Computer Forensics Investigations", Pearson, 2014.

Reference Book(s):

- R1.Bill Nelson, Amelia Phillips, Christopher Steuart, "Computer Forensics and Investigations", 6th Edition, Cengage learning, 2018.
- R2.James Graham, Ryan Olson, Rick Howard, "Cyber Security Essentials", Auerbach Publications 2017.
- R3. Kevin Mandia, Chris Prosise, Matt Pepe, "Incident Response and Computer Forensics", 3rd Edition, Tata McGraw -Hill, 2014.

Web references:

- 1. Basic Research in Cyber Security: http://dst.gov.in/basic-research-cyber-security
- 2. Developing a Computer Forensics Team: https://www.sans.org/reading-room/whitepapers/incident/developing-computer-forensics-team-628
- 3. Advanced Executive Program in Cyber Security: https://www.cybrary.it/cyber-security/

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	2	2	1	-	1	-	1
CO2	2	1	-	-	-	2	2	1	-	1	-	1
CO3	2	1	-	-	-	2	2	1	-	1	-	1
CO4	2	1	-	-	-	2	2	1	-	1	-	1
CO5	2	1	-	-	-	2	2	1	-	1	-	1

High- 3; Medium- 2; Low- 1

	Assessment Component	Assessment Component CO. No.			
Continuous	CCETI	1,2	50		
Assessment	CCET II	3,4	50	30	
	CCET III	5	50		
	Tutorials/Quiz/Assignments	1,2,3,4,5	30	10	
End Semester Examination	ESE	1,2,3,4,5	100	60	
		·	Total	100	

Course Code: 19CSOC1008	Course Titl	e: Augmented Reality and \	Virtual Reality
Course Category: Open Ele	ective	Course Level: Introductor	у
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100

> NIL

Course Objectives

The course is intended to:

- 1. Describe the fundamentals of XR.
- 2. Outline the Virtual Reality Architecture and Modeling.
- 3. Develop Virtual Reality applications.
- 4. Explain the basics of Augmented Reality.
- 5. Apply the design principles of Augmented Reality apps.

Unit I XR Overview

9 Hours

Introduction – XR Spectrum – Definitions - Augmented Reality – Virtual Reality – Mixed Reality – History – Challenges – XR and Business – Applications : Retail, Training, Education, Healthcare, Entertainment, Sports, Manufacturing, Military.

Unit II VR IO, Modeling

9 Hours

VR Definition, Input Devices: Trackers, Navigation and Gesture Interfaces, Output Devices: Graphics, Three Dimensional Sound and Haptic Displays, Computer Architecture for VR, Modeling.

Unit III VR Application Development

9 Hours

Enabling VR Environment, Building: Steam VR, Oculus Rift, Windows Gear VR, Oculus Go, Google VR, Setting up for Android Devices - 3D walkthrough, Object Grabbing, Transformation, Hand Avatar manipulation, World space menu creation.

Unit IV AR Principles

9 Hours

AR Definition, Displays: Multimodal Displays, Spatial Display Model, Visual Displays, Tracking, Calibration and Registration - Mobile Sensors - Computer Vision for AR.

Unit V AR Application Development

9 Hours

Mobile Application for Image Tracking, Image Dataset Generation, Setting up AR Environment, Animation and transformation (Scale, Move, Rotate, Transform), Build Generation for iOS and Android. Case Study: Picture Puzzle

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe the fundamentals of XR with example applications.	Understand
CO2: Outline the Virtual Reality Architecture and Modeling for real time applications.	Understand
CO3: Develop the virtual reality applications by choosing appropriate tools.	Apply
CO4: Explain the basics of augmented reality with real time examples	Understand
CO5: Apply the design principles and practices of augmented reality apps for Industrial sectors.	Apply

Text Book(s):

- T1. Berbard Marr, "Extended Reality in Practice", Wiley, 2021.
- T2. Grigore C. Burdea, Philippe Coiffet, "Virtual Reality Technology", 2nd Edition, John Wiley & Sons Inc., 2014.
- T3. Dieter Schmalstieg, Tobias Hollerer, "Augmented Reality: Principles and Practice", Pearson Education (US), 2017.
- T4. Jesse Glover, Jonathan Linowes, "Complete Virtual Reality and Augmented Reality Development with Unity", Packt Publishing Ltd, 2019.

