



ANNA UNIVERSITY, CHENNAI
NON- AUTONOMOUS AFFILIATED COLLEGES
REGULATIONS 2021

CHOICE BASED CREDIT SYSTEM

B.E. COMPUTER SCIENCE AND ENGINEERING

I.PROGRAM EDUCATIONAL OBJECTIVES (PEOs)

Graduates can

- Apply their technical competence in computer science to solve real world problems, with technical and people leadership.
- Conduct cutting edge research and develop solutions on problems of social relevance.
- Work in a business environment, exhibiting team skills, work ethics, adaptability and lifelong learning.

II.PROGRAM OUTCOMES (POs)

- 1 **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- 2 **Problem analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- 3 **Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- 4 **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
- 5 **Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
- 6 **The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
- 7 **Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
- 8 **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- 9 **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- 10 **Communication:** Communicate effectively on complex engineering activities with the

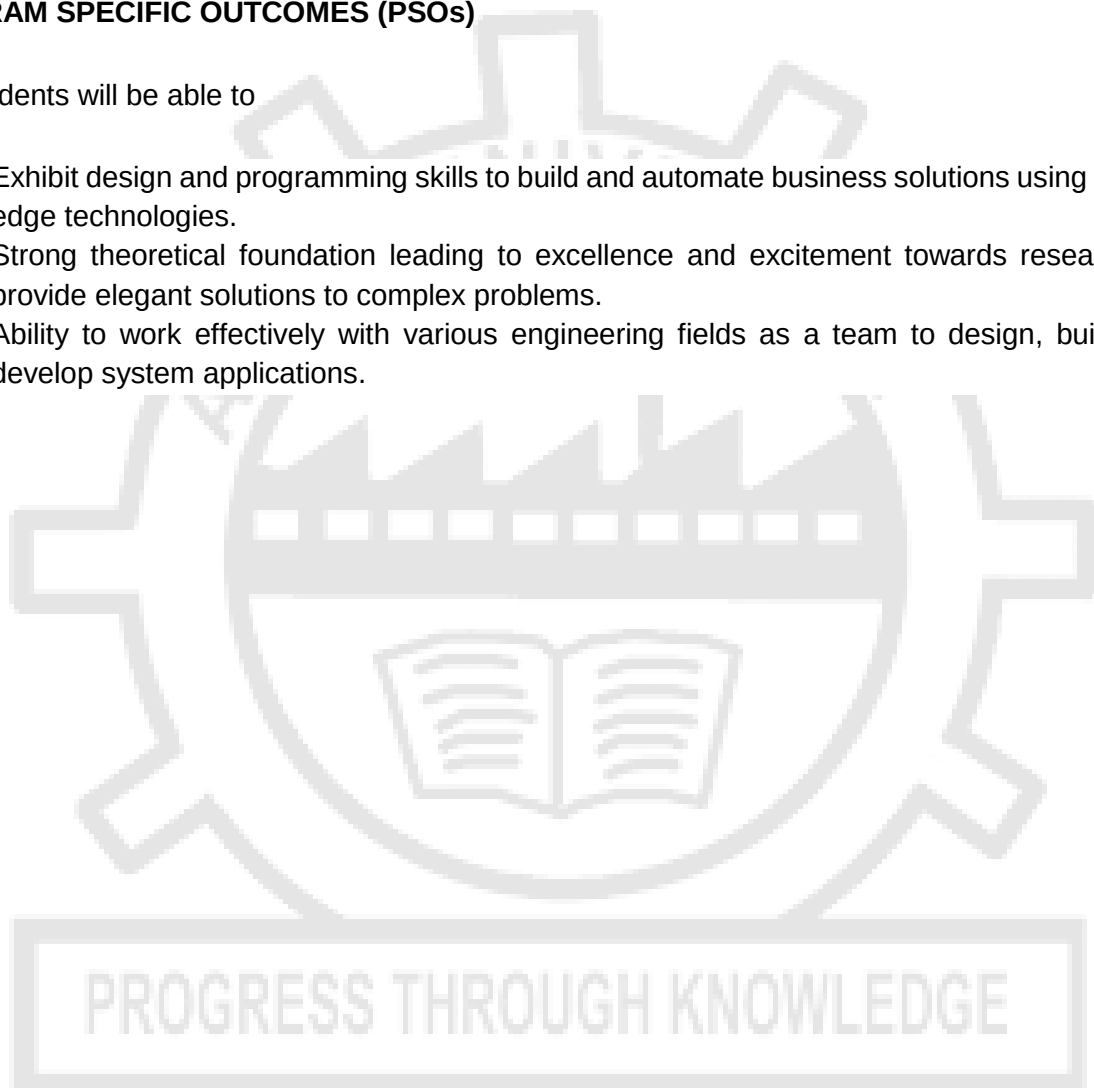
engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

