

JIS University

Computer Science & Engineering

Curriculum Structure & Syllabus

(Effective from 2018-19 admission batch)

1 st Semester								
Sl No	Course Type	Course Code	Theory	Contact Hours /Week				Credit Points
				L	T	P	Total	
A. THEORY								
1	BS	M 101	Mathematics -I	3	1	0	4	4
2	BS	CH 101/ PH 101	Chemistry (Gr. A) / Physics- I (Gr. B)	3	0	0	3	3
3	ES	EE 101/ EC 101	Basic Electrical Engineering (Gr. A) / Basic Electronics Engineering (Gr. B)	3	0	0	3	3
4	HS	HU 101	English	2	0	0	2	2
Total of Theory							12	12
B. PRACTICAL								
5	BS	CH 191/ PH191	Chemistry Lab (Gr. A) / Physics- I Lab (Gr. B)	0	0	3	3	1.5
6	ES	EE 191/ EC 191	Basic Electrical Engineering Lab (Gr. A) / Basic Electronics Engineering Lab (Gr. B)	0	0	3	3	1.5
7	ES	ME 191/ ME 192	Engineering Graphics & Design (Gr A) / Workshop/Manufacturing Practices (Gr-B)	0	0	3	3	1.5
8	PROJ	PR 191	PROJECT-IA	0	0	1	1	0.5
9	PROJ	PR 192	PROJECT-IB	0	0	1	1	0.5
C. MANDATORY ACTIVITIES / COURSES								
10	MC	MC 181	Induction Program	0	0	0	0	
Total of Theory, Practical & Mandatory Activities/Courses							22	17.5

Syllabus- 1st Semester

Course Name: Mathematics-I

Course Code: M 101

Contact: 3:1:0

Total Contact Hours: 48

Credits: 4

Prerequisites:

The students to whom this course will be offered must have the concept of (10+2) standard matrix algebra and calculus.

Course Objectives:

The objective of this course is to disseminate the prospective engineers with techniques in matrix algebra and calculus. It aims to equip the students with standard concepts and tools at an intermediate to advanced level that will serve them well towards tackling more advanced level of mathematics and applications that they would find useful in their disciplines.

Course Outcomes:

COs	DESCRIPTIONS
CO1	Recall the distinctive characteristics of matrix algebra and calculus.
CO2	Understand the theoretical working of matrix algebra and calculus.
CO3	Apply the principles of matrix algebra and calculus to address problems in their disciplines.
CO4	Examine the nature of system using the concept of matrix algebra and calculus.

Course Content:

Module I: Matrix Algebra (11)

Echelon form and Normal (Canonical) form of a matrix; Inverse and rank of a matrix; Consistency and inconsistency of system of linear equations, Solution of system of linear equations; Eigenvalues and eigenvectors; Diagonalization of matrices; Cayley-Hamilton theorem.

Module II: Differential Calculus and Infinite Series (10)

Rolle's Theorem, Mean value theorems, Taylor's and Maclaurin theorems with remainders; Concept of sequence and series, Tests for convergence of infinite series: Comparison test, D'Alembert's ratio test, Raabe's test, Cauchy's root test, Power series; Taylor's series, Series for exponential, trigonometric and logarithm functions.

Module III: Multivariable Calculus (Differentiation) - I (9)

Function of several variables, Concept of limit, continuity and differentiability; Partial derivatives, Total derivative and its application; Chain rules, Derivatives of implicit functions Euler's theorem on homogeneous function, Jacobian.

Module IV: Multivariable Calculus (Differentiation) - II (7)

Maxima and minima of functions of two variables, Method of Lagrange multipliers; Directional derivatives, Gradient, Divergence, Curl.

Course Name: Physics –I

Course Code: PH 101

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Pre requisites: Knowledge of Physics up to 12th standard.

Course Objective:

The aim of courses in Physics is to provide an adequate exposure and develop insight about the basic physics principles along with the possible applications. The acquaintance of basic principles of physics would help engineers to understand the tools and techniques used in the industry and provide the necessary foundations for inculcating innovative approaches. It can also create awareness of the vital role played by science and engineering in the development of new technologies. It also gives necessary exposure to the practical aspects, which is an essential component for learning sciences.

Course Outcomes:

CO1: Describe various types mechanical resonance and its electrical equivalence

CO2: Explain basic principles of Laser, Optical fibers and various types of semiconductors

CO3: Apply superposition to explain interference and diffraction as well as apply wave mechanics to attainment of Heisenberg's uncertainty principle

CO4: Analyze importance of light as a carrier of information and examine different crystallographic structures according to their co-ordination number and packing factors

CO5: Justify the need of a quantum mechanics as remedy to overcome limitations imposed by classical physics

Course Content:

Module 1 (6L):

Waves & Oscillations:

Simple Harmonic Motion (only preliminary idea), damped harmonic motion-over damped, critically damped and under damped motion, energy decay, logarithmic decrement, force vibration and resonance (amplitude, velocity resonance), sharpness of resonance, quality factor, related numerical problems.

Module 2 (8L):

Classical Optics:

2.01- Interference of light: Huygens's principle, superposition of waves, conditions of sustained interference, Newton's ring (qualitative descriptions of working principles and procedures-no deduction required). Engineering applications, Numerical Problems.

2.02- Diffraction of light: Fresnel and Fraunhofer class, Fraunhofer diffraction of a single slit, multiple slits, intensity distributions, missing order, Rayleigh criterion (no deduction) and resolving power of grating and microscope (no deduction), related numerical problems.

Module 3 (8L):

Quantum Mechanics-I:

3.01 Quantum Theory: Inadequacy of classical physics and its modifications by Planck's quantum hypothesis-qualitative (no deductions), particle concept of electromagnetic wave (example: photoelectric and Compton Effect; no derivation required, origin of modified and unmodified lines), wave particle duality; phase velocity and group velocity; de Broglie hypothesis; Davisson and Germer

experiment.

3.02 Quantum Mechanics 1: Concept of wave function, physical significance of wave function, probability interpretation; normalization of wave functions; uncertainty principle, relevant numerical problems.

Module 4 (7L):

Solid State Physics-I:

4.01 Crystal Structure: Structure of solids, amorphous and crystalline solids (definition and examples), lattice, basis, unit cell, Fundamental types of lattices –Bravais lattice, simple cubic, fcc and bcc lattices, Miller indices and miller planes, co-ordination number and atomic packing factor, Bragg's equation, applications, numerical problems.

4.02 Semiconductor: Physics of semiconductors, electrons and holes, metal, insulator and semiconductor, intrinsic and extrinsic semiconductor, p-n junction.

Module 5 (7L):

Modern Optics-I:

5.01- Laser: Concepts of various emission and absorption process, Einstein A and B coefficients and equations, working principle of laser, metastable state, population inversion, condition necessary for active laser action, optical resonator, illustrations of Ruby laser, He-Ne laser, Semiconductor laser, applications of laser.

5.02-Fibre optics: Principle and propagation of light in optical fibres- Numerical aperture and Acceptance angle, Numerical problems.

Text Books:

Waves & Oscillations:

1. Sound-N. K. Bajaj (TMH)
2. Advanced Acoustics-D. P. Roy Chowdhury (Chayan Publisher)
3. Principles of Acoustics-B.Ghosh (Sridhar Publisher)
4. A text book of sound-M. Ghosh (S. Chand publishers)
5. A text book of Light- K.G. Mazumder & B.Ghoshs, (Book & Allied Publisher)
6. Physics of Oscillations and Waves- R.P. Singh
7. College Physics Vol. II - A.B. Gupta
8. Vibration, Waves and Acoustics- Chattopadhyay and Rakshit

Classical & Modern Optics:

1. A text book of Light- K.G. Mazumder & B.Ghoshs (Book & Allied Publisher)
2. A text book of Light-Brijlal & Subhramanium, (S. Chand publishers)
3. Modern Optics-A. B. Gupta (Book & Allied Publisher)
4. Optics-Ajay Ghatak (TMH)
5. Optics-Hecht
6. Optics-R. Kar, Books Applied Publishers
7. Physical Optics Möler
8. Optics -F.A. Jenkins and H.E White

Quantum Mechanics-I

1. Introduction to Quantum Mechanics-S. N. Ghoshal (Calcutta Book House)
2. Quantum Mechanics-Bagde and Singh (S. Chand Publishers)
3. Perspective of Quantum Mechanics-S. P. Kuilla (New Central Book Agency)
4. Quantum Mechanics-Binayak Datta Roy (S. Chand Publishers)
5. Quantum Mechanics-Bransden (Pearson Education Ltd.)

Course Name: Basic Electronics Engineering

Course Code: EC101

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

Electric current and voltage-D.C and A.C., Complex impedance, conductivity, resistivity, transformer charging and discharging of capacitor, active and passive elements.

Course Objective:

1. To understand the behavior of Conductors, Insulators, and Semiconductors based on energy-band theory and relevant problems.
2. To instill the knowledge of working principles of P-N Junction Diode, Zener diode and analyze their applications in the rectifier, clipper, clamper, regulator etc.
3. To familiarize with the characteristics of Bipolar junction transistor(BJT) under CE, CE, CC mode of operation and its biasing mechanisms.
4. To understand working principles of JFET, MOSFET and perform operations under CG, CS, CD configurations for parametric observation.
5. To determine the parameters due to the effect of feedback in amplifier to ,adder circuit , integrator and differentiator circuit using Operational Amplifier

Course Outcomes:

CO1	Students able to describe the fundamentals of Semiconductors
CO2	Students able to explain V-I characteristics of P-N Junction Diode, zener diode , working of diode rectifier, clipper, clamper, and regulator circuit
CO3	Students able to analyze characteristics of Bipolar junction transistor(BJT) under CE, CB, CC mode of operation and its biasing therein
CO4	Students able to illustrate the operations of JFET, MOSFET and the CS,CD , CG configuration using JFET
CO5	Students able to determine parameters due to effect of feedback in amplifier
CO6	Students able to construct inverting amplifier circuit , non-inverting amplifier circuit ,adder circuit , integrator and differentiator circuit using Operational Amplifier IC

Course Content:

Module-I: Basics of semiconductor (6L)

Conductors, Insulators, and Semiconductors- crystal structure, Fermi Dirac function, Fermi level, Energy band diagrams, valence band, conduction band, and band gap; intrinsic, and extrinsic (p-type and n-type) semiconductors, position of Fermi level in intrinsic and extrinsic semiconductor, drift and diffusion current – expression only (no derivation) , mass action law , charge neutrality in semiconductor, Einstein relationship in semiconductor , Numerical problems.

Module-II: P-N Junction Diode and its applications (8L)

p-n junction formation and depletion region, energy band diagram of p-n junction at equilibrium and barrier energy, built in potential at p-n junction, energy band diagram and current through p-n junction at forward and reverse bias, Static and Dynamic resistance of Diode, Transition capacitance and diffusion capacitance, V-I characteristics and current expression of diode, temperature dependencies of V-I characteristics of diode, p-n junction breakdown – conditions, avalanche and Zener breakdown, Concept of Junction capacitance, Zener diode and characteristics.

Diode half wave and full wave rectifiers (centre tapped and bridge) circuits and operation (I_{DC} , I_{rms} , V_{DC} , V_{rms}), ripple factor without filter, efficiency, PIV, TUF; Reduction of ac ripples using filter circuit (Qualitative analysis); Design of diode clipper and clamper circuit - explanation with example, application of Zener diode in regulator circuit. Numerical problems.

Module-III: Bipolar junction transistor (6L)

Concept of “Transistor”, Formation of PNP/NPN Transistors, energy band diagram, current conduction mechanism, CE, CB, CC configurations, transistor static characteristics in CE, CB and CC mode, junction biasing condition for active, saturation and cut-off modes, current gain α , β and γ , early effect. Biasing and bias stability; biasing circuits - fixed bias; voltage divider bias; collector to base bias, D.C. load line and Quiescent point, calculation of stability factors for different biasing circuits. BJT as an amplifier and as a switch – Graphical analysis; Numerical Problems.

Module-IV: Field effect transistor (6L)

Concept of “field effect”, Classification of FETs-JFET, MOSFET, operating principle of JFET. Drain and transfer characteristics of JFET (n-channel and p-channel), CS, CG, CD configurations, Relation between JFET parameters. FET as an amplifier and as a switch– graphical analysis. E-MOSFET (n-channel and p-channel), D-MOSFET (n-channel and p-channel), Numerical Problems.

Module-V: Feedback and Operational Amplifier (8L)

Concept of feedback with block diagram, positive and negative feedback, gain with feedback. Feedback topologies, effect of feedback on input and output impedance, distortion, concept of oscillation and Barkhausen criterion.

Operational amplifier – electrical equivalent circuit, ideal characteristics, non-ideal characteristics of op-amp – offset voltages; bias current; offset current; Slew rate; CMRR and bandwidth, Configuration of inverting and non-inverting amplifier using Op-amp, closed loop voltage gain of inverting and non-inverting amplifier, Concept of virtual ground, Applications op-amp – summing amplifier; differential amplifier; voltage follower; basic differentiator and integrator, Numerical Problems.

Module-VI: Cathode Ray Oscilloscope (2L)

Operating principle of CRO with block diagram, measurement of voltage, frequency and phase.

Text Books :

- 1.D. Chattopadhyay, P. C. Rakshit, Electronics Fundamentals and Applications, New Age International
- 2.Millman & Halkias, Integrated Electronics, Tata McGraw Hill.
- 3.Sedra & Smith, Microelectronics Engineering

Reference Books :

- 1.John D. Ryder, Electronic Fundamentals and Applications, PHI
- 2.J.B.Gupta, Basic Electronics, S.K. Kataria.
- 3.Malvino: Electronic Principle.
- 4.Boyelstad & Nashelsky: Electronic Devices & Circuit Theory, McGraw Hill, 1976.

CO-PO Mapping:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	1	1	-	-	-	-	-	2	-	1
CO2	3	3	3	1	-	-	-	-	1	1	1	2
CO3	3	1	1	1	-	-	-	-	1	1	1	1
CO4	3	2	1	1	-	-	-	-	1	1	2	2
CO5	3	2	3	1	-	-	-	-	1	1	1	2
CO6	3	3	3	1	-	-	-	-	2	1	2	3

Course Name: English
Course Code: HU101
Contact: 2:0:0
Total Contact Hours: 24
Credits: 2

Prerequisites: The course presupposes a high school level knowledge of English grammar, punctuation, and elementary to intermediate reading and writing skills.

Course Objectives: The basic objectives of this course are to impart professional communication skills in the globalized workplace context, to enable functional competence in reading and writing so as to create industry-ready personnel.

Course Outcomes:

CO1: Know about and employ communication in a globalized workplace scenario.

CO2: Understand and apply functional grammar, reading skills and sub-skills.

CO3: Acquire a working knowledge of writing strategies, formats and templates of professional writing.

CO4: Apply and make use of the modalities of intercultural communication.

Course Content:

Module 1: Communication in a Globalized World	4L
1.1 Definition, Process, Types of Communication	
1.2 Verbal and Non-Verbal Communication	
1.3 Barriers to Communication	
1.4 Workplace Communication	
Module 2: Functional Grammar	4L
2.1 Articles, Prepositions and Verbs	
2.2 Verb-Subject Agreement	
2.3 Voice, Modality and Modifiers	
2.4 Direct and Indirect Speech	
2.5 Common Errors in English	
Module 3: Vocabulary and Reading	6L
3.1 Word Roots, Prefixes and Suffixes	
3.2 Antonyms, Synonyms and one word Substitution	
3.3 Reading—Purposes and Skills (Skimming, Scanning & Intensive Reading)	
3.4 Reading Comprehension (Fictional and Non-fictional prose)	
Module 4: Professional Writing	10L
4.1 Writing Functions: Describing, Defining, Classifying	
4.2 Structuring—coherence and clarity	
4.3 Business Writing—Letters (Enquiry, Order, Sales, Complaint, Adjustment, Job Application letters), Memos, Notices, Circulars, Agendas and Minutes of Meetings).	
4.4 E-mails—types, conventions, jargons and modalities.	
4.5 Reports and Proposals	
4.6 Précis writing	
4.7 Essay writing	
4.8 Punctuation and its importance in writing	
4.9 Writing for an Audience	

Text Books:

1. Ruskin Bond: The Night Train at Deoli OR Khushwant Singh: The Portrait of a Lady
2. Roald Dahl: Lamb to the Slaughter OR Somerset Maugham: The Man with the Scar
3. Anne Frank: The Diary of a Young Girl (Letters of 3rd February 1944, 12th February 1944 and 13th February 1944) OR Jawaharlal Nehru: “How Britain Ruled India” (Glimpses of World History, Chap 112)

Reference Books:

1. Raymond Murphy. English Grammar in Use. 3rd Edn. CUP, 2001.
2. A. J Thomson and A. V. Martinet. A Practical English Grammar Oxford: OUP, 1980.
3. Michael Swan. Practical English Usage. Oxford: OUP, 1980.
4. Simeon Potter. Our Language. Oxford: OUP, 1950.
5. Pickett, Laster and Staples. Technical English: Writing, Reading & Speaking. 8th ed. London: Longman, 2001.
6. Ben Heasley and Liz Hamp-Lyons. Study Writing. Cambridge: CUP, 2006.

CO-PO Mapping:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	P10	P11	P12
CO1	3	-	-	-	-	-	1	-	-	3	-	2
CO2	2	3	2	-	-	2	2	-	-	3	-	3
CO3	1	3	-	-	-	3	3	-	-	3	-	3
CO4	-	-	-	-	-	3	3	-	-	3	-	3

Course Name: Physics I Lab

Course Code: PH 191

Contact: 0:0:3

Credits: 1.5

Pre requisites: Knowledge of Physics upto 12th standard.

Course Outcomes:

CO1 : Demonstrate experiments allied to their theoretical concepts

CO2 : Conduct experiments using LASER, Optical fiber, Torsional pendulum, Spectrometer

CO3 : Participate as an individual, and as a member or leader in groups in laboratory sessions actively

CO4 : Analyze experimental data from graphical representations , and to communicate effectively them in Laboratory reports including innovative experiments

List of Experiments:

General idea about Measurements and Errors (One Mandatory):

- i) Error estimation using Slide calipers/ Screw-gauge/travelling microscope for one experiment.
- ii) Proportional error calculation using Carrey Foster Bridge.

Any 6 to be performed from the following experiments

Experiments on Waves & Oscillations:

1. Study of Torsional oscillation of Torsional pendulum & determination of time period using various load of the oscillator.
2. Determination of elastic moduli of different materials (Young's modulus /Rigidity modulus)

Experiments on Classical Optics:

3. Determination of wavelength of light by Newton's ring method.
4. Determination of wavelength of light by Laser diffraction method.

Experiments on Quantum Physics-I:

5. Determination of Planck's constant using photoelectric cell.
6. Verification of Bohr's atomic orbital theory through Frank-Hertz experiment.
7. Determination of Stefan's Constant

Experiments on Solid State Physics-I:

8. Determination of Band gap of a semiconductor

****In addition it is recommended that each student should carry out at least one experiment beyond the syllabus/one experiment as Innovative experiment.**

Probable experiments beyond the syllabus:

1. Determination of wavelength of light by Fresnel's bi-prism method (beyond the syllabus).
3. Study of dispersive power of material of a prism.
4. Study of viscosity using Poiseuille's capillary flow method/using Stoke's law.
5. Measurement of nodal and antinodal points along transmission wire and measurement of wave length.
6. Any other experiment related to the theory.
7. Innovative Experiments

CO-PO Mapping:

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

Course Name: Basic Electronics Engineering Lab

Course Code: EC 191

Contact: 0:0:3

Credit: 1.5

Prerequisites: A basic course in electronics and Communication engineering Progresses from the fundamentals of electricity, active and passive components, basic electronics laws like Ohm's law, Ampere's law.

Course Objective:

The objectives of this course are

1. To prepare the students to have a basic knowledge of active and passive components.
2. To build knowledge to distinguish pure and impure DC signals.
3. To grow measuring ability of signals through multi meter and CRO
4. To understand characteristics of proper biasing for BJT and FET.
5. To encourage in developing circuits using diodes, transistors, FETs and OPAMPs.

Course Outcomes:

CO1	Knowledge of Electronic components such as Resistors, Capacitors, Diodes, Transistors measuring equipment like DC power supply, Multimeter, CRO, Signal generator, DC power supply.
CO2	Analyse the characteristics of Junction Diode, Zener Diode, BJT & FET and different types of Rectifier Circuits.
CO3	Determination of input-offset voltage, input bias current and Slew rate, Common- mode Rejection ratio, Bandwidth and Off-set null of OPAMPs.
CO4	Able to know the application of Diode, BJT & OPAMP.

List of Experiments:

1. Familiarization with passive and active electronic components such as Resistors, Inductors, Capacitors, Diodes, Transistors (BJT) and electronic equipment like DC power supplies, millimeters etc.
2. Familiarization with measuring and testing equipment like CRO, Signal generators etc.
3. Study of I-V characteristics of Junction diodes.
4. Study of I-V characteristics of Zener diodes.
5. Study of Half and Full wave rectifiers with Regulation and Ripple factors.
6. Study of I-V characteristics of BJTs.
7. Study of I-V characteristics of Field Effect Transistors.
8. Determination of input-offset voltage, input bias current and Slew rate of OPAMPs.
9. Determination of Common-mode Rejection ratio, Bandwidth and Off-set null of OPAMPs.
10. Study of OPAMP circuits: Inverting and Non-inverting amplifiers, Adders, Integrators and Differentiators.
11. Study of Logic Gates and realization of Boolean functions using Logic Gates.
12. Study of Characteristic curves for CB, CE and CC mode transistors.
13. Innovative Experiment

Text Books:

- 1.D. Chattopadhyay, P. C. Rakshit, Electronics Fundamentals and Applications, New Age International
- 2.Millman & Halkias, Integrated Electronics, Tata McGraw Hill.
- 3.Sedra & Smith, Microelectronics Engineering

Reference Books:

- 1.John D. Ryder, Electronic Fundamentals and Applications, PHI
- 2.J.B. Gupta, Basic Electronics, S.K. Kataria.
- 3.Malvino: Electronic Principle.

4. Boyelstad & Nashelsky: Electronic Devices & Circuit Theory, McGraw Hill, 1976.

CO-PO Mapping:

COs	PO1	PO2	PO3	PO4	OS	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2		1			-	-		-		2
CO2	3	3		2			-	-		-		2
CO3	3	3		2	1		-	-		-		3
CO4	3	3		3			-	-		-		3

Course Name: Workshop/Manufacturing Practices
Course Code: ME 192
Contact: 0:0:3
Credit: 1.5

Prerequisite: Higher Secondary with Mathematics, Physics and Chemistry

Course Objectives:

To understand the basic knowledge of Workshop Practice and Safety. To identify and use of different hand tools and other instruments like Hack Saw, Jack Plane, Chisels etc. and operations like Marking, Cutting etc. To expose students to different types of manufacturing/fabrication processes

Course Outcomes:

CO1: Fabricate components with their own hands.

CO2: Get practical knowledge of the dimensional accuracies and tolerances applicable for different manufacturing processes.

CO3: Produce small devices of their interest for project or research purpose.

Course Content:

(i) Theoretical discussion & videos: (3P)

Detailed contents:

1. Manufacturing Methods- casting, forming, machining, joining, advanced manufacturing methods
2. Fitting operations & power tools
3. Carpentry
4. Welding (arc welding & gas welding), brazing
5. Electrical & Electronics
6. Metal casting
7. CNC machining, Additive manufacturing
8. Plastic moulding& Glass Cutting.

(ii) Workshop Practice:

Module 1 - Machine shop (6P)

Typical jobs that may be made in this practice module:

- i. To make a pin from a mild steel rod in a lathe.
- ii. To make rectangular and vee slot in a block of cast iron or mild steel in a shaping and / or milling machine.

Module 2 - Fitting shop (6P)

Typical jobs that may be made in this practice module:

- i. To make a Gauge from MS plate.

Module 3 - Carpentry (6P)

Typical jobs that may be made in this practice module:

- i. To make wooden joints and/or a pattern or like.

Module 4 - Welding shop (Arc welding 3P + gas welding 3P) (3P)

Typical jobs that may be made in this practice module:

- i. ARC WELDING (3P): To join two thick (approx 5mm) MS plates by manual metal arcwelding.
- ii. GAS WELDING (3P): To join two thin mild steel plates or sheets by gas welding.

Module 5 - Electrical & Electronics (3P)

House wiring, soft Soldering

Module 6 – Smithy (3P)

Typical jobs that may be made in this practice module:

- i. A simple job of making a square rod from a round bar or like.

For further study (Optional)

Module 7 - Casting

Typical jobs that may be made in this practice module:

- i. One/ two green sand moulds to prepare, and a casting be demonstrated.

Module 8 - Plastic moulding & Glass Cutting

(3P)

Typical jobs that may be made in this practice module:

- i. For plastic moulding, making at least one simple plastic component should be made.
- ii. At least one sample shape on glass should be made using laser cutting machine.