Reference Book(s):

- R1. Steve Aukstakalnis, "Practical Augmented Reality: A Guide to the Technology Applications, and Human Factors for AR and VR", Addison-Wesley, 2016.
- R2. Robert Scoble, Shel Israel, "The Fourth Transformation: How Augmented Reality & Artificial Intelligence Will Change Everything", Patrick Brewster Press, 2016.

Web References:

- Build Virtual Worlds URL:https://developers.google.com/vr/
- 2. Quick Start for unreal URL:https://developers.google.com/ar/develop/unreal/quickstart
- 3. Quick Start for Unity Android URL:https://developers.google.com/ar/develop/unity/quickstart-android.
- 4. Unity User Manual URL:https://docs.unity3d.com/Manual/UnityManual.html

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	1	-	1	-	1	-	1
CO2	2	1	-	-	-	1	-	1	-	1	-	1
CO3	3	2	1	1	1	1	-	1	-	1	-	1
CO4	2	1	-	-	-	1	-	1	-	1	-	1
CO5	3	2	1	1	1	1	-	1	-	1	-	1

High-3; Medium-2; Low-1

	Assessment Component	CO.No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSOC100	9 Course	e Title: Human Computer Inte	rface Design
Course Category: Open El	ective	Course Level: Introductory	
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100

> NIL

Course Objectives

The course is intended to:

- 1. Describe the fundamental Human Computer Interaction concepts.
- 2. Discuss various modes of user interactions.
- 3. Illustrate the user interface prototype.
- 4. Apply the standards and principles of User Interface.
- 5. Implement universal design principles.

UNIT I HCI Foundations

9 Hours

Human: Input - Output Channel - Human Memory - Thinking: Reasoning and Problem Solving - Emotion - Psychology - Computer: Text Entry devices-Display Devices-Pointing Devices-Memory-Processing and Networks.

UNIT II Interaction and Paradigms

9 Hours

Interaction: Modes of Interaction – Frameworks and HCI – Ergonomics – Interaction Styles – Windows Icon Pointer and Menus Interfaces – Interactivity – Context – Paradigms.

UNIT III Design Process

9 Hours

Process of Design - User Focus - Scenarios - Navigation Design - Screen design and Layout - Prototyping - HCI Software Life Cycle - Usability Engineering - Iterative Design and Prototyping - Design Rationale.

UNIT IV Implementation

9 Hours

Principles – Standards – Guidelines – Golden Rules – Patterns – Implementation elements – Programming – Toolkits – UI Management Systems – Evaluation Techniques.

UNIT V Universal Design and User Support

9 Hours

Universal design Principles – Multimodal Interaction – Designing for Diversity – Requirements and approaches for User Support – Help Systems – Designing user Support systems.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe fundamental HCI concepts for interface design	Understand
CO2: Discuss various modes of user interactions suitable for the given context	Understand
CO3: Illustrate the user interface prototype with appropriate life cycle model	Understand
CO4: Apply the standards and principles for effective implementation of user interface	Apply
CO5: Implement universal design principles to support effective user experience	Apply

Text Book(s):

T1. Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale, "Human Computer Interaction", 3rd Edition, Pearson Education, 2004.

Reference Book(s):

- R1. Gerard Jounghyun Kim, "Human Computer Interaction: Fundamentals and Practice", CRC Press, 2015.
- R2. Julie A.Jacko, "The Human Computer Interaction Handbook: Fundamentals, Evolving Technologies and Emerging Applications", 3rd Edition, CRC Press, 2012.