- 11 **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
- 12 **Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

III.PROGRAM SPECIFIC OUTCOMES (PSOs)

The Students will be able to

- Exhibit design and programming skills to build and automate business solutions using cutting edge technologies.
- Strong theoretical foundation leading to excellence and excitement towards research, to provide elegant solutions to complex problems.
- Ability to work effectively with various engineering fields as a team to design, build and develop system applications.



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CURRICULA FOR SEMESTERS I TO VIII AND SYLLABI FOR SEMESTERS I TO IV
SEMESTER I

S. NO.	COURSE CODE	COURSE TITLE	CATE-GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	IP3151	Induction Programme	-	-	-	-	-	0
THEORY								
2.	HS3151	Professional English - I	HSMC	3	0	0	3	3
3.	MA3151	Matrices and Calculus	BSC	3	1	0	4	4
4.	PH3151	Engineering Physics	BSC	3	0	0	3	3
5.	CY3151	Engineering Chemistry	BSC	3	0	0	3	3
6.	GE3151	Problem Solving and Python Programming	ESC	3	0	0	3	3
7.	GE3152	தமிழர் மரபு /Heritage of Tamils	HSMC	1	0	0	1	1
PRACTICALS								
8.	GE3171	Problem Solving and Python Programming Laboratory	ESC	0	0	4	4	2
9.	BS3171	Physics and Chemistry Laboratory	BSC	0	0	4	4	2
10.	GE3172	English Laboratory \$	EEC	0	0	2	2	1
TOTAL				16	1	10	27	22

\$ Skill Based Course

SEMESTER II

S. NO.	COURSE CODE	COURSE TITLE	CATE- GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	HS3251	Professional English - II	HSMC	2	0	0	2	2
2.	MA3251	Statistics and Numerical Methods	BSC	3	1	0	4	4
3.	PH3256	Physics for Information Science	BSC	3	0	0	3	3
4.	BE3251	Basic Electrical and Electronics Engineering	ESC	3	0	0	3	3
5.	GE3251	Engineering Graphics	ESC	2	0	4	6	4
6.	CS3251	Programming in C	PCC	3	0	0	3	3
7.	GE3252	தமிழரும் தொழில்நுட்பமும் /Tamils and Technology	HSMC	1	0	0	1	1
8.		NCC Credit Course Level 1 [#]	-	2	0	0	2	2 [#]
PRACTICALS								
9.	GE3271	Engineering Practices Laboratory	ESC	0	0	4	4	2
10.	CS3271	Programming in C Laboratory	PCC	0	0	4	4	2
11.	GE3272	Communication Laboratory / Foreign Language ^{\$}	EEC	0	0	4	4	2
TOTAL				17	1	16	34	26

[#] NCC Credit Course level 1 is offered for NCC students only. The grades earned by the students will be recorded in the Mark Sheet, however the same shall not be considered for the computation of CGPA.