Examinations could involve the actual fabrication of simple components, utilizing one or more of the techniques covered above.

- iii. Innovative experiment

Text Books:

1. Hajra Choudhury S.K., Hajra Choudhury A.K. and Nirjhar Roy S.K., “Elements of Workshop Technology”, Vol. I 2008 and Vol. II 2010, Media promoters and publishers private limited, Mumbai.
2. Rao P.N., “Manufacturing Technology”, Vol. I and Vol. II, Tata McGrawHill House, 2017.

Reference Books:

1. Gowri P., Hariharan and A. Suresh Babu, Manufacturing Technology – I, Pearson Education, 2008.
2. Roy A. Lindberg, “Processes and Materials of Manufacture”, 4th edition, Prentice Hall India, 1998.
3. Kalpakjian S. and Steven S. Schmid, Manufacturing Engineering and Technology, 4th edition, Pearson Education India Edition, 2002.
4. Manufacturing Science by A.Ghosh and A.K.Mallick, Wiley Eastern.
5. Principles of Metal Cutting/Principles of Machine Tools by G.C.Sen and A.Bhattacharya, New Central Book Agency, Kolkata.

CO-PO Mapping:

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

Curriculum for B.Tech 2nd Semester

Under Autonomy (GR A: ECE, EE, EIE, BME; GR B: CSE, IT, ME, CE, FT)

2 nd Semester								
Sl No	Course Type	Course Code	Theory	Credit Hours /Week				Credit Points
				L	T	P	Total	
A. THEORY								
1	BS	M 201	Mathematics –II	3	1	0	4	4
2	BS	CH 201/ PH 201	Chemistry - (Gr. B) / Physics – I (Gr. A)	3	0	0	3	3
3	ES	EE 201/ ECEC 201	Basic Electrical Engineering (Gr. B) / Basic Electronics Engineering (Gr. A)	3	0	0	3	3
4	ES	CS 201	Programming for Problem Solving	3	0	0	3	3
5	ES	ME 201	Engineering Mechanics	3	0	0	3	3
Total of Theory							16	16
B. PRACTICAL								
6	ES	CS291	Programming for Problem Solving Lab	0	0	3	3	1.5
7	BS	CH 291/ PH 291	Chemistry Lab (Gr. B) / Physics - I Lab (Gr. A)	0	0	3	3	1.5
8	ES	EE 291/ EC 291	Basic Electrical Engineering Lab (Gr. B) / Basic Electronics Engineering Lab (Gr. A)	0	0	3	3	1.5
9	ES	ME 291/ ME 292	Engineering Graphics & Design (Gr B) / Workshop/Manufacturing Practice (Gr-A)	0	0	3	3	1.5
10	HS	HU 291	Language Lab	0	0	2	2	1
11	PROJ	PR 291	Project-II	0	0	1	1	0.5
12	PROJ*	PR 292	Innovative activities-I	0	0	0	0	0.5
C. MANDATORY ACTIVITIES/ COURSES								
13	MC	MC 281	NSS/ Physical Activities/Meditation & Yoga/Photography/ Nature Club	0	0	0	3	
Total of Theory, Practical & Mandatory Activities/Courses							34	24

* Inter/ Intra Institutional Activities viz; Training with higher Institutions; Soft skill training organized by Training and Placement Cell of the respective institutions; contribution at incubation/ innovation /entrepreneurship cell of the institute; participation in conferences/ workshops/ competitions etc.; Learning at Departmental Lab/ Tinkering Lab/ Institutional workshop; Working in all the activities of Institute’s Innovation Council for eg: IPR workshop/Leadership Talks/ Idea/ Design/ Innovation/ Business Completion/ Technical Expos etc. (evaluation by Programme Head through certification)

Innovative activities to be evaluated by the Programme Head/ Event coordinator based on the viva voce and submission of necessary certificates as evidence of activities.

Syllabus- 2nd Semester

Course Name: Mathematics - II

Course Code: M 201

Contact: 3:1:0

Total Contact Hours: 48

Credit: 4

Prerequisites: The students to whom this course will be offered must have the concept of (10+2) standard calculus.

Course Objectives: The objective of this course is to disseminate the prospective engineers with techniques in multivariable calculus, ordinary differential equations and Laplace transform. It aims to equip the students with concepts and tools at an intermediate to advanced level of mathematics and applications that they would find useful in their disciplines.

Course Outcomes:

After completion of the course students are able to

CO1: Use mathematical tools to evaluate multiple integrals and vector integrals

CO2: Apply effective mathematical tools for the solutions of ordinary differential equations that model physical processes.

CO3: Recall the properties of Laplace Transform to evaluate multiple integrals and their usage

CO4: Understand the concept of Laplace transform to solve ordinary differential equations.

Course Content:

Module I: Multivariable Calculus (Integration): (12 L)

Double integration, Change of order of integration in double integrals, Triple integrals, vector line integrals, scalar surface integrals, vector surface integrals, Green's theorem, Gauss divergence theorem and Stokes' theorem.

Module II: First Order Ordinary Differential Equations: (10 L)

Solution of first order and first degree ODE: Exact ODE, Rules for finding Integrating factors, Linear ODE, Bernoulli's equation, Solution of first order and higher degree ODE: solvable for P , solvable for y solvable for x and Clairaut's equation.

Module III: Second Order Ordinary Differential Equations: (12 L)

Solution of second order ODE with constant coefficients: C.F. & P.I., Method of variation of parameters, Cauchy-Euler equations, Reduction of 2nd order ODE to a pair of first order ODEs, Solution of simultaneous linear ODEs.

Module IV: Laplace Transform: (14L)

Definition and existence of LT, LT of elementary functions, First and second shifting properties, Change of scale property, LT of $f'(t)$, LT of $\frac{f(t)}{t}$, LT of derivatives of $f(t)$, LT of $\int f(t) dt$, Evaluation of improper integrals using LT, LT of periodic and step functions, Inverse LT: Definition and its properties, Convolution theorem (statement only) and its application to the evaluation of inverse LT, Solution of linear ODE with constant coefficients (initial value problem) using LT.

Text Books:

1. Kreyszig, E., Advanced Engineering Mathematics, 9th Edition, John Wiley & Sons, 2006.
2. Ramana, B.V., Higher Engineering Mathematics, Tata McGraw Hill New Delhi, 11th Reprint, 2010.
3. Veerarajan, T., Engineering Mathematics for first year, Tata McGraw-Hill, New Delhi, 2008.
4. Grewal, B.S., Higher Engineering Mathematics, Khanna Publishers, 36th Edition, 2010.
5. Bali, N.P. and Goyal, M., A text book of Engineering Mathematics, Laxmi Publications, Reprint, 2008.

Reference Books:

Course Name: Chemistry

Course Code: CH201

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Pre requisites: Knowledge of Chemistry up to 12th standard.

Course Objective:

The concepts developed in this course will aid in quantification of several concepts in chemistry that have been introduced at the 10+2 levels in schools. Technology is being increasingly based on the electronic, atomic and molecular level modifications.

Course Outcomes:

CO1: Able to describe the fundamental properties of atoms & molecules, atomic structure and the periodicity of elements in the periodic table

CO2: Able to apply fundamental concepts of thermodynamics in different engineering applications.

CO3: Able to apply the knowledge of water quality parameters, corrosion control & polymers to different industries.

CO4: Able to determine the structure of organic molecules using different spectroscopic techniques.

CO5: Capable to evaluate theoretical and practical aspects relating to the transfer of the production of chemical products from laboratories to the industrial scale, in accordance with environmental considerations.

Course Content:

Module I: Inorganic Chemistry (9 L)

(i) Atomic structure (5 L)

Bohr's theory to hydrogen-like atoms and ions; spectrum of hydrogen atom. Quantum numbers, Introduction to the concept of atomic orbitals, diagrams of s, p and d orbitals, Pauli's exclusion principle, Hund's rule, exchange energy, Aufbau principle and its limitation, introduction to Schrodinger equation.

(ii) Periodic properties (4 L)

Modern Periodic table, group trends and periodic trends in physical properties: electron affinity, electronegativity, polarizability, oxidation states, effective nuclear charges, penetration of orbitals, variations of s, p and d orbital energies of atoms.

Module II: Physical Chemistry (8 L)

(i) Use of free energy in chemical equilibria (6 L)

Thermodynamic functions: internal energy, enthalpy, entropy and free energy. 2nd Law of Thermodynamics, Estimations of entropy and free energies, Free energy and emf, Cell potentials, the Nernst equation and applications.

(ii) Real Gases (2 L)

Reason for deviation of real gases from ideal behavior, Equations of state of real gases, Vander Waals' equation, pressure & volume correction, validity, critical state of gas.

Module III: Organic Chemistry (8 L)

(i) Stereochemistry (4 L)

Representations of 3 dimensional structures, Chirality, optical activity, isomerism, structural isomerism, stereoisomers, enantiomers, diastereomers, configurations (D,L & cis trans), racemisation.

(ii) Organic reactions (4L)

Concepts of inductive effect, resonance, hyperconjugation, introduction to reactions involving substitution, addition, elimination, oxidation (Baeyer villiger oxidation), reduction

(Clemmensen reduction, Wolff-Kishner reduction)

Module IV: Industrial Chemistry 8L

- (i) **Water (2 L):** Hardness, alkalinity, numerical
- (ii) **Corrosion. (2 L):** Types of corrosion: wet & dry, preventive measures
- (iii) **Polymers (3 L):** Classification of polymers, conducting polymers, biodegradable polymers
- (iv) **Synthesis of a commonly used drug molecule. (1 L):** Paracetamol, Aspirin

Module V: Spectroscopic techniques in Chemistry (3L)

Electromagnetic radiation, Principles of spectroscopy, spectrophotometer, infrared spectroscopy, fingerprint region, functional group region, UV-VIS spectroscopy, ¹H Nuclear magnetic resonance spectroscopy, chemical shift

Text Books

- (i) A Text Book of Organic Chemistry, Arun Bahl & Arun Bahl
- (ii) General & Inorganic Chemistry, P.K. Dutt
- (iii) General & Inorganic Chemistry, Vol I, R.P. Sarkar
- (iv) Physical Chemistry, P.C. Rakshit

Reference Books

- (v) Chemistry: Principles and Applications, by M. J. Sienko and R. A. Plane (iii) Fundamentals of Molecular Spectroscopy, by C. N. Banwell
- (iv) Engineering Chemistry (NPTEL Web-book), by B. L. Tembe, Kamaluddin and M. S. Krishnan
- (v) Physical Chemistry, by P. W. Atkins
- (vi) Organic Chemistry: Structure and Function by K. P. C. Vollhardt and N. E. Schore, 5th Edition <http://bcs.whfreeman.com/vollhardtschore5e/default.asp>

CO-PO Mapping:

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

Course Name: Basic Electrical Engineering

Course Code: EE201

Contact: 3:0:0

Total Contact hours: 36

Credits: 3

Prerequisites:

- Basic 12th standard Physics and Mathematics.
- Concept of components of electric circuit.

Course Objective:

To introduce the students to basic principles of DC and AC circuits, Electrical Machines and Electrical Systems.

Course Outcomes:

- CO1:** To understand Basic Electrical circuits, Power distribution and Safety measures.
- CO2:** To analyze and apply DC network theorems.
- CO3:** To analyze and apply concept of AC circuits of single-phase and three-phase.
- CO4:** To analyze and apply concepts of AC fundamentals in solving AC network problems.
- CO5:** To understand basic principles of Transformers and Rotating Machines.

Course contents:

Module I: DC Circuits (9L)

Definition of electric circuit, linear circuit, non-linear circuit, bilateral circuit, unilateral circuit, Dependent source, node, branch, active and passive elements, Kirchhoff's laws, Source equivalence and conversion, Network Theorems - Superposition Theorem, Thevenin's Theorem, Norton Theorem, Maximum Power Transfer Theorem, Star-Delta Conversions.

Module II: AC Fundamentals (9L)

Sinusoidal quantities, Average and RMS values, peak factor, Form factor, Phase and Phase difference, concept of phasor diagram, V-I Relationship in R, L, C circuit, Combination R-L-C in series and parallel circuits with phasor diagrams, impedance and admittance, impedance triangle and power triangle, Power factor, concept of resonance, Power in AC circuit, simple problems (series and parallel circuit only), Three-phase balanced circuits, Concept of three-phase power measurement.

Module III: Single-Phase Transformer (5L)

Brief idea on constructional parts, classifications, working principle. Problems on EMF equation. Phasor diagram, Equivalent circuit.

Module IV: Electrical Rotating Machines (8L)

a)DC Machines (4L)

Brief idea on constructional features, classifications, working principle of both motor and generator. Simple problems on Voltage equation.

b) Three-Phase Induction Motor (4L)

Basic concept of three phase circuit and production of rotating magnetic field. Working principle of three-phase induction motor and torque-speed characteristics (concept only). No numerical problem.

Module V: General Structure of Electrical Power System (1L)

Power generation to distribution through overhead lines and underground cables with single line diagram.

Module VI: Electrical Installations (4L)

Earthing of Electrical Equipment, ideas of basic components- MCB, MCCB, ELCB, SFU, Megger.

Text books:

1. D. P. Kothari & I. J. Nagrath, Basic Electrical Engineering, TMH.

Course Name: Programming for Problem Solving

Course Code: CS 201

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites: Number system, Boolean Algebra

Course Outcomes:

CO1	Understand and differentiate among different programming languages for problem solving.
CO2	Describe the way of execution and debug programs in C language.
CO3	Define, select, and compare data types, loops, functions to solve mathematical and scientific problem.
CO4	Understand the dynamic behavior of memory by the use of pointers.
CO5	Design and develop modular programs using control structure, selection structure and file.

Course Content:

Fundamentals of Computer: (8 L)

History of Computer, Generation of Computer, Classification of Computers, Basic structure of Computer System, Primary & Secondary Memory, Processing Unit, Input & Output devices. 2L

Binary and Allied number systems representation of signed & unsigned numbers, BCD, ASCII, Binary number. Arithmetic – Addition and Subtraction (using 1's complement and 2's complement). 2L

Overview of Procedural vs Structural language, compiler and assembler (basic concepts) 1L

Problem solving- Algorithm & flow chart. 2L

C Fundamentals: (28 L)

Variable and Data Types:The C character set identifiers and keywords, data type & sizes, variable names, declaration, statements. 2L

C Operators & Expressions:

Arithmetic operators, relational operators, logical operators, increment and decrement operators, bitwise operators, assignment operators, conditional operators, special operators - type conversion, C expressions, precedence and associativity.

Input and Output: Standard input and output, formatted output - printf, formatted input scanf, bit fields. 4L

Branching and Loop Statements:

Statement and blocks, if - else, switch, goto and labels, Loops - while, for, do while, break and continue. 4L

Fundamentals and Program Structures:

auto, external, static and register variables Functions, function types, function prototypes, functions returning values, functions not returning values, scope rules, recursion, C preprocessor and macro. 5L

Arrays, Strings and Pointers:

One dimensional arrays, Two-dimensional arrays, Multidimensional arrays. Passing an array to a function Character array and string, array of strings, Passing a string to a function, String related functions, Pointers, Pointer and Array, Pointer and String, Pointer and functions, Dynamic memory allocation. 7L

Structures and Unions:

Basic of structures, arrays of structures, structures and pointers, structures and functions. 3L

Files handling with C:

formatted and unformatted files, Command line arguments, fopen, fclose, fgetc, fputc, fprintf, fscanf function. 3L

Text book:

Kerninghan B.W. & Ritchie D.M. - The C Programming Language ,PHI, 2nd Edition

Kanetkar Y. - Let us C, BPB Publication, 15th Edition

Reference Books:

E Balagurusamy – Programming in ANSI C, TMH, 3rd Edition

K R Venugopal & S R Prasad – MASTERING C, TMH, 2nd Edition

Reema Thareja – INTRODUCTION TO C PROGRAMMING, OXFORD UNIVERSITY PRESS, 2nd Edition

CO – PO Mapping:

COs	PO1	PO2	PO3	PO4	PO5	O6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	1	1	-	-	1	-	3	3	1	1
CO2	2	2	3	3	2	2	-	-	3	3	3	3
CO3	2	2	2	2	2	1	-	-	3	3	1	3
CO4	3	2	2	2	2	3	-	-	3	3	2	3
CO5	3	3	3	3	2	3	-	-	3	3	3	3

Course Name: Engineering Mechanics

Course Code: ME 201

Contacts: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites: Basic Concept of Physics

Course Objective:

This course teaches students how to apply Newtonian physics to relatively simple real life applications. This course covers statics, dynamics and elementary part of strength of materials.

Course Outcomes:

- CO1: To understand representation of force, moments for drawing free-body diagrams and analyze friction based systems in static condition
- CO2: To locate the centroid of an area and calculate the moment of inertia of a section.
- CO3: Apply of conservation of momentum & energy principle for particle dynamics and rigid body kinetics
- CO4: Understand and apply the concept of virtual work, rigid body dynamics and systems under vibration.

Course Content:

Module 1: Introduction to Engineering Mechanics: Force Systems Basic concepts, Particle equilibrium in 2-D & 3-D; Rigid Body equilibrium; System of Forces, Coplanar Concurrent Forces, Components in Space – Resultant- Moment of Forces and its Application; Couples and Resultant of Force System, Equilibrium of System of Forces, Free body diagrams, Equations of Equilibrium of Coplanar Systems and Spatial Systems; Static Indeterminacy. 6L

Module 2: Friction: Types of friction, Limiting friction, Laws of Friction, Static and Dynamic Friction; Motion of Bodies, wedge friction, screw jack & differential screw jack. 2L

Module 3: Basic Structural Analysis: Equilibrium in three dimensions; Method of Sections; Method of Joints; How to determine if a member is in tension or compression; Simple Trusses; Zero force members; Beams & types of beams; Frames & Machines. 3L

Module 4: Centroid and Centre of Gravity: Centroid of simple figures from first principle, centroid of composite sections; Centre of Gravity and its implications; Area moment of inertia- Definition, Moment of inertia of plane sections from first principles, Theorems of moment of inertia, Moment of inertia of standard sections and composite sections; Mass moment inertia of circular plate, Cylinder, Cone, Sphere, Hook. 5L

Module 5: Virtual Work and Energy Method: Virtual displacements, principle of virtual work for particle and ideal system of rigid bodies, degrees of freedom. Active force diagram, systems with friction, mechanical efficiency. Conservative forces and potential energy (elastic and gravitational), energy equation for equilibrium. Applications of energy method for equilibrium. Stability of equilibrium. 5L

Module 6: Review of particle dynamics: Rectilinear motion; Plane curvilinear motion (rectangular, path, and polar coordinates). 3-D curvilinear motion; Relative and constrained motion; Newton's 2nd law (rectangular, path, and polar coordinates). Work-kinetic energy, power, potential energy. Impulse-momentum (linear, angular); Impact (Direct and oblique). 5L

Module 7: Introduction to Kinetics of Rigid Bodies: Basic terms, general principles in dynamics; Types of motion, Instantaneous centre of rotation in plane motion and simple problems; D'Alembert's

principle and its applications in plane motion and connected bodies; Work energy principle and its application in plane motion of connected bodies; Kinetics of rigid body rotation. 5L

Module8: Mechanical Vibrations: Basic terminology, free and forced vibrations, resonance and its effects; Degree of freedom; Derivation for frequency and amplitude of free vibrations without damping and single degree of freedom system, simple problems, types of pendulum, use of simple, compound and torsion pendulums.

5L

Text books:

1. Irving H. Shames (2006), Engineering Mechanics, 4th Edition, Prentice Hall
2. F. P. Beer and E. R. Johnston (2011), Vector Mechanics for Engineers, Vol I - Statics, Vol II, – Dynamics, 9th Ed, Tata McGraw Hill
3. R.C. Hibbler (2006), Engineering Mechanics: Principles of Statics and Dynamics, Pearson Press.
4. Andy Ruina and Rudra Pratap (2011), Introduction to Statics and Dynamics, Oxford University Press
5. Shanes and Rao (2006), Engineering Mechanics, Pearson Education,
6. Hibler and Gupta (2010), Engineering Mechanics (Statics, Dynamics) by Pearson Education

Reference books:

1. Reddy Vijaykumar K. and K. Suresh Kumar(2010), Singer's Engineering Mechanics
2. Bansal R.K.(2010), A Text Book of Engineering Mechanics, Laxmi Publications
3. Khurmi R.S. (2010), Engineering Mechanics, S. Chand & Co.
4. Tayal A.K. (2010), Engineering Mechanics, Umesh Publications

CO – PO Mapping:

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

Course Name: Programming for Problem Solving Lab

Course Code: CS291

Contacts: 0:0:3

Credits: 1.5

Prerequisites: Number system, Boolean Algebra.

Course Outcomes:

At the end of the course students are able to understand

CO1: Learn the concept of DOS system commands and editor.

CO2: To formulate the algorithms for simple problems and to translate given algorithms to a working and correct program.

CO3: To be able to identify and correct syntax errors / logical errors as reported during compilation time and run time.

CO4: To be able to write iterative as well as recursive programs.

CO5: Learn the concept of programs with Arrays, Pointers, Structures, Union and Files.

List of Experiment:

- Some basic commands of DOS, Windows and Linux Operating System, File handling and Directory structures, file permissions, creating and editing simple C program, compilation and execution of C program.
- Writing C Programs on variable, expression, operator and type-casting.
- Writing C Programs using different structures of if-else statement and switch-case statement.
- Writing C Programs demonstrating use of loop (for loop, while loop and do-while loop) concept and use of break and continue statement.
- Writing C Programs demonstrating concept of Single & Multidimensional arrays.
- Writing C Programs demonstrating concept of Function and Recursion.
- Writing C Programs demonstrating concept of Pointers, address of operator, declaring pointers and operations on pointers.
- Writing C Programs demonstrating concept of structures, union and pointer to structure.
- Writing C Programs demonstrating concept of String and command line arguments.
- Writing C Programs demonstrating concept of dynamic memory allocation.
- Writing C Programs demonstrating concept of File Programming.
- Innovative Experiments

CO-PO Mapping:

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

Course Name: Chemistry Lab

Course Code: CH 291

Contact: 0:0:3

Credits: 1.5

Prerequisites: Knowledge of Physics up to 12th standard.

Course Objective:

- Study the basic principles of pH meter and conductivity meter for different applications.
- Analysis of water for its various parameters & its significance in industries.
- Learn to synthesis Polymeric materials and drugs.
- Study the various reactions in homogeneous and heterogeneous medium.

Course Outcomes:

CO1: Able to operate different types of instruments for estimation of small quantities chemicals used in industries and scientific and technical fields.

CO2: Able to analyse and determine the composition of liquid and solid samples working as an individual and also as a team member

CO3: Able to analyse different parameters of water considering environmental issues

CO4: Able to synthesize drug and polymer materials.

CO5: Capable to design innovative experiments applying the fundamentals of chemistry

List of Experiment:

Choice of 10-12 experiments from the following:

- Determination of surface tension and viscosity
- Thin layer chromatography
- Determination of hardness of water
- Determination of chloride content of water
- Determination of the rate constant of a reaction
- Determination of cell constant and conductometric titration
- pH metric titrations
- Synthesis of a polymer/drug
- Saponification/acid value of an oil
- Chemical analysis of a salt
- Chemical oscillations- Iodine clock reaction
- Determination of the partition coefficient of a substance between two immiscible liquids
- Adsorption of acetic acid by charcoal

Innovative experiments (any one)

- Synthesis of silver nano particles
- Green synthesis

CO-PO Mapping:

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

Course Name: Engineering Graphics & Design

Course Code: ME 291

Contact: 0:0:3

Credits: 1.5

Prerequisites: Basic knowledge of geometry

Course Objectives:

To learn detailed drawing and modeling of a system, component, or process which meets desired needs within realistic constraints. It will help students to use the techniques, skills, and modern engineering tools and communicate effectively.

Course Outcomes:

CO1: Get introduced with Engineering Graphics and visual aspects of design.

CO2: Know and use common drafting tools with the knowledge of drafting standards.

CO3: Apply computer aided drafting techniques to represent line, surface or solid models in different Engineering viewpoints.

CO4: Produce part models; carry out assembly operation and show working procedure of a designed project work using animation.

List of Drawing:

Traditional Engineering Graphics:

Principles of Engineering Graphics; Orthographic Projection; Descriptive Geometry; Drawing Principles; Isometric Projection; Surface Development; Perspective; Reading a Drawing; Sectional Views; Dimensioning & Tolerances; True Length, Angle; intersection, Shortest Distance.

Module 1: Introduction to Engineering Drawing

Principles of Engineering Graphics and their significance, Usage of Drawing instruments, lettering, Conic sections including Rectangular Hyperbola (General method only); Cycloid, Epicycloid and Involute; Scales – Plain, Diagonal and Vernier Scales.

Module 2: Orthographic & Isometric Projections

Principles of Orthographic Projections-Conventions - Projections of Points and lines inclined to both planes; Projections of planes inclined Planes - Auxiliary Planes; Projection of Solids inclined to both the Planes- Auxiliary Views; Isometric Scale, Isometric Views of lines, Planes, Simple and compound Solids; Conversion of Isometric Views to Orthographic Views and Vice-versa.