Web References:

- 1. NPTEL Videos: Human Computer Interaction. URL: http://nptel.ac.in/courses/106103115/
- 2. MIT OpenCourseWare: User Interface Design and Implementation. URL: https://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-831-user-interface-design-and-implementation-spring-2011/

Course Articulation Matrix

CO	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	-	-	1	-	1	-	1
CO2	2	1	-	-	-	-	-	1	-	1	-	1
CO3	2	1	-	-	-	-	-	1	-	1	-	1
CO4	3	2	1	1	-	-	-	1	-	1	-	1
CO5	3	2	1	1	-	-	-	1	-	1	-	1

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
Total				100

Course Code: 19CSOC1010	Course Title: Bio Informatics					
Course Category: Open Electi	ve	Course Level: Introductory				
L:T:P (Hours/Week) 3: 0: 0	Credits: 3	Total Contact Hours: 45	Max Marks: 100			

➤ Nil

Course Objectives

The course is intended to:

- 1. Describe the various DNA sequencing methods in Bioinformatics.
- 2. Explain the different types of Bioinformatics Resources and Databases.
- 3. Describe the various types of Sequence databases and file formats.
- 4. Explain about the Sequence Analysis and Scoring matrices in Bioinformatics.
- 5. Develop applications using Sequence and pairwise sequence alignment.

Unit I Basics of bioinformatics and Gene expression data 9 Hours

Aim and branches of Bioinformatics - Application of Bioinformatics - Basic biomolecular concepts: Protein and amino acid - DNA & RNA Sequence - structure and function. Forms of biological information - Types of Nucleotide Sequence: Genomic DNA - Complementary DNA (cDNA) - Recombinant DNA (rDNA) - Expressed sequence tags (ESTs) - Genomic survey sequences (GSSs). DNA sequencing methods - Gene expression data.

Unit II Bioinformatics Resources and Databases

9 Hours

Bioinformatics Resources – NCBI – EBI – ExPASy – RCSB - DDBJ: Databases and bioinformatics tools - Organization of databases: data contents - purpose and utility. Open access bibliographic resources and literature databases: PubMed - BioMed Central - Public Library of Sciences (PloS) - CiteXplore.

Unit III Sequence databases and file formats

9 Hours

Sequence databases – Nucleic acid sequence databases - Protein sequence databases - Structure Databases - Sequence file formats - Various file formats for bio-molecular sequences - Protein and nucleic acid properties: Proteomics tools - GCG utilities and EMBOSS - Computation of various parameters.

Unit IV Sequence Analysis and Scoring matrices

Sequence Analysis – Basic concepts of sequence similarity - identity and homology - definitions of homologues – orthologues - paralogues and xenologues, Scoring matrices: basic concept of a scoring matrix - Matrices for nucleic acid and protein sequences - PAM and BLOSUM series - matrix derivation methods and principles.

Unit V Sequence and pairwise sequence alignment

9 Hours

Sequence alignment – Measurement of sequence similarity; Similarity and homology. Pairwise sequence alignment: Basic concepts of sequence alignment - Needleman and Wunsch - Smith and Waterman algorithms for pairwise alignments - gap penalties - use of pairwise alignments for analysis of Nucleic acid and protein sequences.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Describe the various components of DNA sequencing methods in Bioinformatics	Understand
CO2: Explain the different types of Bioinformatics Resources and Databases used in real world applications.	Understand
CO3: Describe the various types of Sequence databases and file formats in Bioinformatics.	Understand
CO4: Explain about the Sequence Analysis and Scoring matrices in Bioinformatics for solving the real world problems.	Understand
CO5: Develop applications using Sequence and pairwise sequence alignment methods for solving real world problems.	Apply

Text Book(s):

- T1. David W. Mount, "Bioinformatics: Sequence and Genome Analysis", Cold Spring Harbor Laboratory, 2004.
- T2. Baxevanis, A.D. and Francis Ouellellette, B.F, "Bioinformatics a Practical Guide to the Analysis of Genes and Proteins", Wiley India Pvt Ltd., 2009.