\$ Skill Based Course

SEMESTER III

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	MA3354	Discrete Mathematics	BSC	3	1	0	4	4
2.	CS3351	Digital Principles and Computer Organization	ESC	3	0	2	5	4
3.	CS3352	Foundations of Data Science	PCC	3	0	0	3	3
4.	CS3301	Data Structures	PCC	3	0	0	3	3
5.	CS3391	Object Oriented Programming	PCC	3	0	0	3	3
PRACTICALS								
6.	CS3311	Data Structures Laboratory	PCC	0	0	3	3	1.5
7.	CS3381	Object Oriented Programming Laboratory	PCC	0	0	3	3	1.5
8.	CS3361	Data Science Laboratory	PCC	0	0	4	4	2
9.	GE3361	Professional Development ^{\$}	EEC	0	0	2	2	1
TOTAL				15	1	14	30	23

[§] Skill Based Course

SEMESTER IV

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	CS3452	Theory of Computation	PCC	3	0	0	3	3
2.	CS3491	Artificial Intelligence and Machine Learning	PCC	3	0	2	5	4
3.	CS3492	Database Management Systems	PCC	3	0	0	3	3
4.	CS3401	Algorithms	PCC	3	0	2	5	4
5.	CS3451	Introduction to Operating Systems	PCC	3	0	0	3	3
6.	GE3451	Environmental Sciences and Sustainability	BSC	2	0	0	2	2
7.		NCC Credit Course Level 2 [#]		3	0	0	3	3 [#]
PRACTICALS								
8.	CS3461	Operating Systems Laboratory	PCC	0	0	3	3	1.5
9.	CS3481	Database Management Systems Laboratory	PCC	0	0	3	3	1.5
TOTAL				20	0	10	30	22

[#] NCC Credit Course level 2 is offered for NCC students only. The grades earned by the students will be recorded in the Mark Sheet, however the same shall not be considered for the computation of CGPA.

SEMESTER V

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	CS3591	Computer Networks	PCC	3	0	2	5	4
2.	CS3501	Compiler Design	PCC	3	0	2	5	4
3.	CB3491	Cryptography and Cyber Security	PCC	3	0	0	3	3
4.	CS3551	Distributed Computing	PCC	3	0	0	3	3
5.		Professional Elective I	PEC	-	-	-	-	3
6.		Professional Elective II	PEC	-	-	-	-	3
7.		Mandatory Course-I ^{&}	MC	3	0	0	3	0
TOTAL				-	-	-	-	20

[&] Mandatory Course-I is a Non-credit Course (Student shall select one course from the list given under Mandatory Course-I)

SEMESTER VI

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	CCS356	Object Oriented Software Engineering	PCC	3	0	2	5	4
2.	CS3691	Embedded Systems and IoT	PCC	3	0	2	5	4
3.		Open Elective – I*	OEC	3	0	0	3	3
4.		Professional Elective III	PEC	-	-	-	-	3
5.		Professional Elective IV	PEC	-	-	-	-	3
6.		Professional Elective V	PEC	-	-	-	-	3
7.		Professional Elective VI	PEC	-	-	-	-	3
8.		Mandatory Course-II &	MC	3	0	0	3	0
9.		NCC Credit Course Level 3 [#]		3	0	0	3	3 [#]
TOTAL				-	-	-	-	23

^{*}Open Elective – I Shall be chosen from the list of open electives offered by other Programmes

[&] Mandatory Course-II is a Non-credit Course (Student shall select one course from the list given under Mandatory Course-II)

[#] NCC Credit Course level 3 is offered for NCC students only. The grades earned by the students will be recorded in the Mark Sheet, however the same shall not be considered for the computation of CGPA

SEMESTER VII / VIII*

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	GE3791	Human Values and Ethics	HSMC	2	0	0	2	2
2.		Elective - Management [#]	HSMC	3	0	0	3	3
3.		Open Elective – II**	OEC	3	0	0	3	3
4.		Open Elective – III**	OEC	3	0	0	3	3
5.		Open Elective – IV**	OEC	3	0	0	3	3
PRACTICALS								
6.	CS3711	Summer internship	EEC	0	0	0	0	2
TOTAL				14	0	0	14	16

*If students undergo internship in Semester VII, then the courses offered during semester VII will be offered during semester VIII.