Module 3: Sections and Sectional Views of Right Angular Solids

Drawing sectional views of solids for Prism, Cylinder, Pyramid, Cone and project the true shape of the sectioned surface, Auxiliary Views; Development of surfaces of Right Regular Solids - Prism, Pyramid, Cylinder and Cone; Draw sectional orthographic views of objects from industry and dwellings (foundation to slab only)

Computer Graphics:

Engineering Graphics Software; -Spatial Transformations; Orthographic Projections; Model Viewing; Co-ordinate Systems; Multi-view Projection; Exploded Assembly; Model Viewing; Animation; Spatial Manipulation; Surface Modeling; Solid Modeling.

Module 4: Overview of Computer Graphics

Demonstration of CAD software [The Menu System, Toolbars (Standard, Properties, Draw, Modify and Dimension), Drawing Area (Background, Crosshairs, Coordinate System), Dialog boxes and windows, Shortcut menus (Button Bars), Zooming methods, Select and erase objects].

Module 5: CAD Drawing, Customization, Annotations, layering

Set up of drawing page including scale settings, ISO and ANSI standards for dimensioning and tolerancing; Using various methods to draw straight lines, circles, applying dimensions and annotations

to drawings; Setting up and use of Layers, Changing line lengths (extend/lengthen); Printing documents; Drawing sectional views of solids and project the true shape of the sectioned surface; Drawing annotation, CAD modeling of parts and assemblies with animation, Parametric and non parametric solid, surface and wireframe modeling, Part editing and two dimensional documentation of models.

Module 6:

Demonstration of a simple team design project

Illustrating Geometry and topology of engineered components: creation of engineering models and their presentation in standard 2D blueprint form and as 3D wire-frame and shaded solids; Meshed topologies for engineering analysis and tool-path generation for component manufacture, Use of solid-modeling software for creating associative models at the component and assembly levels.

Module 7:

Innovative experiments

Text Books:

1. Bhatt N.D., Panchal V.M. & Ingle P.R., (2014), Engineering Drawing, Charotar Publishing House
2. (Corresponding set of) CAD Software Theory and User Manuals

Reference Books:

1. K. Venugopal, Engineering Drawing + AutoCAD, New Age International publishers
2. Agrawal B. & Agrawal C. M. (2012), Engineering Graphics, TMH Publication.
3. Shah, M.B. & Rana B.C. (2008), Engineering Drawing and Computer Graphics, Pearson Education
4. Narayana, K.L. & P Kannaiah (2008), Text book on Engineering Drawing, Scitech Publishers.

CO-PO Mapping:

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

Course Name: Lang. Lab. and Seminar Presentation

Course Code: HU 291

Contact: 0:0:2

Credit: 1

Pre requisites: Basic knowledge of LSRW skills.

Course Objective: To train the students in acquiring interpersonal communication skills by focussing on language skill acquisition techniques and error feedback.

Course Outcomes:

CO1: Able to understand advanced skills of Technical Communication in English through Language Laboratory.

CO2: Able to apply listening, speaking, reading and writing skills in societal and professional life.

CO3: Able to demonstrate the skills necessary to be a competent Interpersonal communicator.

CO4: Able to analyze communication behaviours.

CO5: Able to adapt to multifarious socio-economical and professional arenas with the help of effective communication and interpersonal skills.

Course Content:

Module 1: Introduction to the Language Lab

- a. The Need for a Language Laboratory
- b. Tasks in the Lab
- c. Writing a Laboratory Note Book

Module 2: Active Listening

- a. What is Active Listening?
- b. Listening Sub-Skills—Predicting, Clarifying, Inferencing, Evaluating, Note-taking
- c. Academic Listening vs Business Listening
- d. Listening in Business Telephony
- e. Study of Contextualized Examples based on Lab Recordings

Module 3: Speaking

- a. Speaking—Accuracy and Fluency Parameters
- b. Pronunciation Guide—Basics of Sound Scripting, Stress and Intonation
- c. Fluency-focussed activities—JAM, Conversational Role Plays, Speaking using Picture/Audio Visual inputs
- d. Accuracy-focussed activities—Identifying Minimal Pairs, Sound Mazes, Open and Closed Pair Drilling, Student Recordings (using software)
- e. Group Discussion: Principles and Practice

Module 4: Lab Project Work

- a. Making a brief Animation film with voice over (5 minutes)OR
- b. Making a brief Documentary film (10 minutes)

Reference Books:

1. IIT Mumbai, **Preparatory Course in English** syllabus
2. IIT Mumbai, **Introduction to Linguistics** syllabus
3. Sasikumar et al. *A Course in Listening and Speaking*. New Delhi: Foundation Books, 2005.
4. Tony Lynch, *Study Listening*. Cambridge: Cambridge UP, 2004.

CO – PO Mapping :

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	P10	P11	P12
CO1	2	-	-	3	-	3	2	2	3	3	-	3

CO2	2	3	3	3	-	3	3	3	2	3	-	3
CO3	1	3	3	3	-	2	2	2	2	3	-	2
CO4	1	2	3	3	-	2	1	1	2	3	-	2
CO5	3	3	2	3	-	2	3	2	2	3	-	2

Course Name: NSS/Physical Activities/ Meditation & Yoga/ Photography/Nature Club

Course Code: MC 281

Contact: 0:0:3

Course Objectives:

- To increase student awareness about the weaker and unprivileged sections of society
- To expose students to environmental issues and ecological concerns
- To make students self aware about their participatory role in sustaining society and the environment

List of Activities:

- a) Creating awareness in social issues
- b) Participating in mass education programmes
- c) Proposal for local slum area development
- d) Waste disposal
- e) Environmental awareness ``
- f) Production Oriented Programmes
- g) Relief & Rehabilitation work during Natural calamities

Creating awareness in social issues:

1. Women's development – includes health, income-generation, rights awareness.
2. Hospital activities – Eg. writing letters for patients, guiding visitors
3. Old age home – visiting the aging in-mates, arranging for their entertainment.
4. Children's Homes - visiting the young in-mates, arranging for their entertainment
5. Linking with NGOs to work on other social issues. (Eg. Children of sex-workers)
6. Gender issues- Developing an awareness, to link it with Women's Cell of college

Participating in mass education programmes: 1. Adult education 2. Children's education

Proposal for local slum area development : One or two slums to be identified and according to the needs, activities to be developed and proposals and reports are to be submitted.

Environmental awareness

- Resource conservation – Awareness to be developed on water, energy, soil.
- Preservation of heritage monuments- Marches, poster campaigns
- Alternative energy consciousness amongst younger school-children.
- Plantation and beautification- Plantation of trees, their preservation and upkeep, developing NSS parks.
- Waste disposal- Proper methods of domestic waste disposal.

Production Oriented Programmes

5. Working with people and explaining and teaching improved agricultural practices
6. Rodent control land pest control practices;
7. Soil-testing, soil health care and soil conservation;
8. Assistance in repair of agriculture machinery;
9. Work for the promotion and strengthening of cooperative societies in villages;
10. Assistance and guidance in poultry farming, animal husbandry, care of animal health etc.;
11. Popularization of small savings and
12. Assistance in procuring bank loans

Relief & Rehabilitation work during Natural calamities

- g) Assisting the authorities in distribution of rations, medicine, clothes etc.;
- h) Assisting the health authorities in inoculation and immunization, supply of medicine etc.;
- i) Working with the local people in reconstruction of their huts, cleaning of wells, building roads etc.;
- j) Assisting and working with local authorities in relief and rescue operation; Collection of clothes and other materials, and sending the same to the affected areas;

2nd Year 3rd Semester

SL No	Type	Code	THEORY	Contact Hours/Week				Credits Points
				L	T	P	Total	
A. THEORY								
1	BS	M(CSE)301	Mathematics-III	3	1	0	4	4
2	BS	PH301	Physics-II	3	0	0	3	3
3	PC	CS301	Digital Electronics and Computer Organization	3	0	0	3	3
4	PC	CS302	Data Structures	3	0	0	3	3
5	ES	CS 303	Circuit Theory and Network	2	0	0	2	2
Total of Theory				15				15
B. PRACTICAL								
6	BS	PH391	Physics-II Lab	0	0	3	3	1.5
7	PC	CS391	Digital Electronics and Computer Organization Lab	0	0	3	3	1.5
8	PC	CS392	Data Structures Lab	0	0	3	3	1.5
9	PC	CS393	Programming with C++	1	0	2	3	1.5
10	PROJ	PR 391	Project-III	0	0	2	2	1
11	PROJ*	PR 392	Innovative activities-II	0	0	0	1	0.5
C. MANDATORY ACTIVITIES / COURSES								
12	MC	MC 381	Behavioural and Interpersonal Skills	0	0	3	3	
Total of Theory, Practical & Mandatory Activities/Courses				33				22.5

*Students may choose either to work on participation in all the activities of Institute's Innovation Council for eg: IPR workshop/ Leadership Talks/ Idea/ Design/ Innovation/ Business Completion/ Technical Expos etc.

Innovative activities to be evaluated by the Programme Head/ Event coordinator based on the viva voce and submission of necessary certificates as evidence of activities.

Course Name: Mathematics - III

Course Code: M(CSE) 301

Contact: 3:1:0

Total Contact Hours: 48

Credits: 4

Prerequisites:

The students to whom this course will be offered must have the concept of (10+2) standard set theory, calculus, basic probability.

Course Outcome (COs):

On successful completion of the learning sessions of the course, the learner will be able to:

CO1: Recall the distinctive characteristics of probability distribution, algebraic structure, number theory, recurrence relation, propositional logic and graph theory.

CO2: Demonstrate the theoretical working of probability distribution, algebraic structure, number theory, recurrence relation, propositional logic and graph theory.

CO3: Compute the probability of real world uncertain phenomena by indentifying probability distribution that fits the phenomena.

CO4: Formulate different counting problems and solve the recurrence relation using underlying concept.

CO5: Construct the shortest path and minimal spanning tree from a given graph using the algorithms of graph theory.

Course Content:

MODULE I: *Probability Distributions: (10 Lectures)*

Random Variable: Discrete and Continuous (definition & examples); Probability Distribution (definition & examples); Probability Mass Function, Probability Density Function and Distribution Function for a single random variable only (definition, properties & related problems); Expectation, Variance and Standard Deviation for a single random variable only (definition, properties & related problems); Binomial Distribution, Poisson Distribution, Binomial Approximation to Poisson Distribution and Normal Distribution (problems only), Mean, Variance and Standard Deviation of Binomial, Poisson and Normal Distribution (problems only).

Module II: *Propositional Logic: (6 Lectures)*

Introduction to Propositional Calculus, Propositions, Logical Connectives, Conjunction, Disjunction, Negation and their truth table. Conditional Connectives, Implication, Converse, Contrapositive, Inverse, Bi-conditional statements with truth table, Logical Equivalence, Tautology, Normal forms-CNF, DNF.

Module III: *Number Theory: (8 Lectures)*

Well Ordering Principle, Divisibility theorem (without proof) and properties of divisibility; Fundamental theorem of Arithmetic; Euclidean Algorithm for finding G.C.D and some basic properties of G.C.D with simple examples.

Module IV: *Recurrence Relation: (6 Lectures)*

Recurrence relations: Formulation of different counting problems in terms of recurrence relations, Solution of recurrence relations with constant coefficients by (i) The iterative method (ii) Characteristic roots method (iii) Generating functions method.

Module V: *Algebraic Structures: (8 Lectures)*

Course Name: Physics-II

Course Code: PH 301

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

Basic knowledge of Physics I

Course Outcome(Cos):

After completion of this course student will be able to

CO1: explain electromagnetic wave propagation using fundamentals of electrostatics, magnetostatics and electromagnetic theory.

CO2: apply Schrödinger equation in variety of atomic scale problems including nanomaterials.

CO3: analyze the importance of superposition principle of quantum mechanics in conceptualization of Quantum bits.

CO4: justify the importance of Fermi energy level in turning electronic properties of various semiconductors

Course Content:

Module 1: Quantum Mechanics-II, Quantum Computation and Communication (12L)

1.01: Quantum Mechanics-II

Formulation of quantum mechanics and Basic postulates; Operator correspondence-Measurements in Quantum Mechanics- Eigen value, Eigen function, superposition principle, orthogonality of wave function, expectation value. Commutator. 3L

Time dependent Schrödinger's equation, formulation of time independent Schrödinger's equation by method of separation of variables, Schrödinger's equation as energy eigen value equation, Application of Schrödinger equation – Particle in an infinite square well potential (1-D and 3-D potential well; Discussion on degenerate levels), 1D finite barrier problem and concept of quantum tunnelling (solve only $E < V_0$). 4L

1.02: Quantum Computation and Communication

The idea of n- dimensional vector space, use of 'bra-ket' notation, matrix representation of bra & kets; basis, Hilbert space; Pauli matrices. 2L

Idea of qubit and examples of single qubit logic gates- Classical bits, qubit as a two level system; Bloch vector, Pauli gate, Hadamard gate, Phase shift gate, Quantum circuits related to Quantum gates. 3L

Module 2: Statistical Mechanics (6L)

Module 2.01: Basics of Statistical Mechanics:

Concept of energy levels and energy states. Microstates, macrostates and thermodynamic probability, MB, BE, FD, statistics (Qualitative discussions)- physical significance, conception of bosons, fermions, classical limits of quantum statistics, Fermi distribution at zero & non-zero temperature, Concept of Fermi level. 4L

Module 2.02: Applications of Statistical Mechanics:

Qualitative study: Fermi level in metals, total energy at absolute zero and total number of particles. Fermi level for intrinsic and extrinsic semiconductors (pictorial representations on temperature dependence and doping concentration viz. p type, n-type). 2L

Module 3: Storage and display devices (3L)

3.01: Different storage and display devices-Magnetic storage materials, Hard disc (examples related to computers compared with semiconductor storage viz. Pendrive), Operation and application of CRT, Liquid crystal display (LCD), LED, Plasma display, Thin film transistor display). 3L

Module 4 : Concept of Polarisation (4L)

4.01 : Definition, Plane of polarization, Plane of vibration, Malus Law, Fundamental concepts of plane, circular & elliptical polarizations (only qualitative idea) with examples, Brewster's law, Double refraction : Ordinary & Extra ordinary rays, Nicol's prism, Engineering applications in E.M.Theory, Numerical problems 3L

Module 5: Electricity and Magnetism (8L)**Module 5.01:Electrostatics**

Gauss's law in integral form and conversion into differential form, Equation of continuity, Extend to Poisson's & Laplace's equation, Application to parallel plate, spherical and cylindrical capacitors. 3L

Module 5.02: Magnetostatics:

Lorentz force (concept in Hall effect-), force on a small current element placed in a magnetic field. Biot-Savart law- non existence of magnetic monopole, Ampere's circuital law, Magnetic vector and scalar potential. 3L

Module 5.03: Electro-magnetism & Electromagnetic theory

Faraday's law, Concept of displacement current, Maxwell's field equations with physical significance, wave equation in free space, transverse nature of electromagnetic wave. 2L

Module 6: Physics of Nanomaterials (3L)

Reduction of dimensionality, properties of nanomaterials, Quantum wells (two dimensional), Quantum wires (one dimensional), Quantum dots (zero dimensional); Application of nanomaterials (CNT, grapheme, electronic, environment, medical). 3L

Text Book:

1. Engineering Physics by Khan and Panigrahi Publisher: Oxford.

Recommended Books:**Module 1:**

1. Advanced Quantum Mechanics-J. J. Sakurai (TMH)
2. Quantum Mechanics-Schiff (Addison-Wesley)
3. Quantum Computation and Quantum Information(10th Anniversary Edition)-Nielsen & Chuang (Cambridge University Press)
4. The physics of quantum information-[Dirk Bouwmeester](#), [Artur K. Ekert](#), [Anton Zeilinger](#) (Springer)
5. Quantum Mechanics-Cohen Tanuje.
6. Advanced Quantum Mechanics-P.A.M. Dirac

Module 2:

Statistical Mechanics by B.B. Laud
Statistical Mechanics by Singh and Singh
Statistical Mechanics by Satyaprakash

Module 3:

- 1 Introduction to solid state physics-Kittel (TMH)
2. Solid State Physics- Ali Omar (Pearson Education)
3. Solid state physics- S. O. Pillai
4. Solid State Physics-A. J. Dekker (Prentice-Hall India)
5. Materials Science-Raghavan

Module 4:

Optics-A. K. Ghatak (TMH)
Optics-B.D. Gupta (Books and Allied Publ)

Module 5:

1. Electromagnetics-B.B. Laud (TMH)
2. Electricity Magnetism-B.Ghosh (Book & Allied Publisher)

Course Name: Digital Electronics and Computer Organization

Course Code: CS301

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Course Outcome:

CO1: To realize basic gate operations and laws Boolean algebra.

CO 2: To understand basic structure of digital computer, stored program concept and different arithmetic and control unit operations.

CO3: To understand basic structure of different combinational circuits- multiplexer, decoder, encoder etc.

CO4: To perform different operations with sequential circuits.

CO5: To understand memory and I/O operations.

Course Content:

Module – 1: [3L]

Introduction, concepts and laws of Boolean algebra [1L], Boolean functions and Representation in SOP and POS forms [1L], Minterm and maxterm , Minimization of logic expressions by Karnaugh Map [1L]

Module – 2: [7L]

Combinational circuits:

Adder and Subtractor (half-full adder & subtractor) [2L], Carry look ahead adder and Parity Generator[1L], Encoder, Decoder, Multiplexer [2L], De-Multiplexer ,Comparator[1L], Basic Concepts of A/D and D/A converters[1L]

Module – 3: [8L]

Sequential Circuits:

Basic Flip-flop- SR, JK, D, T and JK Master-slave Flip Flops [3L], Registers (SISO, SIPO, PIPO, PISO) [2L]

Ring counter, Johnson counter [1L], Basic concept of Synchronous and Asynchronous counters [1L], Design of Modulo-N Counter [1L],

Module – 4: [9L]

Stored program concept-Von Neumann and Harvard architecture [1L]

Introduction to CPU and concepts of ALU [2L], Instruction format and Instruction Cycle [1L], Addressing Modes [1L]

Fixed-point multiplication - Booth's algorithm. [1L], Fixed-point division - Restoring and non-restoring algorithms. [1L]

Floating-point number representation- IEEE 754 format and Floating-point arithmetic operation [2L]

Module – 5: [4L]

Introduction to memory-RAM and ROM [2L], Register transfer, memory transfer, Tri-state bus buffer [1L], Microprogrammed and hardwired control unit [1L]

Module – 6: [5L]

Introduction to I/O operations [1L], Synchronous and asynchronous transfer [1L], Modes of transfer [1L], Bus Arbitration [1L], Input-output processor [1L]

Text Books:

1. David A. Patterson and John L. Hennessy- Computer Organization and Design: The Hardware/Software Interface

2. Morris Mano- Digital Logic Design- PHI

Reference Books:

1. Hayes J. P., "Computer Architecture & Organisation", McGraw Hill,
2. William Stallings, Computer Organization and Architecture: Designing for Performance

CO-PO Mapping:

CO/PO Mapping												
PO	Programme Outcomes(POs)											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	-	-	-	-	-	-	-	-	-	-
CO2	3	3	-	2	-	-	2	-	-	-	-	-
CO3	3	3	-	-	-	-	-	-	-	-	-	-
CO4	-	-	3	3	3	-	-	-	2	-	-	-
CO5	3	2	-	-	-	2	-	-	2	-	2	-

Course Name: Data Structures

Course Code: CS302

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

1. Familiarity with the fundamentals of C or other programming language
2. A solid background in mathematics, including probability, set theory.

Course Outcome:

CO1: To differentiate how the choices of data structure & algorithm methods impact the performance of program.

CO2: To solve problems based upon different data structure & also write programs.

CO3: To identify appropriate data structure & algorithmic methods in solving problem.

CO4: To discuss the computational efficiency of the principal algorithms for sorting, searching, and hashing

CO5: To compare and contrast the benefits of dynamic and static data structures implementations.

Course Content:

Module I: Linear Data Structure [10L]

Introduction (2L):

Concepts of data structures: a) Data and data structure b) Abstract Data Type and Data Type.

Algorithms and programs, basic idea of pseudo-code (1L)

Algorithm efficiency and analysis, time and space analysis of algorithms – order notations (1L)

Array (2L):

Different representations – row major, column major (1L)

Sparse matrix - its implementation and usage, Array representation of polynomials (1L)

Linked List (6L):

Singly linked list – operations, Doubly linked list – operations (4L)

Circular linked list – operations, Linked list representation of polynomial and applications (2L)

Module II: Linear Data Structure [6L]

Stack and Queue (4L):

Stack and its implementations (using array and linked list) (1L)

Applications (infix to Postfix, Postfix Evaluation) (1L)

Queue, circular queue, de-queue (1L)

Implementation of queue- linear and circular (using array and linked list) (1L)

Recursion (2L):

Principles of recursion - use of stack, tail recursion. (1L)

Applications - The Tower of Hanoi(1L)

Module III: Nonlinear Data structures [12L]

Trees (8L):

Basic terminologies, forest, tree representation (using array and linked list) (1L)

Binary trees - binary tree traversal (pre-, in-, post- order) (1L)

Threaded binary tree (1L)

Binary search tree- operations (creation, insertion, deletion, searching) (1L)

Concept of Max-Heap and Min-Heap (creation, deletion) (1L)

Height balanced binary tree – AVL tree (insertion with examples only) (1L)

Height balanced binary tree – AVL tree (deletion with examples only) (1L)

m –Way Search Tree, B Tree – operations (insertion, deletion with examples only) (1L)

Graphs (4L):

Graph theory review (1L)

Graph traversal and connectivity – Depth-first search (DFS), Breadth-first search (BFS) - concepts of edges used in DFS and BFS (tree-edge, back-edge, cross-edge, and forward-edge) (2L)

Minimal spanning tree – Prim’s algorithm, Kruskal’s algorithm (basic idea of greedy methods) (1L)

Module IV: Searching, Sorting [8L]

Sorting Algorithms (4L):

Bubble sort, Insertion sort, Selection sort – with notion of complexity (1L)

Quick sort, Merge sort – with complexity (2L)

Radix sort – with complexity (1L)

Searching (2L):

Sequential search – with complexity (1L)

Binary search, Interpolation Search– with complexity (1L)

Hashing (2L):

Introduction to Hashing and Hashing functions (1L)

Collision resolution techniques (1L)

Text Books:

1. Data Structures Through 'C' Language by Samiran Chattopadhyay, Debabrata Ghosh Dastidar, Matangini Chattopadhyay, Edition: 2001, BPB Publications
2. Fundamentals of Data Structures of C by Ellis Horowitz, Sartaj Sahni, Susan Anderson-freed 2nd Edition, Universities Press

Reference Books:

1. Data Structures, Algorithms, and Software Principles in C by Thomas A. Standish, 1 Edition, Pearson
2. Data Structures by S. Lipschutz, Special Indian Edition, Tata McGraw Hill Education (India) Private Limited
3. Data Structures and Program Design In C by Robert L. Kruse, Bruce P. Leung 2nd Edition, Pearson
4. Data Structures in C by Aaron M. Tenenbaum, 1st Edition, Pearson

CO-PO Mapping

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

Course Name: Circuit Theory and Network

Course Code: CS303

Contact Hours: 2:0:0

Total Contact Hours: 24

Credits: 2

Prerequisites: Fundamental concepts of Basic Electrical Engineering

Course outcomes:

At the end of the course, students are able to:

CO1: Understand Kirchoff's Laws and Networks theorem for simple circuit analyses

CO2: Apply Laplace Transform for steady state and transient analysis

CO3: Analyze the response of Step, Ramp, Impulse, Sinusoidal, Square, Saw tooth signals.

CO4: Understand two port network parameters through solving related numerical problems

CO5: Analyze various types of network topology matrices by using graph theory as applied to electrical network analysis

Course Content:

Module 1: 2L

Introduction: Continuous & Discrete, Fixed & Time varying, Linear and Nonlinear, Passive and Active networks and systems. Independent & Dependent sources, Step, Ramp, Impulse, Sinusoidal, Square, Saw tooth signals.

Module 2: 5L

Network Equations: Formulation of network equations, Source transformation, Loop variable analysis, Node variable analysis. Network theorem: Superposition, Thevenin's, Norton's & Maximum power transfer theorem and Millman's theorem. Solution of Problems with DC & AC sources.

Module 3: 3L

Resonance circuits: Series and parallel resonance- their frequency response, Quality factor, Half Power Points, and bandwidth. Phasor diagrams, Transform diagrams, Practical resonant and series circuits, Solution of Problems

Module 4: 2L

Coupled circuits: Magnetic coupling, polarity of coils, polarity of induced voltage, concept of Self and mutual inductance, Coefficient of coupling, Solution of Problems.