Reference Book(s):

- R1.C.Siva Ram Murthy, B.S.Manoj, "Ad Hoc Wireless Networks: Architectures and Protocols", Prentice Hall Professional Technical Reference, 2008.
- R2. Carlos De Morais Cordeiro, Dharma Prakash Agrawal, "Ad Hoc & Sensor Networks: Theory and Applications", World Scientific Publishing Company, 2011.
- R3. Durbin, S. Eddy, A. Krogh, G. Mitchison, "Biological Sequence Analysis Probabilistic Models of proteins and nucleic acids", Cambridge University Press, 2002.
- R4.Teresa K. Attwood and David J. Parry-Smith, "Introduction to bioinformatics" Pearson Education, 2007.

Web References:

- Fundamentals of Bioinformatics URL https://onlinecourses.swayam2.ac.in/cec21_bt04/preview
- 2. Bioinformatics: Algorithms and Applications URL https://onlinecourses.nptel.ac.in/noc21_bt06/preview

Course Articulation Matrix

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

High-3; Medium-2; Low-1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
			Total	100

Course Code: 19CSOC1011	urse Code: 19CSOC1011 Course Title: Geographic Information					
Course Category: Open Elec	tives	Course Level: Introductory				
L:T:P (Hours/Week) 3: 0: 0	Credits:3	Total Contact Hours:45	Max Marks:100			

> NIL

Course Objectives

The course is intended to:

- 1. Explain the fundamental principles of GIS.
- 2. Describe the manipulation of spatial data.
- 3. Explain the transformation of spatial data.
- 4. Sketch the representation of Geographic information.
- 5. Illustrate the display of Geographic information.

Unit I Fundamentals of GIS

9 Hours

Introduction to GIS – Components of GIS – History of GIS – Elements of GIS – Application of GIS - Integration of GIS – Geographic coordinate systems – Map Projections - Commonly used map projections.

Unit II Spatial Data Models

9 Hours

Vector data model - Representation of spatial features – Topology - Geo Relational Data model - Object based data model - Representation of composite feature - Raster data model - Elements of Raster data model - Digital Elevation model - Types of Raster data - Raster data structure and compression.

Unit III Data Acquisition and Transformation

9 Hours

Data acquisition-Existing GIS data -. Metadata - Conversion of Existing data - Creation of new data - Geometric transformation - Root Mean Square - Resampling of Pixel values.

Unit IV Data Quality and Management

9 Hours

Location errors – Spatial data accuracy standards - Topological errors – Topological and non-topological Editing - Attribute data management – Attribute data in GIS – Relational Model – Joins, Relates, Relationship classes - Spatial join - Attribute data entry - Manipulation of fields.

Unit V Data Display and Cartography

9 Hours

Cartographic representation – Types of quantitative maps – Typography – Map Design – Map Production – Data Exploration – Map Based Data Manipulation - Attribute data and Spatial Data query.

Course Outcomes	Cognitive
At the end of this course, students will be able to:	Level
CO1: Explain the fundamental principles of GIS using various components and methods.	Understand
CO2: Describe the manipulation of spatial data using GIS Data models.	Understand
CO3: Explain the transformation of spatial data using data acquisition and transformation techniques.	Understand
CO4: Sketch the representation of Geographic information using various data management techniques.	Apply
CO5: Illustrate the display of Geographic information using various data Cartography Methods.	Apply

Text Book(s):

T1. Kang – Tsung Chang, "Introduction to Geographic Information Systems", McGraw Hill Publishing, 9th Edition, 2019.

Reference Books:

- R1. Ian Heywood, Sarah Cornelius, Steve Carver, Srinivasa Raju, "An Introduction to Geographical Information Systems", Pearson Education, 2nd Edition, 2007.
- R2. Lo.C.P., Albert K.W. Yeung, "Concepts and Techniques of Geographic Information Systems", Prentice-Hall India Publishers, 2006

Web Reference:

1. Introduction to Geographic Information Systems: https://nptel.ac.in/courses/106105184

Course Articulation Matrix

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

High-3; Medium-2; Low-1

	Assessment Component	CO.No.	Marks	Total
	CCET I 1,2 50		50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
		•	Total	100

Course Code: 19CSOC1012	Course Title: Green Computing				
Course Category: Open Elect	tive	Course Level: Introductory			
L:T:P (Hours/Week) 3: 0: 0	Credits: 3	Total Contact Hours: 45	Max Marks: 100		

➤ Nil

Course Objectives

The course is intended to:

- 1. Describe the significance of green computing.
- 2. Explain about green assets and business process management
- 3. Describe the energy management and recycling methods.
- 4. Explain virtualization concepts and their evaluation metrics.
- 5. Explore various environmental aspects.