** Open Elective II - IV (Shall be chosen from the list of open electives offered by other Programmes).

[#] Elective - Management shall be chosen from the Elective Management courses.

SEMESTER VIII /VII*

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
PRACTICALS								
1.	CS3811	Project Work/Internship	EEC	0	0	20	20	10
TOTAL				0	0	20	20	10

*If students undergo internship in Semester VII, then the courses offered during semester VII will be offered during semester VIII.

TOTAL CREDITS: 162

ELECTIVE – MANAGEMENT COURSES

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	GE3751	Principles of Management	HSMC	3	0	0	3	3
2.	GE3752	Total Quality Management	HSMC	3	0	0	3	3
3.	GE3753	Engineering Economics and Financial Accounting	HSMC	3	0	0	3	3
4.	GE3754	Human Resource Management	HSMC	3	0	0	3	3
5.	GE3755	Knowledge Management	HSMC	3	0	0	3	3
6.	GE3792	Industrial Management	HSMC	3	0	0	3	3

MANDATORY COURSES I

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	MX3081	Introduction to Women and Gender Studies	MC	3	0	0	3	0
2.	MX3082	Elements of Literature	MC	3	0	0	3	0
3.	MX3083	Film Appreciation	MC	3	0	0	3	0
4.	MX3084	Disaster Management	MC	3	0	0	3	0

MANDATORY COURSES II

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	MX3085	Well Being with Traditional Practices (Yoga, Ayurveda and Siddha)	MC	3	0	0	3	0
2.	MX3086	History of Science and Technology in India	MC	3	0	0	3	0
3.	MX3087	Political and Economic Thought for a Humane Society	MC	3	0	0	3	0
4.	MX3088	State, Nation Building and Politics in India	MC	3	0	0	3	0
5.	MX3089	Industrial Safety	MC	3	0	0	3	0



PROFESSIONAL ELECTIVE COURSES: VERTICALS

Vertical I Data Science	Vertical II Full Stack Development	Vertical III Cloud Computing and Data Center Technologies	Vertical IV Cyber Security and Data Privacy	Vertical V Creative Media	Vertical VI Emerging Technologies	Vertical VII Artificial Intelligence and Machine Learning
Exploratory Data Analysis	Web Technologies	Cloud Computing	Ethical Hacking	Augmented Reality/Virtual Reality	Augmented Reality/Virtual Reality	Knowledge Engineering
Recommender Systems	App Development	Virtualization	Digital and Mobile Forensics	Multimedia and Animation	Robotic Process Automation	Soft Computing
Neural Networks and Deep Learning	Cloud Services Management	Cloud Services Management	Social Network Security	Video Creation and Editing	Neural Networks and Deep Learning	Neural Networks and Deep Learning
Text and Speech Analysis	UI and UX Design	Data Warehousing	Modern Cryptography	UI and UX Design	Cyber security	Text and Speech Analysis
Business Analytics	Software Testing and Automation	Storage Technologies	Engineering Secure Software Systems	Digital marketing	Quantum Computing	Optimization Techniques
Image and Video Analytics	Web Application Security	Software Defined Networks	Cryptocurrency and Blockchain Technologies	Visual Effects	Cryptocurrency and Blockchain Technologies	Game Theory
Computer Vision	DevOps	Stream Processing	Network Security	Game Development	Game Development	Cognitive Science
Big Data Analytics	Principles of Programming Languages	Security and Privacy in Cloud	Security and Privacy in Cloud	Multimedia Data Compression and Storage	3D Printing and Design	Ethics And AI

Registration of Professional Elective Courses from Verticals:

Professional Elective Courses will be registered in Semesters V and VI. These courses are listed in groups called verticals that represent a particular area of specialisation / diversified group. Students are permitted to choose all the Professional Electives from a particular vertical or from different verticals. Further, only one Professional Elective course shall be chosen in a semester horizontally (row-wise). However, two courses are permitted from the same row, provided one course is enrolled in Semester V and another in semester VI.