Module 5: 3L

Graph of Network: Concept of Tree and Branch, tree link, junctions, (*) Incident matrix, Tie set matrix, Determination of loop current and node voltages.

Module 6: 2L

Circuit transients: DC transients in R-L and R-C Circuits with and without initial charge, (*) R-L-C Circuits, AC Transients in sinusoidal R-L, R-C and R-L-C Circuits, Solution of Problems

Module 7: 4L

Laplace transforms: Concept of Complex frequency, transform of $f(t)$ into $F(s)$, transform of step, exponential, over damped surge, critically damped surge, damped and un-damped sine functions, properties of Laplace transform, linearity, real differentiation, real integration, initial value theorem and final value theorem, inverse Laplace transform, application in circuit analysis, Partial fraction expansion, Solution of problems.

Module 8: 3L

Two Port Networks Analysis: Relationship of Two port network variables, short circuit admittance parameters, open circuit impedance parameters, transmission parameters, relationship between parameter sets, network functions for ladder network and general network.

Text Books:

1. A. Chakrabarti: Circuit Theory Analysis & Synthesis

Reference Books:

a. Sudhakar: Circuits & Networks: Analysis & Synthesis 2/e TMH New Delhi

b. Roy Choudhury D., "Networks and Systems", New Age International Publishers.

CO-PO Mapping:

CO/PO Mapping												
Cos \ PO	Programme Outcomes(Pos)											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	-	-	-	-	-	-	2	-	-	-
CO2	-	-	2	3	-	-	-	-	-	-	-	-
CO3	3	2	1		-	-	-	-	-	-	-	-
CO4	-	-	2	3	-	-	-	-	-	-	-	--
CO5	2	1	2	-	-	-	1	-	-	-	-	-

Course Name: Digital Electronics and Computer Organization Lab**Course Code: CS391****Contact: 0:0:3****Credits: 1.5**

Prerequisites: Basic concepts of Logicgates, Truth Tables, function realization –minimization of Logic expressions by K-map, Concept of basic components of a digital computer, Binary Arithmetic

Course Outcome:

CO1: To design basic gate operations.

CO 2: To design different combinational circuits- adder, subtractor, multiplexer, decoder, encoder etc.

CO3: To design different sequential circuits-flip flops.

CO4: To design memory and I/O operations.

CO5: To design RAM architecture.

Course Content:

1. A) Realization of basic gates and universal gates.
B) Realization of basic gates using universal gates.
2. Design a Half adder and Full Adder circuit using basic gates and verify its output.
3. Design a Half subtractor and Full Subtractor circuit using basic gates and verify its output
4. Design an Adder/Subtractor composite unit.
5. Design of a ‘Carry-Look-Ahead’ Adder circuit.
6. Realization of a)Encoder, b)Decoder c) Multiplexer , d) De-MUX , e)Comparator and their Truth Table verification.
7. Realization of RS / JK / D flipflops using logic gates.
8. Design of Shift Register using J-K / D Flip Flop.
9. Realization of Synchronous Up/Down counters.
10. Design of MOD- N Counter
11. Design a composite ALU for multi-bit arithmetic operation.
12. Design of RAM.
13. Innovative Experiments

CO-PO Mapping:

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

Course Code: Data Structures Lab

Course Code: CS392

Contact: 0:0:3

Credits: 1.5

Prerequisites:

1. Computer Fundamentals and principal of computer programming Lab

Course Outcomes:

CO1: Choose appropriate data structure as applied to specified problem definition.

CO2: Handle operations like searching, insertion, deletion, traversing mechanism on various data structures.

CO3: Have practical knowledge on the applications of data structures.

CO4: Able to store, manipulate and arrange data in an efficient manner.

CO5: Able to implement queue and stack using arrays and linked list. Implementation of queue, binary tree and binary search tree.

List of Experiment:

1. Write a C program to implement Single Link List
2. Write a C program to implement Double Link List
3. Write a C program to implement Single Circular Link List
4. Write a C program to implement Double Circular Link List
5. Write a C program to implement Polynomial addition and Polynomial multiplication using Linked List.
6. Write a C program to convert a given infix expression into its postfix Equivalent.
7. Write C programs to implement a queue ADT using i) array and ii) doubly linked list respectively.
8. Write a C program to implement Binary Search Tree (BST).
9. Write C programs for implementing the following sorting methods to arrange a list of integers in ascending order:
 - a. Insertion sort
 - b. Merge sort
10. Write C programs for implementing the following sorting methods to arrange a list of integers in ascending order:
 - a. Quick sort
 - b. Selection sort
11. Write C programs for implementing the following searching methods:
 - a. Linear Search
 - b. Binary Search

Write a C program to implement all the functions of a dictionary (ADT) using hashing.
12. Write C programs for implementing the following graph traversal algorithms:
 - a. Depth first search
 - b. Breadth first search
13. Innovative experiments

Text Books:

1. Data Structures using C, R. Thareja, 2nd Edition, Oxford University Press.
2. Data Structures Using C E. Balagurusamy, Mcgraw Hill

Reference Books:

1. Data Structures in C by Aaron M. Tenenbaum, 1st Edition, Pearson
2. Data Structures Through 'C' Language by Samiran Chattopadhyay, Debabrata Ghosh Dastidar, Matangini Chattopadhyay, Edition: 2001, BPB Publications
3. Data structures using C, A.K.Sharma, 2nd Edition, Pearson
4. Fundamentals of Data Structures of C by Ellis Horowitz, Sartaj Sahni, Susan Anderson-freed 2nd Edition, Universities Press

CO-PO Mapping:

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

Course Name: Programming with C++ Lab

Course Code: CS393

Contact: 1:0:2

Credits: 1.5

Prerequisites:

Computer Fundamentals and principles of computer programming

Course Outcomes:

CO1: To demonstrate a thorough understanding of modular programming by designing programs that requires the use of programmer-defined functions.

CO2: To demonstrate a thorough understanding of arrays by designing and implementing programs that search and sort arrays.

CO3: To demonstrate a thorough understanding of the object-oriented programming concepts of encapsulation, data abstraction and composition by designing and implementing classes including the use of overloaded functions and constructors.

CO4: To demonstrate a thorough understanding of the concept of pointers and dynamic memory allocation, the implementation of programmer-defined functions and classes by writing code, performing unit testing and debugging of multiple complex programs.

CO5: To demonstrate an understanding of the differences between C and C++ in the areas of strings, pass by reference/passing pointers, and structs by designing and implementing programs that use C strings, C++ strings, C language structs and classes.

Course Content:

1. Introduction of UNIX/Linux Operating System which includes preliminary commands, start-up & shutdown methodology, file [3P]
2. Handling as well as introduction to editors like Vi editor, introduction to GNU C & C++ compiler, as well as introduction to GNU & GDB script. [2P]
3. Introduction to C++, basic loop control, executing programs. [2P]
4. Writing functions, selection statements, review of functions and parameters, command line arguments, recursion, I/O streams, arrays and string manipulation, pointers, structures & unions. [6P]
5. Object-Oriented Programming in C++, fundamentals of classes, constructors-destructors. [2P]
6. Dealing with member functions, operator overloading and polymorphism (both static & dynamic). [6P]
7. Dealing with inheritance, derived class handling.[2P]
8. Abstract class, virtual class, overriding, template class, name-space & exception handling. [6P]
9. Dynamic memory allocation, implementation of Linked Lists, using C++. [4P]
10. Innovative experiments

Note: GNU C++ can be used for the programming, since it is free and has no licensing anomaly

Text Books

1. The C++ Programming Language by Bjarne Stroustrup
Addison-Wesley publisher
2. Object-Oriented Programming in C++ b by Robert Lafore
Publisher: Sams

Reference Books

1. Object Oriented Programming with C++ by Balagurusamy McGraw Hill Education; Sixth edition

Course Name: Behavioral & Interpersonal Skills

Course Code: MC-381

Contact:3:0:0

Total Contact Hours: 36

Course Outcome:

CO1: It will equip the student to handle workplace interpersonal communication in an effective manner.

CO2: To enable students with strong oral and written interpersonal communication skills.

CO3: To prepare students to critically analyze workplace situations and take appropriate decisions.

CO4: To make students campus ready through proper behavioral and interpersonal grooming.

CO5: Integration of enhanced skill set to design and frame team based Project Report and Presentation.

Course Content:

MODULE ONE – INTERPERSONAL COMMUNICATON

1. The skills of Interpersonal Communication.
2. Gender/Culture Neutrality.
3. Rate of Speech, Pausing, Pitch Variation and Tone.
4. Corporate Communication.
5. Branding and Identity.

MODULE TWO- INTERPERSONAL COMMUNICATION BASED ON WORKPLACE COMMUNICATION

6. Workplace Communication.
7. Modes of Communication (Telephone, Conference Call, Team Huddle, Public Relation etc.)
8. Communication with Clients, Customers, Suppliers etc.
9. Organizing/Participating in Business Meeting.
10. Note Taking.
11. Agenda.
12. Minutes.

MODULE THREE – BUSINESS ETIQUETTE AND CORPORATE LIFE

13. Presenting oneself in the Business Environment.
14. Corporate Dressing and Mannerism.
15. Table Etiquette (Corporate Acculturation, Office parties, Client/Customer invitations etc.)
16. E-mail Etiquette.
17. Activity based Case Study.

MODULE FOUR – MOVIE MAKING: CORPORATE BUSINESS MEETING

18. Team based Brainstorming.
19. Process Planning and Developing Plot.
20. People management.
21. Documentation and Scripting.
22. Shooting the Movie: Location and Camera.
23. Post Production and Editing.
24. Movie Review: Feedback and Analysis

LIST OF REFERENCE:

1. Interpersonal Communication, Peter Hartley, Routledge, 1993.
2. Workplace Vagabonds: Career and Community in Changing Worlds of Work, Christina Garsten, Palgrave Macmillan, 2008.

3. Transnational Business Cultures Life and Work in a Multinational Corporation, Fiona Moore, Ashgate, 2005.
4. Global Business Etiquette: A Guide to International Communication and Customs, Jeanette S. Martin and Lillian H. Chaney, Praeger Publishers, 2006.
5. Making Teams Work: 24 Lessons for Working Together Successfully, Michael Maginn, McGraw-Hill, 2004.
6. Corporate Communications: Convention, Complexity, and Critique, Lars Thøger Christensen, Mette Morsing and George Cheney, SAGE Publications Ltd., 2008.
7. The Business Meetings Sourcebook: A Practical Guide to Better Meetings and Shared Decision Making, Eli Mina, AMACOM, 2002.
8. Moving Images: Making Movies, Understanding Media, Carl Casinighino, Delmar, 2011.

2nd Year 4th Semester

Sl. No	Course Code	Paper Code	Theory	Contact Hours /Week				Credits Points
				L	T	P	Total	
A. THEORY								
1	ES	M(CSE)401	Numerical Methods and Statistics	3	0	0	3	3
2	HS	HU 402	Economics for Engineers	2	0	0	2	2
3	PC	CS401	Computer Architecture	3	0	0	3	3
4	PC	CS402	Design and Analysis of Algorithms	3	0	0	3	3
5	PC	CS403	Formal Language and Automata Theory	3	0	0	3	3
Total of Theory							14	14
B. PRACTICAL								
6	ES	M(CSE)491	Numerical Methods and Statistics Lab	0	0	3	3	1.5
7	PC	CS491	Computer Architecture Lab	0	0	3	3	1.5
8	PC	CS492	Algorithms Lab	0	0	3	3	1.5
9	PROJ	PR 491	Project-IV	0	0	2	2	1
10	PROJ*	PR 492	Innovative activities-III	0	0	0	0	0.5
C. MANDATORY ACTIVITIES / COURSES								
11	MC	MC401	Constitution of India	3	0	0	3	
Total of Theory, Practical & Mandatory Activities/Courses							28	20

*Students may choose either to work on participation in all the activities of Institute's Innovation Council for eg: IPR workshop/ Leadership Talks/ Idea/ Design/ Innovation/ Business Completion/ Technical Expos etc.

Innovative activities to be evaluated by the Programme Head/ Event coordinator based on the viva voce and submission of necessary certificates as evidence of activities.

Course Name: Numerical Methods and Statistics

Course Code: M (CSE) 401

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

The students to whom this course will be offered must have the concept of (10+2) standard number system, algebra and calculus.

Course Outcome (COs):

On successful completion of the learning sessions of the course, the learner will be able to:

CO1: Recall the distinctive principles of numerical analysis and the associated error measures.

CO2: Understand the theoretical workings of numerical techniques.

CO3: Apply numerical methods used to obtain approximate solutions to intractable mathematical problems such as interpolation, integration, the solution of linear and nonlinear equations, and the solution of ordinary differential equations.

CO4: Select appropriate numerical methods to apply to various types of problems in engineering and science in consideration of the mathematical operations involved, accuracy requirements, and available computational resources.

CO5: Interpret complex statistical findings using the understanding of inferential statistics.

Course Content:

MODULE I: *Error Analysis and Interpolation (8 Lectures)*

Approximation in Numerical Computation: Truncation and rounding errors, Propagation of errors, Fixed and floating-point arithmetic.

Interpolation: Difference Operators: Forward and Backward, Shift Operator; Newton forward interpolation, Newton backward interpolation, Lagrange's Interpolation.

MODULE II: *Numerical Solution of Linear and Non-linear Equations (8 Lectures)*

Numerical Solution of a System of Linear Equations: Gauss elimination method, LU Factorization method, Gauss-Seidel iterative method.

Solution of Polynomial and Transcendental Equations: Bisection method, Regula-Falsi, Newton-Raphson method.

MODULE III: *Numerical Integration and Numerical Solution of Differential Equation (6 Lectures)*

Numerical Integration: Trapezoidal rule, Simpson's 1/3 rule, Expression for corresponding error terms.

Numerical solution of ordinary differential equation: Euler's method, Euler's modified method, Fourth order Runge-Kutta method.

MODULE III: *Statistics (14 Lectures)*

Basic Statistics: Basic statistics, measure of central tendency, mean, median, mode, dispersion, correlation coefficient and regression.

Sampling theory: Random sampling. Statistic and its Sampling distribution. Sampling distribution of sample mean and variance in random sampling from a normal distribution (statement only) and related problems.

Estimation of parameters: Unbiased and consistent estimators. Interval estimation. Maximum likelihood estimation of parameters (Binomial, Poisson). Confidence intervals and related problems

Course Name: Economics for Engineers

Course Code: HU402

Contact: 2:0:0

Total Contact Hours: 24

Credits: 2

Pre-requisites:

MATH – College Algebra, Pre-Calculus Algebra and Trigonometry.

Course Outcome:

CO1: Apply the appropriate engineering economics analysis method(s) for problem solving: present worth, annual cost, rate-of-return, payback, break-even, benefit-cost ratio.

CO2: Evaluate the cost effectiveness of individual engineering projects using the methods learned and draw inferences for the investment decisions.

CO3: Compare the life cycle cost of multiple projects using the methods learned, and make a quantitative decision between alternate facilities and/or systems.

CO4: Evaluate the profit of a firm, carry out the break even analysis and employ this tool to make production decision.

CO5: Discuss and solve advanced economic engineering analysis problems including taxation and inflation.

Course Content:

MODULE I Introduction[3L]

Managerial Economics-Relationship with other disciplines-Firms: Types, Objectives and goals-Managerial Decisions-Decision Analysis.

MODULE II Demand and Supply Analysis[5 L]

Demand-Types of demand-determinants of demand-Demand function-Demand Elasticity-Demand forecasting-Supply-Determinants of supply-Supply function-Supply Elasticity.

MODULE III Cost Analysis[5 L]

Element of costs, Marginal cost, Marginal Revenue, Sunk cost, Opportunity cost, Break-even analysis – PV ratio.

MODULE IV Elementary economic Analysis [4 L]

Inflation-Meaning of inflation, types, causes, measures to control inflation.

National Income-Definition, Concepts of national income, Method of measuring national income.

MODULE V: Financial Accounting [5 L]

Concepts and Definition of Accounting,Journal,Ledger,Trial Balance.

TradingA/C,Profit & Loss A/C and Balance Sheet.

MODULE VI: Investment Decision[2L]

Time value of money- Interest - Simple and compound, nominal and effective rate of interest, Cash flow diagrams, Principles of economic equivalence. Evaluation of engineering projects-Present worth method, Future worth method, Annual worth method, Internal rate of return method, Cost benefit analysis for public projects.

Text Books:

1. Riggs, Bedworth and Randhwa, “Engineering Economics”, McGraw Hill Education India
2. Principles of Economics, Deviga Vengedasalam; Karunagaran Madhavan, Oxford University Press.

Reference Books:

1. Engineering Economy by William G.Sullivan, Elin M.Wicks, C. Patric Koelling, Pearson
2. R.Paneer Seelvan, “ Engineering Economics”, PHI
3. Ahuja,H.L., “Principles of Micro Economics”, S.Chand & Company Ltd
4. Jhingam,M.L., “Macro Economic Theory”
5. Macro Economics by S.P.Gupta, TMH

Course Name: Computer Architecture

Course Code: CS401

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

Digital Electronics and Computer Organization

Course Outcome:

CO1: To implement pipelining concepts and parallelism techniques with a prior knowledge of stored program methods.

CO2: To evaluate the performance of each type of memory in the hierarchy and their mapping techniques.

CO3: To analyse the SIMD and MIMD architecture and their interconnection techniques.

Course Content:

Module – 1: [5L]

Introduction-

Introduction to basic computer architecture [1L], Stored Program Concepts: Von Neumann & Harvard Architecture [1L], RISC VS CISC [1L], Amdahl's law [1L], Performance Measure: MIPS, Benchmark Programs(SPECINT,SPECFP).[1L]

Module – 2:

[7L]

Different Classification Scheme: Serial Vs. Parallel [1L], Pipelining: Basic concepts, Linear vs. Non Linear, Static vs. Dynamic, Unifunction vs. Multifunction [2L], Instruction Pipeline [1L] Arithmetic pipeline [1L], Hazards: Data hazards, control hazards and structural hazards [1L] Techniques for handling hazards [1L]

Module –

3:[5L]

Pipeline vs. Parallelism, Levels of parallelism, Instruction-Level Parallelism: Basic Concepts [2L], Techniques for Increasing ILP, Superscalar, Super Pipelined and VLIW Processor Architectures [2L], Array and Vector Processors [1L]

Module – 4:

[11L]

Memory Hierarchy: Secondary memory [2L], Main Memory[1L], Cache Memory [1L], Cache coherence and synchronization mechanisms[1L], Mapping Technique in cache memory: Direct, Full Associative and Set Associative [3L], Performance Implementation in Cache Memory [1L], Virtual memory Concepts[1L], page replacement policies [1L].

Module – 5:[8L]

Multiprocessor architecture-

Introduction to Parallel Architecture-Different Classification scheme, Performance of Parallel Computers, PRAM model (EREW,CREW,CRCW) [3L], Centralized and Shared- memory architecture: synchronization[2L], Interconnection Network (Omega, Baseline, Butterfly, Crossbar)[3L]

Text Books:

1. 'Advanced Computer Architecture Parallelism Scalability Programmability', Tata McGraw-Hill Education Private Limited ISBN-13: 978-0-07-053070-6 ISBN-10: 0-07-053070-X
2. Hwang & Briggs—Computer Architecture & Parallel Processing, TMH

Reference Books:

1. Patterson D.A. and Hennessy, J.L. "Computer architecture a quantitative approach", 2nd ed.,

- Morgan Kaufman, 1996
2. Hayes J. P., "Computer Architecture & Organisation", McGraw Hill

Course Name: Design & Analysis of Algorithm**Course Code: CS402****Contact: 3:0:0****Total Contact hour: 36****Credits: 3****Course Outcome:**

CO1: To understand the concepts of time and space complexity, worst case, average case and best case complexities and the big-O notation

CO2: To apply design principles and concepts to algorithm design.

CO3: To understand the mathematical foundation in analysis of algorithms.

CO4: To understand different algorithmic design strategies.

CO5: To analyze the efficiency of algorithms using time and space complexity theory.

Course Content:**Module 1**

Complexity Analysis: [4L]

Time and Space Complexity, Different Asymptotic notations – their mathematical significance. Solving Recurrences: Substitution Method, Recurrence Tree Method, Master Theorem.(Proof of Master theorem)

Module 2

Divide and Conquer: [4L]

Basic method, use, Examples – Binary Search, Merge Sort, Quick Sort and their complexity(all three cases).Heap Sort and its complexity, Multiplication of two large numbers and its time complexity.

Lower Bound Theory: [1L]

$O(n \lg n)$ bound for comparison sort

Module 3

Dynamic Programming: [7L]

Basic method, use, Examples – Matrix Chain Manipulation, Strassen's matrix multiplication algorithm, Longest Common Subsequence, All pair shortest paths (Floyd Warshall), Single source shortest path (Dijkstra, Bellman-Ford), 0/1 Knapsack problem, Travelling Salesman Problem

Disjoint set manipulation: [1L]

Set manipulation algorithm like UNION-FIND, union by rank.

Greedy Method: [5L]

Basic method, use, Examples – Fractional Knapsack problem, Job sequencing with deadlines, Minimum cost spanning tree by Prim's and Kruskal's algorithm, Huffman encoding and decoding

Backtracking: [2L]

Basic method, use, Examples – n-queens problem, Graph coloring problem.

Module 4

String matching problem: [3L]

Different techniques – Naive algorithm, string matching using finite automata, and Knuth, Morris, Pratt (KMP) algorithm with their complexities.

Amortized Analysis: [1L]

Aggregate, Accounting, and Potential Method.

Network Flow: [3L]

Ford Fulkerson algorithm, Max-Flow Min-Cut theorem (Statement and Illustration)

Module 5

Notion of NP-completeness: [5L]

P class, NP class, NP hard class, NP complete class – their interrelationship, Reductions and Polynomial time Reducibility, Satisfiability problem (3-SAT and 2-SAT), Cook-Levin's theorem (Statement only), Clique decision problem, Vertex Cover problem

Text Books:

Course Name: Formal Language and Automata Theory

Course Code: CS 403

Contacts: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

1. Digital Logic
2. Computer organization
3. Computer Fundamentals

Course Outcome:

CO1: To acquire the knowledge of the basics of state machines with or without output and its different classifications

CO2: To understand synchronous sequential circuits as the foundation of digital system.

CO3: To apply techniques of designing grammars and recognizers for several programming languages.

CO4: To analyze Turing's Hypothesis as a foreword to algorithms.

CO5: To perceive the power and limitation of a computer, and take decisions on computability.

Course Content:

Module-1: [9 L]

Fundamentals: Basic definition of sequential circuit, block diagram, mathematical representation, concept of transition table and transition diagram, [1L]

Introduction to Finite State Model (FSM), Design of sequence detector, Finite State Machine, Finite Automata, Deterministic Finite Automation (DFA) and Non-deterministic Finite Automation (NFA), Transition diagrams, Transition tables and Language recognizers. [3L]

NFA with empty transitions, Equivalence between NFA with and without empty transitions. NFA to DFA conversion. [2L]

Minimization of FSM: Minimization Algorithm for DFA, Introduction to Myhill-Nerode Theorem [2L]

Limitations of FSM, Application of Finite Automata [1L]

Module-2: [7 L]

Finite Automata with output – Moore & Mealy machine. Representation of Moore & Mealy Machine, Processing of the String through Moore & Mealy Machine, Equivalence of Moore & Mealy Machine – Inter-conversion. [2L]

Equivalent states and Distinguishable States, Equivalence and k-equivalence, Minimization of Mealy Machine [1L]

Minimization of incompletely specified machine – Merger Graph, Merger Table, Compatibility Graph [2L]

Lossless and Lossy Machine – Testing Table, Testing Graph [2L]

Module-3: [5 L]

Regular Languages, Regular Sets, Regular Expressions, Algebraic Rules for Regular Expressions, Arden's Theorem statement and proof [1L]

Constructing Finite Automata (FA) for given regular expressions, Regular string accepted by FA [2L]

Constructing Regular Expression for a given Finite Automata [1L]

Pumping Lemma of Regular Sets. Closure properties of regular sets [1L]

Module-4: [9 L]

Grammar Formalism - Context Free Grammars, Derivation trees, sentential forms. Right most and leftmost derivation of strings, Parse Tree, Ambiguity in context free grammars. [1L]

Minimization of Context Free Grammars. [1L], Removal of null and unit production [1L]

Chomsky normal form and Greibach normal form. [1L]

Pumping Lemma for Context Free Languages. [1L]

Course Name: Numerical Methods And Statistics (Lab)

Course Code: M (CSE) 491

Contact: 0:0:3

Credits: 1.5

Prerequisites: Any introductory course on programming language (example. C/Matlab).

Course Outcome (COs):

On successful completion of the learning sessions of the course, the learner will be able to:

CO1: Understand the theoretical workings of numerical techniques with the help of C/ Matlab

CO2: Execute basic command and scripts in a mathematical programming language

CO3: Apply the programming skills to solve the problems using multiple numerical approaches.

CO4: Analyze if the results are reasonable, and then interpret and clearly communicate the results.