Unit I - Green IT 9 Hours

Green IT Fundamentals: Business, IT, and the Environment – Green vision –Green value Green IT Strategies: Drivers, Dimensions, and Goals – Environmentally Responsible Business: Policies, Practices, and Metrics.

Unit II - Green Assets and Modeling

10 Hours

Green Assets: Buildings, Data Centers, Networks, and Devices – Green Business Process Management: Modeling, Optimization, and Collaboration – Green Enterprise Architecture – Green Enterprise Transformation Roadmap.

Unit III - Energy Management and Recycling

9 Hours

Process Reengineering - Teleworkers and Outsourcing - Paperless Office - Intranets - Electronic Data Interchange - Recycling: Problems - Means of Disposal, Life Cycle, Recycling Companies, Hard Drive Recycling, CDs and DVDs - Hardware Considerations: Energy Star, Servers and Remote Desktop.

Unit IV - Virtualizing IT Systems and Metrics

8 Hours

Consolidation and Virtualization - Server Virtualization - Storage Virtualization - Client Virtualization - Creating Virtual Servers - Blade Servers and Virtualization - Impacts of Server Virtualization on Data Storage – Metrics: SPEC, EPA and LEED Green Building Rating System.

Unit V - Case Studies 9 Hours

Environmentally Responsible Business Strategies (ERBS) – Case Study Scenarios for Trial Runs – Case Studies: Applying Green IT Strategies and Applications to a Home, Hospital, Packaging Industry and Telecom Sector.

Course Outcomes	Cognitive	
At the end of this course, students will be able to:	Level	
CO1: Describe the significance of green computing with strategies and policies.	Understand	
CO2: Explain about green assets and business process management using enterprise architecture.	Understand	
CO3: Describe the energy management and recycling methods for process reengineering	Understand	
CO4: Explain virtualization concepts in greening IT systems and their evaluation metrics with examples.	Understand	
CO5: Explore various environmental aspects by applying business strategies for various scenarios.	Apply	

Text Book(s):

- T1. Bhuvan Unhelkar, "Green IT Strategies and Applications-Using Environmental Intelligence", CRC Press, April 2016.
- T2. Toby Velte, Anthony Velte, Robert Elsenpeter, "Green IT", Tata McGraw Hill, 2008.

Reference Book(s):

- R1. Alvin Galea, Michael Schaefer, Mike Ebbers, "Green Data Center: steps for the Journey", Shoff/IBM redbook, 2011.
- R2. Carl Speshock, "Empowering Green Initiatives with IT", John Wiley & Sons, 2010.
- R3. John Lamb, "The Greening of IT", Pearson Education, 2009.

Web Reference(s):

- 1. Course Material URL:https://www.techopedia.com/definition/14753/green-computing
- NPTEL course content URL:http://nptel.ac.in/courses/110108056/module5/Lecture28.pdf
- 3. Projects and Major research output developed by C-DAC URL:http://meity.gov.in/content/green-computing.

Course Articulation Matrix

СО	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	3	3	1	-	1	1	1
CO2	2	1	-	-	-	3	3	1	-	1	1	1
CO3	2	1	-	-	-	3	3	1	-	1	1	1
CO4	2	1	-	-	-	3	3	1	-	1	1	1
CO5	3	2	1	1	-	3	3	1	-	1	1	1

High- 3; Medium- 2; Low- 1

	Assessment Component	CO. No.	Marks	Total
	CCET I	1,2	50	
Continuous Assessment	CCET II	3,4	50	30
	CCET III	5	50	
	Tutorials / Quiz / Assignments	1,2,3,4,5	30	10
End Semester Examination	ESE	1,2,3,4,5	100	60
Total				