The registration of courses for B.E./B.Tech (Honours) or Minor degree shall be done from Semester V to VIII. The procedure for registration of courses explained above shall be followed for the courses of B.E./B.Tech (Honours) or Minor degree also. For more details on B.E./B.Tech (Honours) or Minor degree refer to the Regulations 2021, Clause 4.10.

PROFESSIONAL ELECTIVE COURSES: VERTICALS

VERTICAL 1: DATA SCIENCE

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS346	Exploratory Data Analysis	PEC	2	0	2	4	3
2.	CCS360	Recommender Systems	PEC	2	0	2	4	3
3.	CCS355	Neural Networks and Deep Learning	PEC	2	0	2	4	3
4.	CCS369	Text and Speech Analysis	PEC	2	0	2	4	3
5.	CCW331	Business Analytics	PEC	2	0	2	4	3
6.	CCS349	Image and Video Analytics	PEC	2	0	2	4	3
7.	CCS338	Computer Vision	PEC	2	0	2	4	3
8.	CCS334	Big Data Analytics	PEC	2	0	2	4	3

VERTICAL 2: FULL STACK DEVELOPMENT

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS375	Web Technologies	PEC	2	0	2	4	3
2.	CCS332	App Development	PEC	2	0	2	4	3
3.	CCS336	Cloud Services Management	PEC	2	0	2	4	3
4.	CCS370	UI and UX Design	PEC	2	0	2	4	3
5.	CCS366	Software Testing and Automation	PEC	2	0	2	4	3
6.	CCS374	Web Application Security	PEC	2	0	2	4	3
7.	CCS342	DevOps	PEC	2	0	2	4	3
8.	CCS358	Principles of Programming Languages	PEC	2	0	2	4	3

VERTICAL 3: CLOUD COMPUTING AND DATA CENTER TECHNOLOGIES

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS335	Cloud Computing	PEC	2	0	2	4	3
2.	CCS372	Virtualization	PEC	2	0	2	4	3
3.	CCS336	Cloud Services Management	PEC	2	0	2	4	3
4.	CCS341	Data Warehousing	PEC	2	0	2	4	3
5.	CCS367	Storage Technologies	PEC	3	0	0	3	3
6.	CCS365	Software Defined Networks	PEC	2	0	2	4	3
7.	CCS368	Stream Processing	PEC	2	0	2	4	3
8.	CCS362	Security and Privacy in Cloud	PEC	2	0	2	4	3

VERTICAL 4: CYBER SECURITY AND DATA PRIVACY

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS344	Ethical Hacking	PEC	2	0	2	4	3
2.	CCS343	Digital and Mobile Forensics	PEC	2	0	2	4	3
3.	CCS363	Social Network Security	PEC	2	0	2	4	3
4.	CCS351	Modern Cryptography	PEC	2	0	2	4	3
5.	CB3591	Engineering Secure Software Systems	PEC	2	0	2	4	3
6.	CCS339	Cryptocurrency and Blockchain Technologies	PEC	2	0	2	4	3
7.	CCS354	Network Security	PEC	2	0	2	4	3
8.	CCS362	Security and Privacy in Cloud	PEC	2	0	2	4	3

VERTICAL 5: CREATIVE MEDIA

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS333	Augmented Reality/Virtual Reality	PEC	2	0	2	4	3
2.	CCS352	Multimedia and Animation	PEC	2	0	2	4	3
3.	CCS371	Video Creation and Editing	PEC	2	0	2	4	3
4.	CCS370	UI and UX Design	PEC	2	0	2	4	3
5.	CCW332	Digital marketing	PEC	2	0	2	4	3
6.	CCS373	Visual Effects	PEC	2	0	2	4	3
7.	CCS347	Game Development	PEC	2	0	2	4	3
8.	CCS353	Multimedia Data Compression and Storage	PEC	2	0	2	4	3