List of Experiment:

1. Assignments on Newton forward /backward, Lagrange's interpolation.
2. Assignments on numerical integration using Trapezoidal rule, Simpson's 1/3 rule
3. Assignments on numerical solution of a system of linear equations using Gauss elimination, Gauss Jacobi and Gauss-Seidel iterations.
4. Assignments on numerical solution of Algebraic Equation by Bisection method, Regula-Falsi method, Newton-Raphson method.
5. Assignments on ordinary differential equation: Euler's method, Euler's modified method, Runge-Kutta methods.
6. Simple problems as assignment on Measures of Central Tendency- mean, median, mode, Measures of Dispersion- variance, standard deviation. Problems related to engineering field.
7. Innovative Experiments

Implementation of numerical methods on computer through C/C++ and commercial Software Packages: Matlab / Scilab / Labview / Mathematica/NAG (Numerical Algorithms Group/Python.

CO-PO Mapping:

CO \ PO	PO												
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	P10	P11	P12	
CO1	3	2	1	-	-	-	-	-	-	-	-	-	1
CO2	3	2	2	-	-	-	-	-	-	-	-	-	1
CO3	3	2	2	-	-	-	-	-	-	-	-	-	1
CO4	3	3	2	3	-	-	-	-	-	-	-	-	1

Course Name: Computer Architecture Lab

Course Code: CS491

Contact: 0:0:3

Credits: 1.5

Prerequisites:

Knowledge of designing different circuits in Computer Organization Lab

Course Outcome:

CO1: To design the basic gates

CO2: To verify the truth table

CO3: To design circuit using Xilinx tools

List of Experiment:

1. Implement different types of Basic gates and simulate for truth table verification.
2. Implement half adder circuit and simulate for truth table verification.
3. Implement full adder circuit and simulate for truth table verification.
4. Implement half subtractor circuit and simulate for truth table verification.
5. Implement full subtractor circuit and simulate for truth table verification.
6. Implement Multiplexer, DeMultiplexer circuit and simulate for truth table verification.
7. Implement Encoder, Decoder circuit and simulate for truth table verification.
8. Implement different types of flip flop and simulate for truth table verification.
9. Implement different types of parallel circuits (SISO,SIPO,PISO,PIPO) and simulate the result.
10. Implement ALU and simulate the result.
11. Implement RAM chip and simulate the result.
12. Innovative Experiments.

CO-PO Mapping:

CO \ PO	PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	P10	P11	P12
	CO1		3	-	-	-	-	-	-	-	-	-	-
CO2		-	2	-	-	-	-	-	-	-	-	-	-
CO3		3	3	3	-	-	-	-	-	-	-	-	-

Course Name: Design & Analysis of Algorithm Lab**Course Code: CS492****Contact:0:0:3****Credits: 1.5****Prerequisites:**

Programming Knowledge.

Course Outcome:

CO1: To prove the correctness and analyze the running time of the basic algorithms for those classic problems in various domains.

CO2: To understand methods for analyzing the efficiency and correctness of algorithms (such as exchange arguments, recurrence, induction, and average case analysis)

CO3: To design algorithms using the dynamic programming, greedy method, Backtracking, Branch and Bound strategy, and recite algorithms that employ this strategy

CO4: To compare, contrast, and choose appropriate algorithmic design techniques to present an algorithm that solves a given problem.

CO5: To Identify and analyze criteria and specifications appropriate to new problems.

List of Experiment:

Write the following problems in any programming language. Programming Language used: C

1. Divide and Conquer:

- a. Implement Binary Search (Recursive & Iterative) using Divide and Conquer approach
- b. Implement Merge Sort using Divide and Conquer approach
- c. Implement Quick Sort using Divide and Conquer approach
- d. Implement Heap Sort using Divide and Conquer approach
- e. Find Maximum and Minimum element from a array of integer using Divide and Conquer approach

2. Dynamic Programming:

- a. Find the minimum number of scalar multiplication needed for chain of matrix

Course Name: Constitution of India

Course Code: MC401

Contact: 3:0:0

Course Content:

- Meaning of the constitution law and constitutionalism
- Historical perspective of the Constitution of India
- Salient features and characteristics of the Constitution of India
- Scheme of the fundamental rights
- The scheme of the Fundamental Duties and its legal status
- The Directive Principles of State Policy – Its importance and implementation
- Federal structure and distribution of legislative and financial powers between the Union and the States
- Parliamentary Form of Government in India – The constitution powers and status of the President of India
- Amendment of the Constitutional Powers and Procedure
- The historical perspectives of the constitutional amendments in India
- Emergency Provisions : National Emergency, President Rule, Financial Emergency
- Local Self Government – Constitutional Scheme in India
- Scheme of the Fundamental Right to Equality
- Scheme of the Fundamental Right to certain Freedom under Article 19
- Scope of the Right to Life and Personal Liberty under Article 21

Department: Computer Science & Engineering

Curriculum Structure & Syllabus

(Effective from 2018-19 admission batch)

Under Autonomy (GR A: ECE, EE, EIE, BME; GR B: CSE, IT, ME, CE, FT)

5 th Semester								
Sl. No.	Course Code	Paper Code	Theory	Contact Hours /Week				Credit Point
				L	T	P	Total	
1	PC	CS501	Computer Graphics	3	0	0	3	3
2	PC	CS502	Operating System	3	0	0	3	3
3	PC	CS503	Data Base Management System	3	0	0	3	3
4	OE	CS504	A. Object Oriented Programming using Java	3	0	0	3	3
			B. Multimedia Technology					
			C. Communication Engineering					
5	PE	CS505	A. Operations Research	3	0	0	3	3
			B. Computational Geometry					
			C. Distributed Algorithms					
Total of Theory							15	15
6	PC	CS591	Computer Graphics Lab	0	0	3	3	1.5
7	PC	CS592	Operating System Lab	0	0	3	3	1.5
8	PC	CS 593	Data Base Management System Lab	0	0	3	3	1.5
9	OE	CS594	A. Object Oriented Programming Lab	0	0	3	3	1.5
			B. Multimedia Technology Lab					
			C. Communication Engineering Lab					
10	PROJ	PR 591	Project-V	0	0	2	2	1
11	PROJ*	PR 592	Innovative activities-IV	0	0	0	0	0.5
C. MANDATORY ACTIVITIES / COURSES								
12	MC	MC 501	Environmental Science	3	0	0	3	
Total of Theory, Practical & Mandatory Activities/Courses							32	22.5

* Students may choose either to work on participation in Hackathons etc. Development of new product/ Business Plan/ registration of start-up.

Students may choose to undergo Internship / Innovation / Entrepreneurship related activities. Students may choose either to work on innovation or entrepreneurial activities resulting in start-up or undergo internship with industry/ NGO's/ Government organizations/ Micro/ Small/ Medium enterprises to make themselves ready for the industry/ Long Term goals under rural Internship. (Duration 4-6 weeks)

Innovative activities to be evaluated by the Programme Head/ Event coordinator based on the viva voce and submission of necessary certificates as evidence of activities.

Course Name: Computer Graphics

Course Code: CS501

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

Mathematics, Computer Fundamentals & Principle of Computer Programming

Course Objectives:

- To introduce the use of the components of a graphics system and become familiar with building approach of graphics system components and algorithms related with them.
- To learn the basic principles of 2D and 3D computer graphics.

- To provide an understanding of how to scan convert the basic geometrical primitives, how to transform the shapes to fit them as per the picture definition.
- To provide an understanding of mapping from a world coordinates to device coordinates, clipping, and projections.
- To be able to discuss the application of computer graphics concepts in the development of computer games, information visualization, and business applications.

Course Outcomes:

CO1: To explain the foundations of computer graphics and different display technology and devices.

CO2: To develop the concept of geometric, mathematical and algorithmic approach necessary for programming computer graphics.

CO3: To implement clipping with the comprehension of windows, view-ports in relation to images display on screen.

CO4: To analyze and compare different hidden surface illumination methods.

Course Contents:

Module-I

Introduction to computer graphics [3L]

Overview of computer graphics, Basic Terminologies in Graphics, lookup table, 3D viewing devices, Plotters, printers, digitizers, light pens etc., Active & Passive graphics, Computer graphics software.

Display [3L]

Light & Color models, Raster Scan and Random scan displays, CRT basics, video basics, Flat panel displays, Interpolative shading model

Module-II

Scan conversion: [8L]

Points & lines, Line drawing algorithms; DDA algorithm, Bresenham's line algorithm, Circle generation algorithm, Ellipse generating algorithm;

Scan line polygon fill algorithm, boundary fill algorithm, flood fill algorithm

Module-III

2D and 3D Transformation [10L]

Basic transformations: translation, rotation, scaling, Matrix representations & homogeneous coordinates, transformations between coordinate systems, reflection shear, Transformation of points, lines, parallel lines, intersecting lines.

3D transformations: translation, rotation, scaling.

2D-Viewing & Clipping [4L]

Viewing pipeline, Window to viewport co-ordinate transformation.

Clipping operations: Point clipping, Cohen Sutherland line clipping algorithm, Weiler Atherton line clipping algorithm, Polygons Clipping, Viewport clipping

Module-IV

Projection [3L]

Basic concepts of different type of projections

Curves [2L]

Bezier curves, B-spline curves

Hidden Surface Removal [3L]

Z-buffer algorithm, Back face detection, BSP tree method, Painter's algorithm

Text Books:

1. Computer Graphics C Version by Donald Hearn, M. Pauline Baker, Pearson education

2. Computer Graphics by Samit Bhattacharya, Oxford University Press.

Reference Books:

1. Schaum's outlines Computer Graphics (2nd Ed.)by Ray A. Plastock, Gordon Kalley, McGraw-Hill Inc.
2. Mathematical Elements for Computer Graphics by David Rogers, J. Alan Adams, McGraw Hill Education.

CO-PO Mapping:

<i>CO & PO Mapping</i>												
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	-	3	-	-	1	-	-	-	-	-	-	-
CO2	3	3	-	2	-	-	-	-	-	-	-	-
CO3	2	-	-		3	-	-	-	-	-	-	-
CO4	-	-	3	2	-	-	-	-	-	-	-	-

Course Name: Operating System

Course Code: CS502

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

4. Computer organization
5. Computer Architecture
6. Data Structures
7. Algorithms & Programming Concept

Course Objectives:

1. To understand the services provided by and the design of an operating system.
2. To understand the structure and organization of the file system.
3. To understand what a process is and how processes are synchronized and scheduled.
4. To understand different approaches to memory management.
5. Students should be able to use system calls for managing processes, memory and the file system.
6. Students should understand the data structures and algorithms used to implement an OS.

Course Outcomes:

CO1: Describe how computing resources (such as CPU, memory and I/O) are managed by the operating system.

CO2: Analyze kernel and user mode in an operating system.

CO3: Solve different CPU scheduling problem to achieve specific scheduling criteria.

CO4: Apply the knowledge of process management, synchronization, deadlock to solve basic problems.

CO5: Evaluate and report appropriate design choices when solving real-world problems

Course Contents:

Module – 1: [3L]

Functionalities of Operating System, Evolution of Operating System.

Types of Operating System: batch, multi-programmed, time-sharing, real-time, distributed, parallel, Structural overview, Protection & Security. [3L]

Module – 2:

[10L]

Processes: Concept of processes, process states, PCB, process scheduling, co-operating processes, independent process, suspended process, Interaction between processes and OS, Inter-process communication: Message passing. [3L]

Threads: overview, benefits of threads, user and kernel level threads, Thread models. [2L]

CPU scheduling: scheduling criteria, preemptive & non-preemptive scheduling, scheduling algorithms (FCFS, SJF, SRTF, RR, priority, multilevel queue, multilevel feedback queue scheduling)[5L]

Module – 3:

[11L]

Process Synchronization: background, critical section problem, synchronization hardware, classical problems of synchronization(producer-consumer, readers-writer, dining philosophers, etc), semaphores, monitors. [6L]

Deadlocks: deadlock characterization, methods for handling deadlocks, deadlock prevention, deadlock avoidance, deadlock detection, recovery from deadlock.

[5L]

Module – 4:

[6L]

Background, logical vs. physical address space, swapping, contiguous memory allocation, paging, Segmentation, TLB.[3L]

Virtual Memory: background, demand paging, page replacement algorithms (FCFS, LRU, Optimal), thrashing, Working set model.[3L]

Module – 5:

[6L]

Disk structure, disk scheduling (FCFS, SSTF, SCAN,C-SCAN,LOOK,C-LOOK etc),disk reliability, disk formatting, boot block, bad blocks. [2L]

File: File concept, access methods, directory structure, file system structure, UNIX file structure, allocation methods (contiguous, linked, indexed), free-space management (bit vector) [2L]

I/O: I/O hardware, polling, interrupts, DMA, caching, buffering, blocking-non blocking I/O. [2L]

Text Books:

1. Abraham Silberschatz, Peter B. Galvin, Greg Gagne, Operating System Concepts.
2. Operating Systems & Systems Programming by P Balakrishna Prasad

Reference Books:

1. Dietel H. N., "An Introduction to Operating Systems", Addison Wesley.
2. Andrew Tanenbaum, Modern Operating Systems, Prentice Hall.
3. William Stallings, Operating Systems, Prentice Hall.

CO-PO Mapping:

<i>CO & PO Mapping</i>												
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	-	-	3	-	-	-	-	-	-	3
CO2	3	3	-	-	-	-	-	-	-	-	-	2
CO3	2	2	-	-	-	-	2	-	-	-	-	3
CO4	3	2	-	-	-	-	3	-	-	-	-	2
CO5	3	2	-	-	-	-	-	-	-	-	-	2

Course Name: DATABASE MANAGEMENT SYSTEM**Course Code: CS503****Contact: 3:0:0****Total Contact Hours: 36****Credits: 3****Prerequisites:**

1. Logic of programming language
2. Basic concepts of data structure and algorithms

Course Objectives:

1. To learn the data models, conceptualize and depict a database system
2. To design system using E-R diagram.
3. To learn SQL & relational database design.
4. To understand the internal storage structures using different file and indexing techniques.
5. To know the concepts of transaction processing, concurrency control techniques and recovery procedure.

Course Outcomes (COs):

- On completion of the course students will be able to
- CO1: Apply the knowledge of Entity Relationship (E-R) diagram for an application.
- CO2: Create a normalized relational database model
- CO3: Analyze real world queries to generate reports from it.
- CO4: Determine whether the transaction satisfies the ACID properties.
- CO5: Create and maintain the database of an organization.

Course Contents:**Module 1:****Introduction [3L]**

Concept & Overview of DBMS, Data Models, Database Languages, Database Administrator, Database Users, Three Schema architecture of DBMS.

Module 2:**Entity-Relationship and Relational Database Model [9L]**

Basic concepts, Design Issues, Mapping Constraints, Keys, Entity-Relationship Diagram, Weak Entity Sets, Extended E-R features, case study on E-R Model. Structure of relational Databases, Relational

Algebra, Relational Calculus, Extended Relational Algebra Operations, Views, Modifications Of the Database.

Module 3:

SQL and Integrity Constraints [6L]

Concept of DDL, DML, DCL. Basic Structure, Set operations, Aggregate Functions, Null Values, Domain Constraints, Referential Integrity Constraints, assertions, views, Nested Subqueries, Database security application development using SQL, Stored procedures and triggers.

Module 4:

Relational Database Design [6L]

Functional Dependency, Different anomalies in designing a Database., Normalization using functional dependencies, Decomposition, Boyce-Codd Normal Form, 3NF, Normalization using multi-valued dependencies, 4NF, 5NF , Case Study

Module 5:

Internals of RDBMS [6L]

Physical data structures, Query optimization: join algorithm, statistics and cost bas optimization. Transaction processing, Concurrency control and Recovery Management: transaction model properties, state serializability, lock base protocols; two phase locking, Dead Lock handling

Module 6:

File Organization & Index Structures [6L]

File & Record Concept, Placing file records on Disk, Fixed and Variable sized Records, Types of Single-Level Index (primary, secondary, clustering), Multilevel Indexes

Text Books:

1. Henry F. Korth and Silberschatz Abraham, “Database System Concepts”, Mc.Graw Hill.
2. Elmasri Ramez and Novathe Shamkant, “Fundamentals of Database Systems”, Benjamin Cummings Publishing. Company.

Reference Books:

1. Jain: Advanced Database Management System CyberTech
2. Date C. J., “Introduction to Database Management”, Vol. I, II, III, Addison Wesley.
3. “Fundamentals of Database Systems”, Ramez Elmasri, Shamkant B.Navathe, Addison Wesley Publishing Edition
4. Gray Jim and Reuter Address, “Transaction Processing : Concepts and Techniques”, Morgan Kauffman Publishers.
5. Ullman JD., “Principles of Database Systems”, Galgottia Publication.

CO-PO MAPPING:

CO s	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	2	2	2	3	2	1	1	2	2	3	3	2	2	1
CO2	2	3	3	3	3	1	1	1	2	2	3	3	2	2	2
CO3	3	3	2	3	3	2	2	2	3	3	3	3	3	2	2
CO4	3	3	2	2	2	1	1	1	1	1	2	3	2	1	1
CO5	3	3	3	3	3	2	2	2	3	3	3	3	3	2	2

Course Name: Object Oriented Programming using Java

Course Code: CS504A

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Course Objectives:

- It allows to map with real world Object (Object orientation) rather than action(Procedure) that comes to produce software as separated code modules which rise up decoupling and increases code re-usability.
- It demonstrates that how can you change the implementation of an object without affecting any other code by increasing data security and protecting unwanted data access. (Encapsulation).
- It allows you to have many different functions, all with the same name, all doing the same job, but depending upon different data. (Polymorphism).
- It guides you to write generic code: which will work with a range of data, so you don't have to write basic stuff over, and over again. (Generics).
- It lets you write a set of functions, then expand them in different direction without changing or copying them in any way. (Inheritance)

Course Outcomes:

CO1: Design the process of interaction between Objects, classes & methods w.r.t. Object Oriented Programming.

CO2: Acquire a basic knowledge of Object Orientation with different properties as well as different features of Java.

CO3: Analyze various activities of different string handling functions with various I/O operations.

CO4: Discuss basic code reusability feature w.r.t. Inheritance, Package and Interface.

CO5: Implement Exception handling, Multithreading and Applet (Web program in java) programming concept in Java.

Course Contents:

Module 1: [5L]

Introduction:

Object Oriented Analysis & Design-Concepts of object oriented programming language, Object, Class.[1L]; Relationships among objects and classes-Generalization, Specialization, Aggregation, Association, Composition, links, Meta-class. [1L] ;Object Oriented Programming concepts - Difference between OOP and other conventional programming – advantages and disadvantages. Class, object, Method. [1L]; Properties of OOP- message passing, inheritance, encapsulation, polymorphism, Data abstraction. [1L]; Difference between different OOPs Languages. [1L].

Module 2: [9L]**Java Basics:**

Basic concepts of java programming - Advantages of java, Byte-code & JVM, Data types, Different types of Variables. [1L] ;Access specifiers, Operators, Control statements & loops. [1L]; Array. [1L] ;Creation of class, object, method. [1L]; Constructor- Definition, Usage of Constructor, Different types of Constructor. [1L]; finalize method and garbage collection, Method & Constructor overloading. [1L]; this keyword, use of objects as parameter & methods returning objects. [1L]; Call by value & call by reference. [1L]; Static variables & methods. Nested & inner classes. [1L].

Module 3:[4L]**Basic String handling & I/O :**

Basic string handling concepts- Concept of mutable and immutable string, Methods of String class- charAt(), compareTo(), equals(), equalsIgnoreCase(), indexOf(), length() , substring(). [1L]; toCharArray(), toLowerCase(), toString(), toUpperCase() , trim() , valueOf() methods, Methods of String buffer class- append(), capacity(), charAt(), delete(), deleteCharAt(). [1L]; ensureCapacity(), getChars(), indexOf(), insert(), length(), setCharAt(), setLength(), substring(), toString(). [1L] ;Command line arguments, basics of I/O operations – keyboard input using BufferedReader& Scanner classes. [1L].

Module 4: [8L]**Inheritance and Java Packages :**

Inheritance - Definition, Advantages, Different types of inheritance and their implementation. [1L] ;Super and final keywords, super() method. [1L]; Method overriding, Dynamic method dispatch. [1L]; Abstract classes & methods. [1L]; Interface - Definition, Use of Interface. [1L]; Multiple inheritance by using Interface. [1L] ;Java Packages -Definition, Creation of packages. [1L]; Importing packages, member access for packages. [1L]

Module 5: [10L]**Exception handling, Multithreading and Applet Programming :**

Exception handling - Basics, different types of exception classes. Difference between Checked & Unchecked Exception. [1L]; Try & catch related case studies.[1L]; Throw, throws & finally. [1L]; Creation of user defined exception. [1L]; Multithreading - Basics, main thread, thread life cycle.[1L]; Creation of multiple threads-yield(), suspend(), sleep(n), resume(), wait(), notify(), join(), isAlive().[1L] ;Thread priorities, thread synchronization.[1L];Interthread communication, deadlocks for threads[1L]; Applet Programming - Basics, applet life cycle, difference between application & applet programming[1L]; Parameter passing in applets. [1L]

Textbooks:

1. Herbert Schildt – "Java: The Complete Reference " – 9th Ed. – TMH
2. E. Balagurusamy – " Programming With Java: A Primer " – 3rd Ed. – TMH.

Reference Books:

1. R.K Das – " Core Java for Beginners " – VIKAS PUBLISHING.
2. Rambaugh, James Michael, Blaha – " Object Oriented Modelling and Design " – Prentice Hall, India.

CO-PO Mapping:

COs	Programme Outcomes(POs)											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	-	-	-	-	-	-	-	-	-
CO2	3	2	-	-	-	-	-	-	-	-	-	-
CO3	3	3	3	1	-	-	2	-	2	-	-	-
CO4	-	-	2	-	-	-	-	-	-	-	-	-
CO5	-	-	-	-	2	-	-	-	2	2	2	-

Course Name: Multimedia Technology
Course Code CS504B
Contact: 3:0:0
Total Contact Hours: 36
Credits: 3

Prerequisites: Computer Graphics

Course Objectives:

After understanding different technical aspects of Multimedia Systems specially the standards available for different audio, video and text applications, students can be able to Design and develop various Multimedia Systems applicable in real time. Then can deal with various network related issues used for multimedia audio, video and image related applications. The knowledge is very essential for a student to develop any audio-visual multimedia application and analyze the performance of the same.

Course Outcomes:

CO1: To understand different media; representations of different multimedia data and data formats.

CO2: To analyze various compression techniques.

CO3: To evaluate and create various audio and video file formats.

CO4: To describe optical storage media along with different coding technique for solving real life multimedia application.

Course Contents:

Module 1: Introduction, Text and Audio [6L]

Multimedia: Impact of Multimedia, Multimedia Systems, Components and Its Applications. Text: Types of Text, Ways to Present Text, Aspects of Text Design, Character, Character Set, Codes, Unicode, Encryption. Audio: Basic Sound Concepts, Types of Sound, Digitizing Sound, Computer Representation of Sound (Sampling Rate, Sampling Size, Quantization), Audio Formats, Audio tools, MIDI.

Module 2: Image and Video (15L)

Image: Formats, Image Color Scheme, Image Enhancement, Image representation, segmentation; Lossless Image Compression: Huffman Coding, Arithmetic and Lempel-Ziv Coding; Lossy Image Compression Systems: Theory of Quantization, Delta Modulation and DPCM, Transform Coding & K-L Transforms, Discrete Cosine Transforms; Image retrieval: Image retrieval by color, shape and texture.

Video: Analogue and Digital Video, Recording Formats and Standards (JPEG, MPEG, H.261) Transmission of Video Signals, Video Capture, and Computer based Animation, Different Case studies- QBIC, Virage. Video Content, querying, video segmentation, Indexing- kd trees, R-trees, quad trees

Module 3: Synchronization, Multi-Resolution Analysis, Storage models and Access Techniques [8L]

Temporal relationships, synchronization accuracy specification factors, quality of service, Magnetic media, optical media, file systems (traditional, multimedia); Multimedia devices: Output devices, CD-ROM, DVD, Scanner, CCD, Theory of Wavelets, Theory of Subband Coding (z-transform), Multi-resolution Analysis: Discrete Wavelet Transforms.

Module 4: Embedded Wavelet Coding and Multimedia Applications (7L)

Zerotree Approach, SPIHT algorithm and EBCOT Algorithm, Interactive television, Video-on-demand, Video Conferencing, Educational Applications, Industrial Applications, Multimedia archives and digital libraries, media editors.

Text Books:

1. Ralf Steinmetz and KlaraNahrstedt , Multimedia: Computing, Communications & Applications , Pearson Ed.
2. Fred Halsall , Multimedia Communications , Pearson Ed.

Reference Books:

1. KoegelBuford , Multimedia Systems , Pearson Ed.
2. Nalin K. Sharda , Multimedia Information System , PHI.
3. Fred Hoffstetter , Multimedia Literacy , McGraw Hill.
4. J. Jeffcoate , Multimedia in Practice: Technology and Application , PHI.
5. Prabhat K. Andleigh& Kiran Thakrar , Multimedia Systems Design , PHI.