VERTICAL 6: EMERGING TECHNOLOGIES

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS333	Augmented Reality/Virtual Reality	PEC	2	0	2	4	3
2.	CCS361	Robotic Process Automation	PEC	2	0	2	4	3
3.	CCS355	Neural Networks and Deep Learning	PEC	2	0	2	4	3
4.	CCS340	Cyber security	PEC	2	0	2	4	3
5.	CCS359	Quantum Computing	PEC	2	0	2	4	3
6.	CCS339	Cryptocurrency and Blockchain Technologies	PEC	2	0	2	4	3
7.	CCS347	Game Development	PEC	2	0	2	4	3
8.	CCS331	3D Printing and Design	PEC	2	0	2	4	3

VERTICAL 7: ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

SL. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS350	Knowledge Engineering	PEC	2	0	2	4	3
2.	CCS364	Soft Computing	PEC	2	0	2	4	3
3.	CCS355	Neural Networks and Deep Learning	PEC	2	0	2	4	3
4.	CCS369	Text and Speech Analysis	PEC	2	0	2	4	3
5.	CCS357	Optimization Techniques	PEC	2	0	2	4	3
6.	CCS348	Game Theory	PEC	2	0	2	4	3
7.	CCS337	Cognitive Science	PEC	2	0	2	4	3
8.	CCS345	Ethics And AI	PEC	2	0	2	4	3

OPEN ELECTIVES

(Students shall choose the open elective courses, such that the course contents are not similar to any other course contents/title under other course categories).

OPEN ELECTIVES – I

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	OAS351	Space Science	OEC	3	0	0	3	3
2.	OIE351	Introduction to Industrial Engineering	OEC	3	0	0	3	3
3.	OBT351	Climate Change and its Impact	OEC	3	0	0	3	3
4.	OCE351	Environment and Social Impact Assessment	OEC	3	0	0	3	3
5.	OEE351	Renewable Energy System	OEC	3	0	0	3	3
6.	OEI351	Introduction to Industrial Instrumentation and Control	OEC	3	0	0	3	3
7.	OMA351	Graph Theory	OEC	3	0	0	3	3

OPEN ELECTIVES – II

SL. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	OIE352	Resource Management Techniques	OEC	3	0	0	3	3
2.	OMG351	Fintech Regulations	OEC	3	0	0	3	3
3.	OFD351	Holistic Nutrition	OEC	3	0	0	3	3
4.	OCE352	ICT in Agriculture	OEC	3	0	0	3	3
5.	OEI352	Introduction to Control Engineering	OEC	3	0	0	3	3
6.	OPY351	Pharmaceutical Nanotechnology	OEC	3	0	0	3	3
7.	OAE351	Aviation Management	OEC	3	0	0	3	3

OPEN ELECTIVES – III

SL. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	OHS351	English for Competitive Examinations	OEC	3	0	0	3	3
2.	OMG352	NGOs and Sustainable Development	OEC	3	0	0	3	3
3.	OMG353	Democracy and Good Governance	OEC	3	0	0	3	3
4.	OME353	Renewable Energy Technologies	OEC	3	0	0	3	3
5.	OME354	Applied Design Thinking	OEC	2	0	2	4	3
6.	OMF351	Reverse Engineering	OEC	3	0	0	3	3
7.	OMF353	Sustainable Manufacturing	OEC	3	0	0	3	3
8.	OAU351	Electric and Hybrid Vehicle	OEC	3	0	0	3	3
9.	OAS352	Space Engineering	OEC	3	0	0	3	3
10.	OIM351	Industrial Management	OEC	3	0	0	3	3
11.	OIE354	Quality Engineering	OEC	3	0	0	3	3
12.	OSF351	Fire Safety Engineering	OEC	3	0	0	3	3
13.	OML351	Introduction to Non-destructive Testing	OEC	3	0	0	3	3
14.	OMR351	Mechatronics	OEC	3	0	0	3	3
15.	ORA351	Foundation of Robotics	OEC	3	0	0	3	3
16.	OAE352	Fundamentals of Aeronautical Engineering	OEC	3	0	0	3	3
17.	OGI351	Remote Sensing Concepts	OEC	3	0	0	3	3
18.	OAI351	Urban Agriculture	OEC	3	0	0	3	3
19.	OEN351	Drinking Water Supply and Treatment	OEC	3	0	0	3	3
20.	OEE352	Electric Vehicle Technology	OEC	3	0	0	3	3
21.	OEI353	Introduction to PLC Programming	OEC	3	0	0	3	3