CO-PO Mapping:

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

Course Name: Communication Engineering**Course Code: CS 504C****Contact: 3:0:0****Total Contact Hours: 36****Credits: 3****Prerequisites:** Knowledge in different types of signals.**Course Objectives:**

To present the fundamentals of analog and modern digital communication system design. Students should evaluate the performance of analog and digital signaling schemes on realistic communication channels. Emphasis is placed on physical layer digital communications and coding techniques, including waveform analysis, transmitter design and receiver design. The student will learn about theoretical bounds on the rates of digital data transportation systems.

Course outcomes:

On completion of the course students will be able to

CO1: Apply the fundamental concepts of engineering principles in design issues in various communication systems.

CO2: Apply the basic concepts for analyzing the modulation techniques including amplitude modulation (AM), frequency modulation (FM) and phase modulation (PM) that are widely used in analogue communication systems in the time and frequency domains.

CO3: Demonstrate the concepts of sampling, Pulse Modulation techniques and their comparison.

CO4: Illustrate various types of coherent and non-coherent digital modulation techniques, analyse immunity parameters and calculate their error probabilities.

Course Contents:**Module - 1: Elements of Communication system, Analog Modulation & Demodulation, Noise, SNR. (Basic ideas in brief) [10L]**

Introduction to Base Band transmission & Modulation (basic concept) (1L); Elements of Communication systems (mention of transmitter, receiver and channel); origin of noise and its effect, Importance of SNR in system design (1L); Basic principles of Linear Modulation (Amplitude Modulation, DSB-SC, SSB-SC and VSB) (4L); Basic principles of Non-linear modulation (Angle Modulation - FM, PM) (1L); Sampling theorem, Sampling rate, Impulse sampling, Reconstruction from samples, Aliasing (1L); Analog Pulse Modulation - PAM (Natural & flat topped sampling), PWM, PPM (1L). Multiplexing - TDM, FDM (1L).

Module - 2: Digital Transmission: [9L]

Concept of Quantisation & Quantisation error, Uniform Quantiser (2L); Non-uniform Quantiser, A-law & μ -law companding (mention only) (1L); concept of Pulse Code Modulation ; Delta modulation, Adaptive delta modulation, DPCM (basic concept and importance only, no details) (2L); Encoding, Coding efficiency (1L); Line coding & properties, NRZ & RZ, AMI, Manchester coding (2L); Baseband Pulse Transmission(1L)

Module - 3: Digital Carrier Modulation & Demodulation Techniques: [9L]

Bit rate, Baud rate (1L); M-ary encoding, Introduction to the different digital modulation techniques - ASK, FSK, PSK, BPSK, QPSK, mention of 8 BPSK, 16 BPSK (5L); Introduction to QAM, mention of 8QAM, 16 QAM without elaboration (2L); Spread Spectrum Modulation - concept only (1L).

Module - 4: Information Theory & Coding: [8L]

Introduction, News value & Information content (1L); Entropy (1L); Mutual information (1L); Information rate (1L); The Shannon limit, Shannon-Fano algorithm for encoding (1L); Shannon's Theorem - Source Coding Theorem (1L); Channel Coding Theorem, Information Capacity Theorem (basic understanding only) (1L); Error Control & Coding – basic principle only (1L).

Text Books:

1. An Introduction to Analog and Digital Communications by Simon Haykin; Published by Wiley India.
2. Principles of Communication Systems, H. Taub and D. L.Schilling, TMH Publishing Co.

Reference Books :

1. Communication Systems 4th Edition by Simon Haykin; Published by Wiley India (Student Edition).
2. Communication Systems by A. B. Carlson, Published by McGraw-Hill.
3. Modern Digital and Analog Communication Systems, B.P.Lathi and Z.Ding, Oxford University Press.
4. Communications System (Analog and Digital) by Dr. Sanjay Sharma S K Kataria and Sons.

CO-PO Mapping:

COs	Program Outcomes (POs)											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	-	1	1	-	-	2	-	-	3
CO2	3	3	-	3	3	-	2	-		1	2	3
CO3	3	3	3	3	2	2		-	1		-	3
CO4	3	3	3	2	3	-	2	-	-	2	2	3

Course Name: Operations Research**Course Code: CS 505A****Contact: 3:0:0****Total Contact Hours: 36****Credits: 3**

Prerequisites: Basic Knowledge of Function, plotting of Equation and inequations, Formulation of Mathematical Problem. Finding maximum and minimum from row or column or from Matrix.

Course Objective: Purpose of this course to develop models and then analyze the model using the techniques of Operations Research, Decision making under uncertainty and risk.

COURSE OUTCOMES:

On successful completion of the learning sessions of the course, the learner will be able to:

CO1: Recall the distinctive characteristics of different types of decision-making problem to formulate and solve a real-world problem a prototype of mathematical problem.

CO2: Understand the theoretical workings of appropriate decision making approaches and tools to identify the optimal strategy in competitive world.

CO3: Apply the principles of different Methods/Model of Operations Research to solve practical problems.

Course Contents:

Module I [10L]

Linear Programming Problem(LPP):Basics of Linear Programming Problem(LPP) and its Applications. General Mathematical Formulation of LPP; Definitions: Convex set, Solution, Feasible Solution, Basic and Non-Basic Variables, Basic Feasible Solution, Degenerate and Non-Degenerate solution, Optimum/Optimal Solution; Solution of LPP by Graphical Analysis/Method, Simplex Method, Charnes' Big M-Method; Duality Theory.

Module II [6L]

Transportation Problem, Assignment Problem.

Module III [5L]

Game Theory: Introduction; Two person Zero Sum game, Saddle Point; Mini-Max and Maxi-Min Theorems (statement only) and problems; Games without Saddle Point; Graphical Method; Principle of Dominance

Module IV [5L]

Network Optimisation Models: CPM/PERT(Arrow network),Time estimates, earliest expected time, latest allowable occurrence time, latest allowable occurrence time and slack. Critical path, Probability of meeting scheduled date of completion of project. Calculation of CPM network. Various floats for activities

Module V [2L]

Sequencing: Johnson's Algorithm (1957) For n Jobs and two machines, n Jobs and three machines.

Module VI [5L]

Queuing Theory: Introduction and Basic Structure of Queuing Theory; Basic Definitions and Notations; Birth-and-Death Model (Poisson / Exponential distribution); Poisson Queue Models: (M/M/1):(∞/FIFO) and (M/M/1):(N/FIFO) and Problems

Module VII [3L]

Inventory Control: Determination of EOQ, Components, Deterministic Continuous & Deterministic Periodic Review Models, Stochastic Continuous & Stochastic Periodic Review Models

Text Books:

1. Operations Research by Kanti Swaroop and P.K. Man Mohan, Sultan Chand and Sons
2. Linear Programming and Theory of Games by Ghosh and Chakraborty, Central Book Agency

Reference Books:

1. Linear Programming and Theory of Games by P.M.Karak, ABS Publishing House
2. Operations Research, D.K.Jana & T.K.Roy, Chhaya Prakashani Pvt. Ltd.
3. Operations Research, Kalavati, VIKAS
4. Operations Research, Humdy A Taha, PHI / Pearson
5. Operations Research Theory and Applications by J.K.Sharma, Macmillan India Limited.

CO-PO Mapping:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	P10	P11	P12
CO1	3	2	-	-	-	-	-	-	-	-	-	1
CO2	3	2	-	-	-	-	-	-	-	-	-	1
CO3	3	2	2	-	-	-	-	-	-	-	-	1

Course Name: Computational Geometry

Course Code: CS505B

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

1. Mathematics-II
2. Algorithms & Programming Concept

Course Objective(s):

1. To introduce precise algorithmic analysis for problems in Computational Geometry
2. To discuss applications of Computational Geometry to graphical rendering
3. To familiarize with the notions of Voronoi diagrams and Delaunay Triangulations
4. To develop expected case analyses for linear programming problems in small dimensions

Course Outcomes:

CO1: To analyze randomized algorithms for small domain problems

CO2: To use line-point duality to develop efficient algorithms

CO3: To apply geometric techniques to real-world problems in graphics

CO4: To solve linear programs geometrically

Course Contents:

Module 1: [11L]

CONVEXHULLS ALGORITHMS [5L]: Orientation test; Degeneracy; Jarvis' march, Divide & conquer; Graham's scan, Chan's algorithm

PLANE-SWEEP ALGORITHMS [6L]: Line segment intersections (Plane-sweep), Doubly linked edge list, Overlay subdivisions, Polygon Triangulation (Triangulating monotone polygons, Partitioning simple polygons), Convex Partitioning (Lower and upper bounds, A factor 4 approximation algorithm)

Course Name: Distributed Algorithms

Paper Code: CS505C

Contact: 3:0:0

Total Contact Hours: 36

Credits: 2

Prerequisites:

1. Familiarity with the basic concept of Algorithm and protocols
2. A solid background in mathematics, including probability, connective arithmetic.

Course Outcomes:

CO1: To acquire a basic concept of different models and organizational structure of distributed algorithm. To understand different models of synchronous, asynchronous allocation techniques in the light of implementation in network and memories.

CO2: To analyze basic idealization of synchronous, asynchronous and shared allocation techniques

CO3: To explain the concepts of shared storage, data links and agreement mechanisms along with its failure detection technique for algorithms.

CO4: To develop partial and distributed algorithms in time-based proof of protocols and methods along with its perspective in modern computing era.

Course Contents:

Module – 1:[8L]

Introduction to Distributed Algorithms, Kinds of Distributed Algorithm (1L); Timing Models (1L), Synchronous Network Algorithms: Synchronous Network Model, (1L); Leader Election in a synchronous Ring (1L);

Algorithms in General Synchronous Networks (1L);

Distributed Consensus with Link Failures, Distributed Consensus with Process failures (1L); More Consensus problems (2L)

Module – 2:[5L]

Asynchronous System and network Model (2L); Shared Memory Algorithms and Model (1L); Mutual Exclusion, Resource Allocation (1L); Consensus; Atomic Objects(1L)

Module – 3: [5L]

Basic Network Algorithms(2L);

Synchronizers, Shared Memory versus Networks (2L); Logical Time, Global Snapshots and Stable properties (1L)

Module – 4: [11L]

Network Resource Allocation: Mutual Exclusion, General Resource Allocation (2L); Process Failures: Network methodology (1L);

Impossibility of Agreement in the presence of Faults, A Randomized Algorithm (2L); Failure Detectors, Approximate Agreement (2L);

Data Link Protocols: The Problem, Stenning's Protocol (2L); Alternating Bit Protocol (1L);

Bounded Tag protocols tolerating Reordering, Tolerating Crashes (1L)

Module – 5: [7L]

Partially Synchronous Algorithms: Partially Synchronous System Models: MMT and General Timed Automata (2L);

Properties and Proof methods, Modeling Shared Memory and Network Systems (2L); Mutual Exclusion with Partial Synchrony: A single-register algorithm (1L);

Resilience to Timing Failures, Consensus with partial Synchrony: An Efficient algorithm (2L).

Text Books:

1. Joseph Jaja, "An Introduction to Parallel Algorithms", Addison Wesley
2. Nancy A. Lynch, "Distributed Algorithms", Morgan Kaufmann Publishers, 2000

Reference Books:

1. GERAL TEL, "Introduction to Distributed algorithms", 2nd Edition, Cambridge, 2004
2. Nicola Santoro, "Design and Analysis of Distributed Algorithms", Wiley Inter-science, John Wiley & Sons, Inc., Publication, 2007.
3. A.D. Kshemkalyani, M. Singhal, "Distributed Computing: Principles, Algorithms, and Systems", Cambridge University Press, March 2011.

CO-PO Mapping:

CO&PO Mapping												
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	3	-	3	-	-	-	-	-	1	-	-
CO2	-	3	2	-	-	-	-	3	-	-	-	-
CO3	-	2	1	-	-	-	-	-	-	-	-	1
CO4	-	1	-	3	2	-	-	-	-	-	-	-

Course Name: Computer Graphics Lab

Course Code: CS591

Contacts: 0:0:3

Credits: 1.5

Prerequisites:

Knowledge of C programming language

Course Objective: To make students aware of the concepts underlying modern Computer Graphics and Machine Vision. At the end of the course the student will have the generic skills to design algorithms for digital image synthesis for a broad-based set of computing problems in various domains.

Course Outcomes:

CO1: To draw Geometric primitives.

CO2: To execute scan line polygon filling

CO3. To implement basic transformations on objects

CO4. To implement clipping algorithm on lines

Course Contents:

1. Study of basic graphics functions defined in “graphics.h”.
2. Program for Line Drawing using DDA algorithm.
3. Program for Line Drawing using Bresenhams algorithm.
4. Program for Circle Drawing using Bresenhams algorithm.
5. Program for Ellipse Drawing using Bresenhams algorithm.
6. Programs for 2-D transformations on different objects.
7. Program for Polygon filling algorithms [Flood-Fill Algorithm].
8. Program for Polygon filling algorithms [Boundary-Fill Algorithm].
9. Program for Polygon filling algorithms [Scan Line Algorithm].
10. Programs to study window to viewport transformations
11. Program for Cohen Sutherland Line clipping algorithm.
12. Programs to study 3-D transformations in C.

Text Books:

1. Computer Graphics C Version by Donald Hearn, M. Pauline Baker, Pearson education
2. Computer Graphics by Samit Bhattacharya, Oxford University Press.

Reference Books:

1. Schaum’s outlines Computer Graphics (2nd Ed.)by Ray A. Plastock, Gordon Kalley, McGraw-Hill Inc.
2. Mathematical Elements for Computer Graphics by David Rogers, J. Alan Adams, McGraw Hill Education.

CO-PO Mapping:

<i>CO & PO Mapping</i>

COs	P01	P02	P03	P04	POS	P06	P07	P08	P09	P010	P011	P012
C01	3	3	-	-	1	-	-	-	-	-	-	-
C02	3	3	-	1	-	-	-	-	-	-	-	-
C03	2	-	-		3	-	-	-	-	-	-	-
C04	-	1	3	2	-	-	-	-	-	-	-	-

Course Name: Operating Systems Lab

Course Code: CS 592

Contacts: 0:0:3

Credits: 1.5

Prerequisites:

1. Computer organization
2. Computer Architecture
3. Data Structures
4. Algorithms & Programming Concept

Course Objectives:

- To familiarize the students with the Operating System.
- To demonstrate the process, memory, file and directory management issues under the UNIX/ LINUX operating system.
- To introduce LINUX basic commands.
- To make students how to make simple programs in LINUX and administrative task of LINUX

Course Outcomes:

CO1: To Analyze different aspects of Linux.

CO2: To Create or design different scripts using shell programming.

CO3: To implement process, thread, semaphore concept of operating system.

CO4: Create shared memory with the implementation of reading from, write into shared memory.

List of Experiments:

1. **Essential Linux Commands[9P]:** Commands for files and directories cd, cp, mv, rm, mkdir, more, less, creating and viewing files, using cat, file comparisons, View files, kill, ps, who, sleep, grep, fgrep, find, sort, cal, banner, touch, file related commands – ws, sat, cut, grep etc. Mathematical commands –expr, factor, units, Pipes(use functions pipe, popen, pclose), named Pipes (FIFOs, accessing FIFO)
2. **Shell Programming [6P]:** Creating a script, making a script executable, shell syntax (variables, conditions, control structures, functions, and commands).
3. **Process [3P]:** Starting new process, replacing a process image, duplicating a process image.
4. **Semaphore [3P]:** Programming with semaphores (use functions semget, semop, semaphore_p, semaphore_v).
5. **POSIX Threads[6P]:** Programming with pthread functions(viz. pthread_create, pthread_join, pthread_exit, pthread_attr_init, pthread_cancel)
6. **Shared Memory [9P]:**Create the shared memory , Attach the shared memory segment to the address space of the calling process , Read information from the standard input and write to the shared memory, Read the content of the shared memory and write on to the standard output , Delete the shared memory

Text Books:

Yashavant P. Kanetkar, UNIX Shell Programming, 1st edition, BPB Publications Beej's Guide to Unix IPC

Reference Books:

W. Richard Stevens, UNIX Network Programming, 2nd edition, Prentice Hall

CO-PO Mapping:

<i>CO & PO Mapping</i>												
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	-	-	-	-	-	-	-	-	-	-	3
CO2	-	3	3	3	-	-	-	-	-	-	-	3
CO3	2	-	-	2	-	-	-	-	-	-	-	-
CO4	-	3	3	-	-	-	3	-	-	-	-	-

Course Name: DATABASE MANAGEMENT SYSTEM LAB

Course Code: CS593

Contacts: 0:0:3

Total Contact Hours: 36

Credits: 1.5

Prerequisites:

1. Logic of programming language
2. Basic concepts of data structure and algorithms

Course Objectives:

1. To learn the data models, conceptualize and depict a database system
2. To learn the fundamental concepts of SQL queries.
3. To understand the concept of designing a database with the necessary attributes.
4. To know the methodology of Accessing, Modifying and Updating data & information from the relational databases
5. To learn database design as well as to design user interface and how to connect with database.

Course Outcomes:

On completion of the course students will be able to

CO1: Understand the basic concepts regarding database, know about query processing and techniques involved in query optimization and understand the concepts of database transaction and related database facilities including concurrency control, backup and recovery.

CO2: Understand the introductory concepts of some advanced topics in data management like distributed databases, data warehousing, deductive databases and be aware of some advanced databases like partial multimedia and mobile databases.

CO3: Differentiate between DBMS and advanced DBMS and use of advanced database concepts and become proficient in creating database queries.

CO4: Analyze database system concepts and apply normalization to the database.

CO5: Apply and create different transaction processing and concurrency control applications.

Course Contents:

- Structured Query Language

Module1: [6L]

Creating Database

Creating a Database

Creating a Table Specifying Relational Data Types

Specifying Constraints Creating Indexes

Module2: [3L]

Table and Record Handling

INSERT statement

Using SELECT and INSERT together

DELETE, UPDATE, TRUNCATE statements

DROP, ALTER statements

Module3: [6L]

Retrieving Data from a Database

The SELECT statement

Using the WHERE clause

Using Logical Operators in the WHERE clause

Using IN, BETWEEN, LIKE , ORDER BY, GROUP BY and HAVING Clause Using

Aggregate Functions

Combining Tables Using JOINS

Sub-queries

Module 4: [3L]

Database Management

Creating Views

Creating Column Aliases

Creating Database Users

Using GRANT and REVOKE

Module 5:[6L]

PL/SQL

Module 6:[6L]

Database design using E-R model and Normalization

Module 7:[6L]

Design and implementation of some on line system [Library Management System]

Text Books:

- 1) SQL, PL/SQL by Ivan Bayross, BPB Publications
- 2) Oracle PL/SQL Programming, 6th Edition - O'Reilly Media By Steven Feuerstein, Bill Pribyl

CO/PO Mapping:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	2	2	2	3	2	1	-	2	2	3	3	2	2	-
CO2	2	3	3	3	3	1	1	1	2	2	3	3	2	2	2
CO3	3	3	2	3	3	2	2	2	3	3	3	3	3	2	2
CO4	3	3	2	2	2	1	1	-	-	-	2	3	2	1	3
CO5	3	3	3	3	3	2	2	2	3	3	3	3	3	2	2

Course Name: Object Oriented Programming Lab

Course Code: CS594A

Contact: 0:0:3

Credits: 1.5

Prerequisites:

1. Computer Fundamentals
2. Basic understanding of Computer Programming and related Programming Paradigms
3. Problem Solving Techniques with proper logic Implementation.

Course Objectives:

- It demonstrates that how can you change the implementation of an object without affecting any other code by increasing data security and protecting unwanted data access. (Encapsulation).
- It allows you to have many different functions, all with the same name, all doing the same job, but depending upon different data. (Polymorphism).
- It guides you to write generic code: which will work with a range of data, so you don't have to write basic stuff over, and over again. (Generics).
- It lets you write a set of functions, then expand them in different direction without changing or copying them in any way. (Inheritance)

Course Outcomes:

CO1: Create the procedure of communication between Objects, classes & methods.

CO2: Understand the elementary facts of Object Orientation with various characteristics as well as several aspects of Java.

CO3: Analyze distinct features of different string handling functions with various I/O operations.

CO4: Discuss simple Code Reusability notion w.r.t. Inheritance, Package and Interface.

CO5: Apply Exception handling, Multithreading and Applet (Web program in java) programming concept in Java.

Course Contents:

Module 1: Java Basics:

1. Simple Java programming using operators, control statements & loops, array.
2. Programming on class, object, and method, access specifier.
3. Programming on constructor, method/constructor overloading.
4. Programming on this keyword, call by value & call by reference, static variables & methods, inner classes.

Module 2: Basic String handling & I/O:

1. Programming to show the use of String class methods - charAt(), compareTo(), equals(), equalsIgnoreCase(), indexOf(), length(), substring(), toCharArray(), toLowerCase(), toString(), toUpperCase(), trim(), valueOf() methods.
2. Programming to show the use of StringBuffer class methods - append(), capacity(), charAt(), delete(), deleteCharAt(), ensureCapacity(), getChars(), indexOf(), insert(), length(), setCharAt(), setLength(), substring(), toString() methods.
3. Programming on Command line arguments.
4. Programming using keyboard input by implementing BufferedReader & Scanner classes.

Module 3: Inheritance, Interface and Java Packages:

1. Programming on Simple Inheritance, super and final keywords, super() method.
2. Programming on method overriding, dynamic method dispatch, abstract classes & methods, multiple inheritance by using interface.
3. Programming on importing system package, creating user-defined package, importing user-defined package, using protected access specifier, subclassing an imported class of a package, using same names for classes of different packages, adding multiple public classes to a package.

Module 4: Exception handling, Multithreading and Applet Programming:

1. Programming on exception handling using try-catch block, implementing throw and throws keywords, using finally block, creating user-defined exception.
2. Programming on creating child threads i) by extending thread class ii) by implementing runnable interface, creating child threads by assigning thread priorities.
3. Programming on creating simple applet to display some message, creating applet to add 2 integers, creating applet to do GUI based programming.

Textbooks:

1. Herbert Schildt – "Java: The Complete Reference " – 9th Ed. – TMH
2. E. Balagurusamy – " Programming With Java: A Primer " – 3rd Ed. – TMH.

Reference Books:

1. R.K Das – " Core Java for Beginners " – VIKAS PUBLISHING.
Rambaugh, James Michael, Blaha – " Object Oriented Modelling and Design " – Prentice Hall, India

CO-PO Mapping:

	Programme Outcomes(POs)
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COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3	2	-	-	-	1	-	-	1
CO2	3	2	2	-	1	-	-	-	1	-	-	2
CO3	2	3	2	3	-	-	-	-	2	-	-	-
CO4	1	-	-	-	-	-	-	-	1	2	-	2
CO5	2	1	1	-	1	-	-	-	2	-	-	2

Course Name: Multimedia Technology Lab

Course Code: CS594B

Contacts: 0:0:3

Credits: 1.5

Prerequisites: Computer Graphics Programming

Course Outcomes:

CO1: To understand about various latest interactive multimedia devices, the basic concepts about images and image format.

CO2: To Apply and analyze data compression techniques, image compression techniques like JPEG, video compression techniques like MPEG, and the basic concepts about animation.

CO3: To evaluate and develop an interactive multimedia presentation by using multimedia devices and identify theoretical and practical aspects in designing multimedia applications surrounding the emergence of multimedia technology.

CO4: To analyze the effects of scale and use on both presentation and lower level requirements along with feedback evaluation in response to an objective set of criteria for multimedia design.

Course Contents:

1. Perceptual and cognitive psychology related to visual and auditory perception.
2. Methods of data sampling and digitization relative to different formats of audio and video media: frequency- and spatial-based sampling, vector-based and sampling-based media representations, audio and video files including AVI and WAV, uses and application of XML, media data compression.
3. Sound capturing & editing using tools like SOUNDFORGE
4. Image editing using tools like Adobe Photoshop Creating/editing motion video/animation clips (using tools like Flash / Adobe Premier)

Text Books:

1. Adobe Photoshop CC Classroom in a Book (2018 release), Pearson Ed.,
2. Anushka Wirasinha , Flash in a Flash- Web Development , PHI

Reference Books:

1. Macromedia Flash5 fast and easy Web Development, Design, PHI,
2. Lozano, Multimedia- Sound & Video , PHI

CO-PO Mapping:

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

Course Name: Communication Engineering Lab**Course Code: CS 594C****Contacts: 0:0:3****Credits: 1.5****Prerequisites:** Knowledge in Electronics and Communication**Course Objective:**

To provide the basic skills required to understand, develop, and design of various engineering applications involving analog and digital communication theory. To provide basic laboratory exposures for communication principles and applications.

Course outcomes:

On completion of the course students will be able to

CO1: Analyse the concept of analog and digital communication techniques and their applications.

CO2: Demonstrate to the practical methods of the use of generating and demodulating communication signals.

CO3: Distinguish the significance of signal constellation and spectral width.

CO4: Develop insight into the relations between the input and output signals in various stages of a transmitter and a receiver.

List of Experiments:

1. Measurement of modulation index of an AM signal.
2. Generation of FM using VCO chip (to view the wave shapes).
3. Study of PAM and demodulation.
4. Study of PCM and demodulation.
5. Study of ASK modulator and demodulator.
6. Study of BPSK modulator and demodulator.
7. Study of BFSK modulator and demodulator.
8. Study on QPSK modulator and demodulator.
9. One innovative experiment on bread-board realization of any one analog or digital communication circuit.

Text Books:

1. An Introduction to Analog and Digital Communications by Simon Haykin; Published by Wiley India.
2. Principles of Communication Systems, H. Taub and D .L.Schilling, TMH Publishing Co.

Reference Books:

1. Communication Systems 4th Edition by Simon Haykin; Published by Wiley India (Student Edition).
2. Communication Systems by A. B. Carlson, Published by McGraw-Hill.
3. Modern Digital and Analog Communication Systems, B.P.Lathi and Z.Ding, Oxford University Press.
4. Communications System (Analog and Digital) by Dr. Sanjay Sharma S K Kataria and Sons.

CO-PO Mapping:

COs	Programmmme Outcomes (POs)											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	-	1	1	-	-	2	-	-	3
CO2	3	3	-	3	3	-	2	-	-	1	2	3
CO3	3	3	3	2	3	-	2	-	-	2	2	3
CO4	3	3	-	2	3	1	-	-	-	-	-	3

MANDATORY COURSE

Course Name: ENVIRONMENTAL SCIENCE

Course Code: MC 501

Credits: 0

Total Lectures: 36

Course Objectives:

- Be able to understand the natural environment and its relationships with human activities.
- Be able to apply the fundamental knowledge of science and engineering to assess environmental and health risk.
- Be able to understand environmental laws and regulations to develop guidelines and procedures for health and safety issues.
- Be able to solve scientific problem-solving related to air, water, noise & land pollution.

Course Outcomes:

CO1: To understand the natural environment and its relationships with human activities.

CO2: To apply the fundamental knowledge of science and engineering to assess environmental and health risk.

CO3: To develop guidelines and procedures for health and safety issues obeying the environmental laws and regulations.

CO4: Acquire skills for scientific problem-solving related to air, water, noise & land pollution.

Course Contents:

Module 1: General [11L]

Natural Resources: Forest Resource, water resource, mineral resource, energy resources: alternative source of energy

Population Growth: Exponential Growth, logistic growth, Maximum sustainable yield, demography

Disaster Management: Types of disasters (Natural & Man-made), Floods, Earthquake, Tsunamis, Cyclones, landslides (cause, effect & control)

Ecology & Ecosystem: Elements of ecology, definition of ecosystem- components types and function, Food chain & Food web, Structure and function of the following ecosystem: Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystems

Environmental Management: Environmental impact assessment, Environmental laws and protection act of India(The Environment protection Act, Air pollution Act, Water Act, Wildlife Protection Act) , Hazardous waste(management and Handling) Rules.

Module 2: Air pollution and control [10L]

Sources of Pollutants: point sources, nonpoint sources and manmade sources primary & secondary pollutant

Types of air pollutants: primary & secondary pollutant ; Suspended particulate matter, oxides of carbon, oxides of nitrogen, oxides of sulphur, particulate, PAN, Smog (Photochemical smog and London smog),

Effects on human health & climate: Greenhouse effect, Global Warming, Acid rain, Ozone Layer Depletion

Air pollution and meteorology: Ambient Lapse Rate, Adiabatic Lapse Rate, Atmospheric stability & Temperature inversion control of air pollution (ESP, cyclone separator, bag house, catalytic converter, scrubber (ventury)).

Module 3: Water Pollution [9L]

Classification of water (Ground & surface water)

Pollutants of water, their origin and effects: Oxygen demanding wastes, pathogens, nutrients, Salts, heavy metals, pesticides, volatile organic compounds.

Surface water quality parameters: pH, DO, 5 day BOD test, BOD reaction rate constants, COD. Numerical related to BOD

Lake: Eutrophication [Definition, source and effect].

Ground water: Aquifers, hydraulic gradient, ground water flow (Definition only), ground water pollution (Arsenic & Fluoride; sources, effects, control)

Quality of Boiler fed water: DO, hardness, alkalinity, TDS and Chloride

Layout of waste water treatment plant (scheme only).

Module 4: Land Pollution [3L]

Types of Solid Waste: Municipal, industrial, commercial, agricultural, domestic, hazardous solid wastes (bio-medical), E-waste

Solid waste disposal method: Open dumping, Land filling, incineration, composting, recycling (Advantages and disadvantages).

Waste management: waste classification, waste segregation, treatment & disposal

Module 5: Noise Pollution [3L]

Definition of noise, effect of noise pollution on human health, Average Noise level of some common noise sources

Definition of noise frequency, noise pressure, noise intensity, noise threshold limit value, equivalent noise level, L_{10} (18 hr Index) . Noise pollution control.

Text Book:

A Textbook of Environmental Studies, Shashi Chawla. Tata McGraw Hill Education Private Limited

References Books:

1. Environmental Studies, Dr. J P Sharma, University Science Press
2. Environmental Engineering, J K Das Mohapatra, Vikas Publication

Department: Computer Science & Engineering

Curriculum Structure & Syllabus

(Effective from 2018-19 Admission Batch)

Under Autonomy (GR A: ECE, EE, EIE, BME; GR B: CSE, IT, ME, CE, FT)

6 th Semester								
Sl. No.	Course Code	Paper Code	Theory	Contact Hours /Week				Credit Point
				L	T	P	Total	
1	PC	CS601	Computer Networks	3	0	0	3	3
2	PC	CS602	Microprocessors and Microcontrollers	2	1	0	3	3
3	PC	CS603	Software Engineering	3	0	0	3	3
4	PE	CS604	A. Compiler Design	3	0	0	3	3
			B. Computer Vision					
			C. Simulation and modeling					
5	OE	CS605	A. Pattern Recognition	3	0	0	3	3
			B. Distributed Operating System					
			C. Distributed Database					
6	OE	CS606	A. Data Warehousing and Data Mining	3	0	0	3	3
			B. Digital Image Processing					
			C. E-commerce and ERP					
Total of Theory							18	18
7	PC	CS691	Computer Networks Lab	0	0	3	3	1.5

8	PC	CS692	Microprocessors and Microcontrollers Lab	0	0	3	3	1.5
9	PC	CS693	Software Engineering Lab	0	0	3	3	1.5
10	PROJ	PR 691	Project-VI	0	0	2	2	1
11	PROJ*	PR 692	Innovative activities-V	0	0	0	0	0.5
C. MANDATORY ACTIVITIES / COURSES								
12	MC	MC 681	Technical Lecture Presentation & Group Discussion-I	3	0	0	3	
Total of Theory, Practical & Mandatory Activities/Courses							32	24.0

*Students may choose either to work on participation in all the activities of Institute's Innovation Council foreg: IPR workshop/ Leadership Talks/ Idea/ Design/ Innovation/ Business Completion/ Technical Expos etc.

Innovative activities to be evaluated by the Programme Head/ Event coordinator based on the viva voce and submission of necessary certificates as evidence of activities.

Course Name: Computer Networks

Course Code: CS601

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisite:

1. Familiarity and knowledge of Operating Systems and Computer Architecture
2. Also require little bit programming languages concepts like C, Java.

Course Objective(s):

- To be familiar with the basics of data communication
- To be familiar with various types of computer networks
- To have experience in designing communication protocols
- To be exposed to the TCP/IP protocol suite

Course Outcome(s):

CO1: Understand OSI and TCP/IP models.

CO2: Analyze MAC layer protocols and LAN technologies.

CO3: Design applications using internet protocols.

CO4: Implement routing and congestion control algorithms.

CO5: Develop application layer protocols and understand socket programming

Course Contents:

Module I: Introduction[6L]

Introduction (3L):

Introduction: Computer Network, data communication, topology, OSI & TCP/IP Reference Models, layers and characteristics, Wireless Network, comparison to wired and wireless network.

Physical Layer: [3L]

Overview of data (analog & digital), signal (analog & digital), transmission (analog & digital) & transmission media (guided & unguided); Circuit switching: time division & space division switch, TDM bus; Telephone Network;

Module II: Data Link Layer [10L]

Framing, Error Control, Error Detection and Correction, Flow Control, Data Link Protocols, Simple Stop-and-Wait Protocol, ARQ mechanism, Sliding Window Protocols, One-Bit Sliding Window Protocol, Go-Back-N and Selective Repeat, HDLC, PPP Medium Access Control Sub-layer, The Channel Allocation. [5L]

Multiple Access Protocols : ALOHA, Carrier Sense Multiple Access Protocols, IEEE 802.x Ethernet, Switched Ethernet, Fast Ethernet, Gigabit Ethernet, 10 Gigabit Ethernet, Wireless LANs - IEEE 802.xx , Bluetooth, RFID, Bridges, Virtual LANs, Switching.[5L]

Module III: Network Layer [10L]

IP Addressing, IPv4and IPv6. Difference IPv4and IPv6, Conversion ofIPv4and IPv6, Subnetting, Supernetting, Design Issues, Store-and-Forward Packet Switching, Virtual-Circuit and Datagram Networks, ARP, IP, ICMP, IPV6, BOOTP and DHCP–Delivery protocols Other Protocols such as mobile IP in wireless Network.. [5L]

Course Name: Microprocessors & Microcontrollers

Course Code: CS602

Contact: 2:1:0

Total Contact Hours: 36

Credits: 3

Prerequisite:

1. Familiarity with the number system
2. A solid background in digital logic.

Course Objective(s):

- To learn the basics of a particular microprocessor.
- To learn the basics of a particular microcontroller.
- To learn the interfacing of microprocessor.

Course Outcomes:

- CO1** To acquire the knowledge of hardware details of 8085 and 8086 microprocessor AND 8051 microcontroller with the related signals and their implications
- CO2** To develop skill in assembly Language programming of 8085
- CO3** To understand the concept and techniques of designing and implementing interfacing of microprocessor with memory and peripheral chips involving system design
- CO4** To analyze the performance of computers and its architecture to real-life applications

Course Contents:

Module -1: [9L]

Introduction to Microcomputer based system. [1L]

History of evolution of Microprocessor and Microcontrollers and their advantages and disadvantages. [1L]

Architecture of 8085 Microprocessor, Pin description of 8085. [2L] Address/data bus De-multiplexing, Status Signals and the control signals. [1L]

Interrupts of 8085 processor (software and hardware) [2L]

I/O Device Interfacing - I/O Mapped I/O and Memory Mapped I/O,

Memory interfacing with 8085 [2L]

Module -2: [11L]

Instruction set of 8085 microprocessor, Addressing modes. [3L]

Assembly language programming with examples, Counter and Time Delays, Stack and Subroutine. [6L]

Timing diagram of the instructions (a few examples) [2L]

Module 3: [9L]

The 8086 microprocessor- Architecture, Pin Details, Addressing modes, interrupts [4L]

Instruction set, Examples of Simple Assembly Language [3L]

Memory interfacing with 8086 [2L]

Module -4: [7L]

Introduction to 8051 Microcontroller – Architecture, Pin Details. [3L]

Addressing modes, Instruction set, Examples of Simple Assembly Language. [4L]

Text Books:

1. MICROPROCESSOR architecture, programming and Application with 8085 - R. Gaonkar (Penram international Publishing LTD.) [*For Module 1 and 2*]

2. Fundamentals of Microprocessor and Microcontrollers - B. Ram (Paperback) [*For Module 3*]
3. 8051 Microcontroller – K. Ayala (Cengage learning) [*For Module 4*]

ReferenceBooks:

1. 8086 Microprocessor – K Ayala (Cengage learning)
2. The 8051 microcontroller and Embedded systems - Mazidi, Mazidi and McKinley (PEARSON)

CO-PO Mapping

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

Course Name:Software Engineering

Course Code: CS603

Contact: 3:0:0

Total Contact Hours: 36

Credits:3

Prerequisites:

1. An understanding of basic computer software
2. Object Oriented programming skills.

Course Objective(s):

1. To develop basic Knowledge in Software Engineering and its applications.
2. To understand software Engineering layered architecture and the process frame work.
3. To analyze software process models such as the waterfall, spiral, evolutionary models and agile method for software development.
4. To design software requirements and specifications of documents.
5. To understand project planning, scheduling, cost estimation, risk management.
6. To describe data models, object models, context models and behavioral models.
7. To learn coding style and testing issues.
8. To know about the quality checking mechanism for software process and product

Course Outcomes:

CO1:To analyze, elicit and specify software requirements through a productive workingrelationship with various stakeholders of the project.

CO2:To design applicable solutions in one or more application domains using softwareengineering approaches that integrates ethical, social, legal and economic concerns.

CO3:To develop the code from the design and effectively apply relevant standards and performtesting, and quality management and practice.

CO4:To identify modern engineering tools necessary for software project management, time management and software reuse, and an ability to engage in life-long learning.

Course Contents:**Module- 1:**[6L]

SoftwareEngineeringCharacteristics,Components,Application,Definitions,SoftwareProcessmodels-WaterfallModel,Prototypemodel,RAD,EvolutionaryModels,Incremental,Spiral. Agile Method SoftwareProjectPlanning-FeasibilityAnalysis,TechnicalFeasibility,CostBenefitAnalysis,COCOMO (Basic, intermediate, Complete) model

Module- 2: [3L]

SystemAnalysis:PrincipleofStructureAnalysis,RequirementAnalysis,DFD,EntityRelationshipDiagram,DataDictionary,DataModeling,SoftwareRequirementsSpecification

Module – 3:[3L]

SoftwareDesignAspects:Objectives,Principles,Concepts,Top-DownandBottom-Updesign;Decision tree,decisiontableandstructuredEnglish,Structurechart,TransformanalysisFunctional Vs.Object-Orientedapproach

Module- 4:[4L]

UnifiedModelingLanguage:Classdiagram,interactiondiagram:collaborationdiagram,sequencediagram,statechartdiagram,activity, diagram,implementationdiagram, Use Case diagram

Module –5:[14L]

Coding&Documentation StructuredProgramming,ModularProgramming,ModuleRelationship-Coupling,Cohesion,OOP Programming,InformationHiding,Reuse,SystemDocumentation. Testing–LevelsofTesting,IntegrationTesting,SystemTesting.

TestCases-

WhiteBoxandBlackBoxtestingSoftwareQuality,QualityAssurance,SoftwareMaintenance, SoftwareConfigurationManagement,SoftwareArchitecture.

Module- 6:[6L]

Software Project Management – Project Scheduling, Staffing, Quality Assurance, Risk Management: Reactive vs. Proactive Risk strategies, software risks, Risk identification, Risk projection, Risk refinement Project Monitoring.

Text Books:

1. SoftwareEngineering:Apractitioner’sapproach–Pressman (MH)
2. SoftwareEngineering-PankajJalote(Wiley-India)

ReferenceBooks:

1. Fundamentals of SoftwareEngineering-RajibMall(PHI)
2. SoftwareEngineering–AgarwalandAgarwal(PHI)
3. SoftwareEngineering- Sommerville (Pearson)

CO-PO Mapping:

CO & PO Mapping												
PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO												
CO1	2	3	3	3	-	-	-	-	-	-	-	-
CO2	3	3	3	3	-	-	-	-	2	-	-	-
CO3	3	2	-	3	-	-	-	-	-	-	-	-
CO4	2	2	2	-	-	-	-	1	-	-	-	-

Course Name: Compiler Design

Course Code: CS604A

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

- ✓ Mathematics
- ✓ Concept of programming languages
- ✓ Data structures
- ✓ Computer architecture
- ✓ Formal languages and automata theory
- ✓ Some advanced math might be required if you adventure in code optimization

Course Objectives:

To make the student understand the process involved in a compiler, create an overall view of various types of translators, linkers, loaders, and phases of a compiler, understand what is syntax analysis, various types of parsers especially the top down approach, awareness among students the various types of bottom up parsers, understand the syntax analysis and, intermediate code generation, type checking, the role of symbol table and its organization, Code generation, machine independent code optimization and instruction scheduling.

Course Outcomes:

- CO1** To illustrate the basic concept of compilers and discuss on the components as well as the strengths and weaknesses of various phases of designing a compiler.
- CO2** To explain the role of finite automata in compiler design.
- CO3** To design and analyze algorithms for syntactic or parsing techniques and semantic analysis of the process of designing compilers.
- CO4** To formulate the theories of creating simple compilers using C programming languages.

Course Contents:

Module I [7L]

Compilers, Cousins of the Compiler, Analysis-synthesis model, The phases of the compiler. The role of the lexical analyzer, Tokens, Patterns, Lexemes, Input buffering, Specifications of a token, Recognition of tokens, Finite automata, From a regular expression to an NFA, From a regular expression to DFA, Design of a lexical analyzer generator (Lex).

Module II [10L]

The role of a parser, Context free grammars, Writing a grammar, Top down Parsing, Non recursive Predictive parsing (LL), Bottom up parsing, Handles, Viable prefixes, Operator precedence parsing, LR parsers (SLR, LALR, Canonical LR), Parser generators (YACC), Error Recovery strategies for different parsing techniques.

Syntax directed translation: Syntax directed definitions, Construction of syntax trees, Bottom-up evaluation of S-attributed definitions, L-attributed definitions, Bottom-up evaluation of inherited attributes.

Module III [7L]

Type systems, Specification of a simple type checker, Equivalence of type expressions, Type conversions

Source language issues (Activation trees, Control stack, scope of declaration, Binding of names), Symbol tables, dynamic storage allocation techniques.

Module IV [4L]

Intermediate languages, Graphical representation, Three-address code, Implementation of three address statements (Quadruples, Triples, Indirect triples).

Module V [8L]

Consideration for Optimization, scope of optimization, local optimization, loop optimization, folding, DAG representation, Flow Graph, Data flow equation, global optimization, redundant sub expression elimination, induction variable elimination, copy propagation, basic blocks & flow graphs, transformation of basic blocks, DAG representation of basic blocks, peephole optimization

Object code forms, machine dependent code optimization, register allocation and assignment, generic code generation algorithms, DAG for register allocation.

Text Books:

- [1] Alfred Aho, V. Ravi Sethi, D. Jeffery Ullman, "Compilers Principles, Techniques and Tools", Addison Wesley, 2nd edition
- [2] Holub Allen. Compiler Design in C, PHI, 1993.

Reference Books:

- [1] Chattopadhyay, Santanu. Compiler Design. PHI Learning Pvt. Ltd., 2005
- [2] Tremblay and Sorenson Compiler Writing-McgrawHill International

CO-PO Mapping:

<i>CO & PO Mapping</i>												
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	–	–	–	–	–	–	–	–	–	–	–
CO2	3	2	–	–	–	–	–	–	–	–	–	–
CO3	–	–	3	3	–	–	–	–	–	–	–	–
CO4	–	3	–	–	–	–	–	–	–	–	–	–

Course Name: Computer Vision

Course Code: CS604B

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

No prior experience with computer vision is assumed, although previous knowledge of visual computing or signal processing will be helpful. The following skills are necessary for this class:

- Data structures
- Programming: Projects are to be completed and graded in Python. All project starter code will be in Python.
- Mathematics: Linear algebra, vector calculus, and probability.

Course Objective:

Computer Vision focuses on development of algorithms and techniques to analyze and interpret the visible world around us. This requires understanding of the fundamental concepts related to multi-dimensional signal processing, feature extraction, pattern analysis visual geometric modeling, stochastic optimization etc. Knowledge of these concepts is necessary in this field, to explore and contribute to research and further developments in the field of computer vision. Applications range from Biometrics, Medical diagnosis, document processing, mining of visual content, to surveillance, advanced rendering etc.

Course Outcomes:

CO1: To understand the Image formation process

CO2: To understand the 3D vision techniques

CO3: To extract the features form an images and accordingly analyze the Image

CO4: To develop applications using the Computer Vision Techniques

CO5: To understand the basics of video processing, motion computation and 3D vision and geometry

Course Contents:

Introduction [2L]

Introduction to Computer Vision: Low-level, Mid-level, High-level, Impact of Computer Vision, Components and its applications.

Digital Image Formation and low-level processing [5L]

Overview: Fundamentals of Image Formation, Transformation: Orthogonal, Euclidean, Affine, Projective etc. Fourier Transform, Convolution and Filtering, Light and Color and Image Filtering, Image Enhancement, Restoration, Histogram Processing.

Depth estimation and Multi-camera views [5L]

Perspective, Binocular Stereopsis: Camera and Epipolar Geometry; Image sensing, pixel arrays, CCD cameras. Image coding, Homography, Rectification, DLT, RANSAC, 3-D reconstruction framework; Auto-calibration.Apparel.

Feature Extraction [7L]

Edge detection - Canny, LOG, DOG; Line detectors (Hough Transform), Corners - Harris and Hessian Affine, Orientation Histogram, SIFT, Image preprocessing, Image representations (continuous and discrete) , Scale-Space Analysis- Image Pyramids and Gaussian derivative filters, Gabor Filters and DWT.

Image Segmentation [4L]

Contour based representation, Region based representation, Deformable curves and surfaces, Snakes and active contours, Level set representations, Fourier and wavelet descriptors, Medial representations, Multi-resolution analysis.

Pattern Analysis [7L]

Clustering: K-Means, K-Medoids, Mixture of Gaussians, Classification: Discriminant Function, Supervised, Un-supervised, Semi-supervised; Classifiers: Bayes, KNN, ANN models; Dimensionality Reduction: PCA, LDA, ICA; Non-parametric methods.

Motion Analysis [3L]

Background Subtraction and Modeling, Regularization theory, Optical computation, Stereo Vision, Motion estimation, Structure from motion.

Shape representation [3L]

Inferring 3D shape from shading; surface geometry.Boundary descriptors; codons; super-quadratics.

Text Books:

1. Szeliski, R., 2010. Computer vision: algorithms and applications. Springer Science & Business Media.
2. Forsyth, D.A. and Ponce, J., 2003. A modern approach. Computer vision: a modern approach, 17, pp.21-48.

Course Name: Simulation and Modeling

Course Code: CS604C

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

- Programming and Data Structures
- Discrete Mathematics and Probability theory
- Game theory
- Numerical Analysis

Course Objective(s):

1. To understand the Models and Simulation of Continuous and Discrete Systems.
2. To enable students to analyze Continuous Uniformly Distributed Random Numbers
3. To assess the strengths and weaknesses of various methods and to analyze their behavior.

Course Outcome:

On completion of the course students will be able to

CO1: Student will be able to summarize the issues in Modeling and Simulation and to explain the System Dynamics & Probability concepts in Simulation.

CO2: Student will be able to solve the Simulation of Queuing Systems

CO3: Student will be able to analyze the Simulation output.

CO4: Student will be able to identify the application area of Modeling and Simulation, and apply them.

Course Contents:

Module-I: Introduction to Modeling and Simulation [7L]

Nature of Simulation. Systems , Models and Simulation, Continuous and Discrete Systems, system modeling, Components of a simulation study, Introduction to Static and Dynamic System simulation , Application areas, Advantages ,Disadvantages and pitfalls of Simulation.

Module –II : System Dynamics & Probability concepts in Simulation [10L]

Exponential growth and decay models, Generalization of growth models , Discrete and Continuous probability functions, Continuous Uniformly Distributed Random Numbers, Generation of a Random numbers, Generating Discrete distributions, Non-Uniform Continuously Distributed Random Numbers, Rejection Method.

Module-III : Simulation of Queuing Systems and Discrete System Simulation [14L]

Poisson arrival patterns, Exponential distribution, Service times, Normal Distribution Queuing Disciplines, Simulation of single and two server queue. Application of queuing theory in computer system. Discrete Events ,Generation of arrival patterns ,Simulation programming tasks Gathering statistics, Measuring occupancy and Utilization , Recording Distributions and Transit times .

Module-IV : Analysis of Simulation output [5L]

Sensitivity Analysis, Validation of Model Results

Text Books:

1. Jerry Banks, John Carson, B.L.Nelson and D.M.Nicol — Discrete Event System Simulation, Fifth Edition, Pearson.
2. NarsinghDeo, 1979, System Simulation with Digital Computers, PHI.

Reference Books:

1. Averill M. Law and W.DavidKelton, —Simulation Modeling and Analysis, Third Edition, McGraw Hill 5. J. N. Kapoor.. Mathematical Modeling, Wiley eastern Limited
2. Geoffrey Gordon, —System Simulation, PHI.

CO-PO Mapping:

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

Course Name: Pattern Recognition

Course Code: CS605A

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

- Probability theory,
- Artificial Intelligence

Course Objectives

- Understand the concept of a pattern and the basic approach to the development of pattern recognition and machine intelligence algorithms
- Understand the basic methods of feature extraction, feature evaluation, and data mining
- Understand and apply both supervised and unsupervised classification methods to detect and characterize patterns in real-world data
- Develop prototype pattern recognition algorithms that can be used to study algorithm behavior and performance against real-world multivariate data

Course Outcomes:

After the completion of four years of B.Tech., students will be able to:

CO1: Explain and compare a variety of pattern classification methods.