22.	OCH351	Nano Technology	OEC	3	0	0	3	3
23.	OCH352	Functional Materials	OEC	3	0	0	3	3
24.	OBT352	Biomedical Instrumentation	OEC	3	0	0	3	3
25.	OFD352	Traditional Indian Foods	OEC	3	0	0	3	3
26.	OFD353	Introduction to food processing	OEC	3	0	0	3	3
27.	OPY352	IPR for Pharma Industry	OEC	3	0	0	3	3
28.	OTT351	Basics of Textile Finishing	OEC	3	0	0	3	3
29.	OTT352	Industrial Engineering for Garment Industry	OEC	3	0	0	3	3
30.	OTT353	Basics of Textile Manufacture	OEC	3	0	0	3	3
31.	OPE351	Introduction to Petroleum Refining and Petrochemicals	OEC	3	0	0	3	3
32.	OPE352	Energy Conservation and Management	OEC	3	0	0	3	3
33.	OPT351	Basics of Plastics Processing	OEC	3	0	0	3	3
34.	OEC351	Signals and Systems	OEC	3	0	0	3	3
35.	OEC352	Fundamentals of Electronic Devices and Circuits	OEC	3	0	0	3	3
36.	OBM351	Foundation Skills in Integrated Product Development	OEC	3	0	0	3	3
37.	OBM352	Assistive Technology	OEC	3	0	0	3	3
38.	OMA352	Operations Research	OEC	3	0	0	3	3
39.	OMA353	Algebra and Number Theory	OEC	3	0	0	3	3
40.	OMA354	Linear Algebra	OEC	3	0	0	3	3
41.	OCE353	Lean Concepts, Tools and Practices	OEC	3	0	0	3	3

OPEN ELECTIVES – IV

SL. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	OHS352	Project Report Writing	OEC	3	0	0	3	3
2.	OMA355	Advanced Numerical Methods	OEC	3	0	0	3	3
3.	OMA356	Random Processes	OEC	3	0	0	3	3
4.	OMA357	Queuing and Reliability Modelling	OEC	3	0	0	3	3
5.	OMG354	Production and Operations for Management Entrepreneurs	OEC	3	0	0	3	3
6.	OMG355	Multivariate Data Analysis	OEC	3	0	0	3	3
7.	OME352	Additive Manufacturing	OEC	3	0	0	3	3
8.	OME353	New Product Development	OEC	3	0	0	3	3
9.	OME355	Industrial Design & Rapid Prototyping Techniques	OEC	2	0	2	4	3
10.	OMF352	Micro and Precision Engineering	OEC	3	0	0	3	3
11.	OMF354	Cost Management of Engineering Projects	OEC	3	0	0	3	3