CO2: Analyze different clustering and classification problem and solve using different pattern recognition technique.

CO3: Apply performance evaluation methods for pattern recognition, and can do comparisons of techniques

CO4: Apply pattern recognition techniques to real-world problems such as document analysis and recognition.

CO5: Implement simple pattern classifiers, classifier combinations, and structural pattern recognizers.

Course Contents:

Module – I[4L]

Introduction[2]:The nature of statistical pattern recognition, Definitions, data sets for Pattern Recognition

Different Paradigms of Pattern Recognition [1]

Representations of Patterns and Classes [1]

Different learning paradigms, The basic structure of a pattern recognition system[2]

Module –II[6L]

Feature extraction [6]:

Feature Extraction , Feature subset selection, and classification stages[2]

Dimensionality reduction: Principal component analysis , Fisher discriminant analysis , Factor Analysis[4]

Module –III[13L]

Different Approaches to Prototype Selection [2]

Nearest Neighbour Classifier and variants [2]

Bayes Classifier [3]

Decision Trees [3]

Linear Discriminant Function [3]

Module – IV[13L]

Support Vector Machines [2]

Clustering [3]

Clustering Large datasets [3]

Combination of Classifiers [3]

Applications - Document Recognition [2]

Text Books:

- R.O.Duda, P.E.Hart and D.G.Stork, Pattern Classification, John Wiley, 2001
- Devi V.S.; Murty, M.N. (2011) Pattern Recognition: An Introduction, Universities Press, Hyderabad.

Reference books:

- S.Theodoridis and K.Koutroumbas, Pattern Recognition, 4th Ed., Academic Press, 2009
- C.M.Bishop, Pattern Recognition and Machine Learning, Springer, 2006

CO-PO Mapping:

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

Course Name: Distributed Operating system

Course Code: CS605B

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites:

1. Have to knowledge about Computer Network, operating system and Computer architecture.
2. Required C and UNIX knowledge.

Course Objective(s):

This course covers general issues of design and implementation of distributed operating systems. The focus is on issues that are critical to the applications of distributed systems and computer networks, which include inter-process communication, distributed processing, sharing and replication of data and files.

Course Outcome(s):

CO1: To understand outline the potential benefits of distributed systems and major security issues associated with distributed system.

CO2: To understand and analyze Distributed Computing techniques, Synchronous and Processes and Apply Shared Data access and Files concepts.

CO3: To understand Distributed File Systems and Distributed Shared Memory

CO4: To apply standard design principles in the construction of these systems.

Course Contents:

Module I [6L]

Functions of an Operating System, Design Approaches, Review of Network Operating System and Distributed Operating System, Issue in the design of Distributed Operating System, Overview of Computer Networks, Modes of communication, System Process, Interrupt Handling, Handling Systems calls, Protection of resources, Micro-Kernel Operating System, client server architecture.

Module II [8L]

The Critical Section Problem, Other Synchronization Problems, Language Mechanisms for Synchronization, Axiomatic Verification of Parallel Programs, Inter process communication (Linux IPC Mechanism), Remote Procedure calls, RPC exception handling, security issues, RPC in Heterogeneous Environment, Case studies.

Module III [8L]

Clocks: Logical clocks, Physical clocks, Vector Clock, clock synchronization algorithms, Mutual Exclusion, Non-Token Based Algorithms – Lamport's Algorithm, Token-Based Algorithms, Suzuki-Kasami's Broadcast Algorithm, Election Algorithms-Bully algo etc, Dead locks in Distributed Systems, Thrashing, Resource Management (Load Balancing approach, Load Sharing approach), Process Management, process Migration, Thread, and Case studies.

Module IV [8L]

Overview of shared memory, Architecture, Algorithm, Protocols, Design Issues, consistency model, Page based Distributed Shared Memory, Shared variable Distributed shared Memory, and Object based Distributed shared Memory, Heterogeneous DSM, Distributed Scheduling, Issues, Components, Algorithms Case studies.

Module V [6L]

File models, File access, File sharing, file-caching, File Replication, Features of Naming system terminologies and concepts of naming, fault Tolerance, Network File System (case study), NFS on

Course Name: Distributed Database

Course Code: CS605C

Contact: 3:0:0

Contact Hours:36

Credits: 3

Prerequisites:

- Good knowledge in Database ManagementSystem.
- Determination to learn new and difficultthings.

Course Objective(s)

- To learn the principal and foundation of distributeddatabase.
- To learn the architecture, design issue and integrity control of distributeddatabase.
- To learn the details of query processing and query optimizationtechnique.
- To learn the concept of transaction management in distributeddatabase.

Course Outcome(s):

On completion of the course students will be able to

CO1:Describe database management system internals, understand and describe internal algorithms in detail.

CO2: Identify and be able to use recent and advanced database techniques (e.g. in concurrency control, buffer management, and recovery

CO3: Decide on configuration issues related to database operation and performance. Identify which parameters are suitable and what are its implications

CO4: Analyze and optimize transactional code, identifying causes of possible anomalies and correct them.

CO5: Decide on optimization issues given a known database workload, by manipulating indexes, choosing more adequate data types, and modifying queries.

Course Contents:

Module I: [9L]

Introductory concepts and design of (DDBMS)

Data Fragmentation; Replication; and allocation techniques for DDBMS; Methods for designing and implementing DDBMS, designing a distributed relational database; Architectures for DDBMS: cluster federated, parallel databases and client server architecture.

Module II: [9L]

QueryProcessing [4L]

Overview of Query Processing: Query processing problem; Objectives of Query Processing; Complexity of Relational Algebra operations; characterization of Query processors; Layers of Query Processing; Translation of global queries.

Transaction Management [5L]

Introduction to Transaction Management: Definition of Transaction, Properties of Transaction, types of transaction; Distributed Concurrency Control: Serializability theory; Taxonomy of concurrency control mechanisms; locking bases concurrency control algorithms.

Module III: [5L]

Partitioned network; check point and cold start; Management of distributed transaction; Architectural aspect; Node and link failure recoveries

Module IV: [3L]

Distributed data dictionary management. Distributed database administration. Heterogeneous databases- federated database, reference architecture, loosely and tightly coupled.

Module V: [5L]**Distributed Object Database Management systems [5L]**

Fundamental Object concepts and Object models; Object distribution design; Architectural issues; Object management; Distributed object storage; Object query processing

Module IV: [5L]**Current trends & developments related to Distributed database applications technologies [5L]**

Distributed Object/component-based DBMS; Database Interoperability including CORBA; DCOM and Java RMI; Distributed document-based systems; XML and Workflow management.

Text books:

1. Distributed Databases - Principles and Systems; Stefano Ceri; GuiseppePelagatti; Tata McGraw Hill; 1985.
2. Fundamental of Database Systems; Elmasri&Navathe; Pearson Education;Asia

Reference books:

1. Database System Concepts; Korth&Sudarshan;TMH
2. Principles of Distributed Database Systems; M. Tamer Özsu; and Patrick Valduriez PrenticeHall

CO-PO Mapping:

CO#	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	-	2	2	3	1	-	-	-	2	2	3	2	3	2	2
CO2	1	2	3	2	-	-	-	-	-	-	2	2	2	2	2
CO3	2	3	2	2	1	-	-	-	-	-	-	1	2	1	2
CO4	2	3	2	2	2	-	-	-	-	-	-	1	2	2	2
CO5	2	3	2	2	2	-	-	-	-	-	2	2	2	2	1

Course Name: Data Warehousing & Data Mining

Course Code: CS606A

Contact: 3:0:0

Contact Hours: 36

Credits: 3

Prerequisites:

Programming and Data Structures, Database Management System

Course Objective(s):

1. To understand classical models and algorithms in data warehousing and data mining.
2. To enable students to analyze the data, identify the problems, and choose the relevant models and algorithms to apply.
3. To assess the strengths and weaknesses of various methods and algorithms and to analyze their behavior.

Course Outcomes:

On completion of the course students will be able to

CO1: Student will be able to summarize the issues in Data mining.

CO2: Student will be able to explain and give examples of Data warehousing.

CO3: Student will be able to solve Business problems and can apply the Data mining in real applications in industry.

CO4: Student will also be able to implement the classical algorithms in data mining and data warehousing.

Course Contents:

Module I: Introduction to Data Warehousing [8L]

Data Warehousing: Data warehouse Architecture and Infrastructure , Data warehousing Components – Building a Data warehouse – Mapping the Data Warehouse to a Multiprocessor Architecture – DBMS Schemas for Decision Support –Data Extraction, Cleanup, and Transformation Tools –Metadata.

Module II: Business Analysis [5L]

Business Analysis: Reporting and Query tools and Applications – Tool Categories – The Need for Applications – Cognos Impromptu – Online Analytical Processing (OLAP) – Need –Multidimensional Data Model – OLAP Guidelines – Multidimensional versus Multirelational OLAP – Categories of Tools – OLAP Tools and the Internet.

Module III: Data Mining and Classification [12L]

Data Mining: Introduction – Data – Types of Data – Data Mining Functionalities – Interestingness of Patterns – Classification of Data Mining Systems – Data Mining Task Primitives –Integration of a Data Mining System with a Data Warehouse – Issues –Data Preprocessing.

Association Rule Mining and Classification: Mining Frequent Patterns, Associations and Correlations – Mining Methods – Mining Various Kinds of Association Rules – Correlation Analysis – Constraint Based Association Mining – Classification and Prediction - Basic Concepts - Decision Tree Induction – Bayesian Classification – Rule Based Classification – Classification by Backpropagation – Support Vector Machines – Associative Classification – Lazy Learners – Other Classification Methods – Prediction.

Module IV: Clustering and Applications [11L]

Clustering and Applications and Trends in Data Mining: Cluster Analysis - Types of Data – Categorization of Major Clustering Methods – Kmeans – Partitioning Methods – Hierarchical Methods - Density-Based Methods –Grid Based Methods – Model-Based Clustering Methods – Clustering High Dimensional Data - Constraint – Based Cluster Analysis – Outlier Analysis – Data Mining Applications.

Text Books:

1. Jiawei Han and MichelineKamber, “Data Mining Concepts and Techniques”, Second Edition, Elsevier, 2007.
2. Pang-Ning Tan, Michael Steinbach and Vipin Kumar, “ Introduction To Data Mining”,Person Education, 2007.

Reference Books:

1. Daniel T.Larose, “Data Mining Methods and Models”, Wile-Interscience, 2006.
2. Margaret H. Dunham, "Data Mining: Introductory and Advanced Topics", Prentice Hall, 2003.

CO-PO Mapping:

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

Course Name: Digital Image Processing

Course Code: CS606B

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisite:

- Fourier analysis
- Linear algebra
- Probability

Course Objective(s)

- To learn discrete Fourier transform and its properties
- To study the monochrome and color image fundamentals
- To learn the analytical tools and methods which are currently used in digital image processing

- as applied to image information for human viewing.
- To learn image compression and segmentation techniques.

Course Outcomes:

CO1: To acquire the knowledge of basic preprocessing techniques in monochrome and color images.

CO2: To develop skill in concepts of image enhancement like linear and non linear spatial filters using MATLAB.

CO3: To understand the concept and techniques of simple image processing projects using different methods of restoration.

CO4: To acquire the knowledge of the various segmentation algorithms for practical applications.

CO5: To analyze the performance of Lossless and Lossy compression techniques in images.

Course Contents:

Module -1: Introduction:[5L]

Digital Image Fundamentals : Overview, Computer imaging systems , Digital Image Representation, Fundamental steps in Image Processing [1L], Elements of Digital Image Processing - Image Acquisition, Storage, Processing, Communication, Display [1L]. Digital Image Formation: A Simple Image Model, Use and Analysis of Color Models in Image Processing [2L], Sampling & Quantization - Uniform & Non-uniform [1L].

Module -2: Mathematical Preliminaries : [5L]

Neighbour of pixels, Connectivity, Relations, Equivalence & Transitive Closure [1L]; Distance Measures, Arithmetic/Logic Operations, Discrete Signals and Systems [1L]- A Review – Fourier Transformation, Properties of The Two Dimensional Fourier Transform [2L], Discrete Fourier Transform, Discrete Cosine & Sine Transform [1L].

Module 3: Image Enhancement : [6L]

Spatial Domain: Gray level transformations – Histogram processing [2L] Basics of Spatial Filtering–Smoothing and Sharpening Spatial Filtering – Frequency Domain [2L]– Smoothing and Sharpening frequency domain filters – Ideal, Butterworth and Gaussian filters [2L].

Module -4: Image Restoration, Segmentation and Filtering :[14L]

Image Restoration and Segmentation:Image restoration: noise removal: mean & adaptive filters, degradation model, inverse filter [2L]. Discrete Formulation, Algebraic Approach to Restoration Unconstrained & Constrained [1L]; Constrained Least Square Restoration, Restoration by Homomorphic Filtering [1L], Geometric Transformation - Spatial Transformation, Gray Level Interpolation [1L]. Image Segmentation : Point Detection, Line Detection, Edge detection, Combined detection [2L],

Module -5: Edge Linking, Boundary Detection and Image compression : [5L]

Edge Linking & Boundary Detection- Local Processing, Global Processing via The Hough Transform [2L]; Thresholding - Foundation, Simple Global Thresholding, Optimal Thresholding[2L]; Region Oriented Segmentation - Basic Formulation, Region Growing by Pixel Aggregation, Region Splitting & Merging [2L].

Image compression: system model, lossless methods ,lossy methods [2L]

Module -6: Image Representation and Recognition :[5L]

Image Representation and Recognition :Boundary representation – Chain Code – Polygonal approximation [1L], signature, boundary segments – Boundary description [1L] – Shape number-Fourier Descriptor [1L], moments- Regional Descriptors –Topological feature [1L], Texture – Patterns and Pattern classes – Recognition based on matching [1L].

Text Books:

1. Chanda&Majumder , Digital Image Processing & Analysis, PHI

Reference books:

- 1.Malay K. Pakhira, Digital Image Processing and Pattern Recognition, First Edition, PHI Learning Pvt. Ltd., 2011.
2. Rafael C. Gonzales and Richard E. Woods, Digital Image Processing, Third Edition, Pearson Education, 2010.

CO-PO Mapping:

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

Course Name: E-commerce and ERP

Course Code: CS6o6C

Contact: 3:0:0

Total Contact Hours: 36

Credits: 3

Prerequisites: Knowledge of basic and Networking

Course Objective(s)

- To impart knowledge on E-Commerce & ERP and its various applications.
- To understand E-Commerce framework and business model applications of E-Commerce
- To understand e-payment mechanisms

Course Outcome(s)

On completion of the course students will be able to

CO1: To define and differentiate various types of Ecommerce.

CO2: To define and describe E-business and its Models.

CO3: To describe Hardware and Software Technologies for Ecommerce.

CO4: To understand the basic concepts of ERP and identify different technologies used in ERP.

CO5: To apply different tools used in ERP

Course Contents:

Module 1: Overview of E-Commerce [10L]

Introduction to E-Commerce [4L]: Definition, Scope of E-Commerce, Hardware requirements, E-Commerce and Trade Cycle, Electronic Markets, Electronic Data Interchange and Internet Commerce.

Business to Business E-Commerce [6L]: Business Models of e-commerce: Model Based On Transaction Type, Model Based On Transaction Party - B2B, B2C, C2B, C2C, E - Governance. Electronic Markets, Electronic Data Interchange (EDI): Technology, Standards (UN/EDIFACT), Communications, Implementations, Agreements, Security, EDI and Business, Inter-Organizational E-commerce.

Module 2: Security Issues in E-Commerce [10L]

Legal issues [4L]: Risks: Paper Document vs. Electronic document, Authentication of Electronic document, Laws, Legal issues for Internet Commerce: Trademarks and Domain names, Copyright, Jurisdiction issues, Service provider liability, Enforceable online contract.

Security Issues [6L]:

Risk of E - Commerce: Overview, Security for E - Commerce, Security Standards, Firewall, Cryptography, Key Management, Password Systems

Security Solutions: Symmetric and Asymmetric Cryptosystems, RSA, DES, and Digital Signature, Protocols for secure messaging, Secure Electronic Transaction (SET) Protocol, Electronic cash over internet, Internet Security.

Module 3: Applications [2L]

E-business [2L]: Internet bookshops, Software supplies and support, Electronic Newspapers, Internet Banking, Virtual Auctions, Online Share Dealing, Gambling on the net, E-Diversity, Case studies through internet.

Module 4: Overview of ERP (7L)

The evolution of ERP systems: A historical perspective [3L]

Evolution through Payroll system, Inventory Control system, Materials Requirement Planning (MRP I) system, Manufacturing Resource Planning (MRP II) system, their advantages and disadvantages. Definition and Concept of ERP, Business reasons for rise and popularity of ERP system - Benefits of an ERP system

Business processes supported by ERP systems [4L]

Various business functions in an Organization - Purchasing, Materials Management, Manufacturing, Sales & Distribution, Plant Maintenance, Quality Management, Finance & Accounting including Costing, Human Resources etc.

ERP market place - SAP, Oracle, PeopleSoft, JD Edwards, Baan, Microsoft's suit of products etc. Business modules in these ERP packages - a brief comparative description of business function modules and sub-modules.

Overview of key end-to-end business processes supported in two major ERP systems (preferably SAP and Oracle) - Order to Cash, Procure to Pay, Plan to Produce and Despatch.

Module 5 : Emerging Trends and Future of ERP systems (7L)

Emerging Technologies and ERP [5L]

Service-oriented Architecture (SOA): Enterprise SOA layers - Business processes, Business services, Difference between multi-layered Client-server architecture and SOA, basic awareness of NetWeaver from SAP, Websphere from Oracle and .Net from Microsoft. Enterprise Application Integration (EAI): Basic understanding of the concept, Types of EAI (levels) - User Interface, Method (logic), Application Interface, Data.

Radio Frequency Identification (RFID) and ERP: awareness of RFID technology, Benefits of RFID integrated with ERPs.

M-Commerce: basic concept and applications, difference with E-Commerce, benefits of integration with ERPs.

Future of ERP Technology [2L]

Enterprise Application Integration (EAI), ERP and E-Commerce, ERP and Internet, Growing mobile applications, Economical and Easy models of ERP deployment etc.

Text books:

1. E-Commerce-Strategy, Technologies & Applications by David Whitley, TMH
2. Enterprise Resource Planning – A Managerial Perspective by D P Goyal, Tata McGraw Hill Education

Recommended books:

1. E-Commerce- The cutting edge of business by Kamlesh K. Bajaj, TMH
2. Global Electronic Commerce- Theory and Case Studies by J. Christopher Westland and Theodore H. K Clark, University Press
3. Enterprise Resource Planning by Ashim Raj Singla, Cengage Learning
4. E-Commerce, M.M. Oka, EPH
5. Kalakotia, Whinston : Frontiers of Electronic Commerce , Pearson Education.

CO-PO Mapping:

<i>CO & PO Mapping</i>												
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	3	1	-	-	1	-	3	3	3	1
CO2	2	2	3	3	2	2	-	-	2	3	1	3
CO3	3	3	2	2	2	1	1	-	3	2	1	3
CO4	3	2	2	2	2	3	-	-	3	3	2	1
CO5	3	2	1	3	2	3	-	-	3	3	3	3

Course Name: Computer Networks Lab

Course Code: CS691

Contact: 0:0:3

Credit Point: 1.5

Prerequisites:

1. Familiarity and knowledge of Computer Network and Computer Architecture
2. Also require strong knowledge of programming languages like C, Java and UNIX or Linux environment.

Course Outcome(s)

CO1: Demonstrate the socket program using TCP & UDP.

CO2: Develop simple applications using TCP & UDP.

CO3: Develop the code for Data link layer protocol simulation.

CO4: Examine the performances of Routing protocol.

CO5: Experiment with congestion control algorithm using network simulator

Course Contents:

- Familiarization of UNIX or Linux environment, UNIX or Linux general Commands specially Network Commands. Familiarization of Internetworking - Network Cables - Color coding - Crimping. Internetworking Operating Systems - Configurations. **[6L]**
- Socket Programming using TCP and UDP **[18L]**
- Implementing routing protocols such as RIP, OSPF. **[2L]**
- Familiarization of advanced simulators like Packet Tracer, NS2/NS3, OMNET++, TinyOS**[4L]**
- Server Configuration: only web server (If time permit..instructor can do more than that) **[6L]**

Text books:

1. TCP sockets in C programs-Practical guide for Programmers By Micheal J Donahoo and Kenneth L calvert.
2. Socket Programming by rajkumarBuyaa.

CO-PO Mapping:

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

Course Name: Microprocessors & Microcontrollers Lab
Course Code: CS692
Contact: 0:0:3
Credits: 1.5

Prerequisites:

1. Familiarity with the number system
2. A solid background in digital logic and implementation of digital circuit in a bread board.

Course Objective(s)

- To learn the assembly language programming of a microprocessor.
- To learn the assembly language programming of a microcontroller.
- To learn the interfacing of microprocessor.
- To be familiar with microprocessor and microcontroller based projects.

Course Outcomes:

- CO1** To understand and apply the fundamentals of assembly level programming of microprocessors and microcontroller
- CO2** To work with standard microprocessor real time interfaces including GPIO, serial ports, digital-to-analog converters and analog-to-digital converters.
- CO3** To troubleshoot interactions between software and hardware
- CO4** To analyze abstract problems and apply a combination of hardware and software to address the problem

Course Contents:

Module -1: [3L]

Study of Prewritten programs on 8085 trainer kit using the basic instruction set (data transfer, Load/Store, Arithmetic, Logical).

Or,

Familiarization with 8085 simulator on PC.

Programs using basic instruction set (data transfer, Load/Store, Arithmetic, Logical) on the simulator.

Module -2: [24L]

Programming using kit or Simulator for:

1. Table look up
2. Copying a block of memory
3. Shifting a block of memory
4. Packing and unpacking of BCD numbers
5. Addition of BCD numbers
6. Binary to ASCII conversion and vice-versa (Using Subroutine Call)
7. BCD to Binary Conversion and vice-versa
8. HCF of two numbers
9. Addition of numbers using subroutine
10. Clearing the flag register

Module -3: [3L]

Study of Prewritten programs on 8051 Microcontroller Kit using the basic instruction set (datatransfer, Load/Store, Arithmetic, Logical).

Or,

Familiarization with 8051 Simulator on PC.

Study of prewritten programs using basic instruction set (data transfer, Load/Store, Arithmetic, Logical).

Text Books:

1. MICROPROCESSOR architecture, programming and Application with 8085 - R.Gaonkar (Penram international Publishing LTD.)
2. Fundamentals of Microprocessor and Microcontrollers - B. Ram (Paperback)
3. 8051 Microcontroller – K. Ayala (Cengage learning)

Reference books:

1. The 8051 microcontroller and Embedded systems - Mazidi, Mazidi and McKinley (PEARSON)

CO-PO Mapping:

	<i>CO & PO Mapping</i>											
	PO1	PO2	POP3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	–	–	–	–	–	–	–	–	–	–
CO2	–	–	2	–	–	–	–	–	–	–	–	–
CO3	1	–	2	–	–	–	–	–	–	–	–	–
CO4	2	3	–	–	–	–	–	–	–	–	–	–

Course Name: Software Engineering Lab

Course Code: CS693

Contact: 0:0:3

Credits: 1.5

Prerequisites:

For Software Engineering Lab, design a project proposal which will be used throughout the lab for performing different experiments using CASE Tools.

Course Outcomes:

CO1: To handle software development models through rational method.

CO2: To prepare SRS document, design document, project management related document.

CO3: To develop function oriented and object-oriented software design using tools like rational rose.

CO4: To apply various testing techniques through test cases.

Course Contents:

Assignments to be given as following:

1. Preparation of requirement document for standard application problems in standard format. (e.g. Library Management System, Railway Reservation system, Hospital management System, University Admission system).
2. Project Schedule preparation. Software Requirement Analysis: Describe the individual Phases/ modules of the project, Identify deliverables, and draw DFD
3. Use Case diagram, Class Diagram, Sequence Diagram, Activity Diagram and prepare Software Design Document using tools like Rational Rose. (For standard application problems)
4. Software Development and Debugging. Estimation of project size using Function Point (FP) for calculation.
5. Design Test Cases/Test Plan (both Black box and White Box approach)
6. Compute Process and Product Metrics (e.g. Defect Density, Defect Age, Productivity, Cost etc.) Cost Estimation models. COCOMO

CO-PO Mapping:

CO & PO Mapping												
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CO												
CO1	2	2	3	3	-	-	-	-	-	-	-	-
CO2	3	3	3	2	-	-	-	-	-	2	-	-
CO3	3	2	-	3	-	-	-	-	-	-	1	-
CO4	2	2	2	-	-	-	-	1	-	-	-	-