12.	OAU352	Batteries and Management System	OEC	3	0	0	3	3
13.	OAU353	Sensors and Actuators	OEC	3	0	0	3	3
14.	OAS353	Space Vehicles	OEC	3	0	0	3	3
15.	OIM352	Management Science	OEC	3	0	0	3	3
16.	OIM353	Production Planning and Control	OEC	3	0	0	3	3
17.	OIE353	Operations Management	OEC	3	0	0	3	3
18.	OSF352	Industrial Hygiene	OEC	3	0	0	3	3
19.	OSF353	Chemical Process Safety	OEC	3	0	0	3	3
20.	OML352	Electrical, Electronic and Magnetic materials	OEC	3	0	0	3	3
21.	OML353	Nanomaterials and Applications	OEC	3	0	0	3	3
22.	OMR352	Hydraulics and Pneumatics	OEC	3	0	0	3	3
23.	OMR353	Sensors	OEC	3	0	0	3	3
24.	ORA352	Foundation of Automation	OEC	3	0	0	3	3
25.	ORA353	Concepts in Mobile Robotics	OEC	3	0	0	3	3
26.	OMV351	Marine Propulsion	OEC	3	0	0	3	3
27.	OMV352	Marine Merchant Vehicles	OEC	3	0	0	3	3
28.	OMV353	Elements of Marine Engineering	OEC	3	0	0	3	3
29.	OAE353	Drone Technologies	OEC	3	0	0	3	3
30.	OGI352	Geographical Information System	OEC	3	0	0	3	3
31.	OAI352	Agriculture Entrepreneurship Development	OEC	3	0	0	3	3
32.	OEN352	Biodiversity Conservation	OEC	3	0	0	3	3
33.	OEE353	Introduction to control systems	OEC	3	0	0	3	3
34.	OEI354	Introduction to Industrial Automation Systems	OEC	3	0	0	3	3
35.	OCH353	Energy Technology	OEC	3	0	0	3	3
36.	OCH354	Surface Science	OEC	3	0	0	3	3
37.	OBT353	Environment and Agriculture	OEC	3	0	0	3	3
38.	OFD354	Fundamentals of Food Engineering	OEC	3	0	0	3	3
39.	OFD355	Food safety and Quality Regulations	OEC	3	0	0	3	3
40.	OPY353	Nutraceuticals	OEC	3	0	0	3	3
41.	OTT354	Basics of Dyeing and Printing	OEC	3	0	0	3	3
42.	OTT355	Fibre Science	OEC	3	0	0	3	3
43.	OTT356	Garment Manufacturing Technology	OEC	3	0	0	3	3
44.	OPE353	Industrial safety	OEC	3	0	0	3	3
45.	OPE354	Unit Operations in Petro Chemical Industries	OEC	3	0	0	3	3
46.	OPT352	Plastic Materials for Engineers	OEC	3	0	0	3	3

47.	OPT353	Properties and Testing of Plastics	OEC	3	0	0	3	3
48.	OEC353	VLSI Design	OEC	3	0	0	3	3
49.	OEC354	Industrial IoT and Industry 4.0	OEC	2	0	2	4	3
50.	OBM353	Wearable Devices	OEC	3	0	0	3	3
51.	OBM354	Medical Informatics	OEC	3	0	0	3	3
52.	OCE354	Basics of Integrated Water Resources Management	OEC	3	0	0	3	3

SUMMARY

Name of the Programme: B.E. Computer Science and Engineering										
S.No	Subject Area	Credits per Semester								Total Credits
		I	II	III	IV	V	VI	VII/VIII	VIII/VII	
1	HSMC	4	3					5		12
2	BSC	12	7	4	2					25
3	ESC	5	9	4						18
4	PCC		5	14	20	14	8			61
5	PEC					6	12			18
6	OEC						3	9		12
7	EEC	1	2	1				2	10	16
8	Non-Credit /(Mandatory)					√	√			
Total		22	26	23	22	20	23	16	10	162

ENROLLMENT FOR B.E. / B. TECH. (HONOURS) / MINOR DEGREE (OPTIONAL)

A student can also optionally register for additional courses (18 credits) and become eligible for the award of B.E. / B. Tech. (Honours) or Minor Degree.

For B.E. / B. Tech. (Honours), a student shall register for the additional courses (18 credits) from semester V onwards. These courses shall be from the same vertical or a combination of different verticals of the same programme of study only.

For minor degree, a student shall register for the additional courses (18 credits) from semester V onwards. All these courses have to be in a particular vertical from any one of the other programmes, Moreover, for minor degree the student can register for courses from any one of the following verticals also.

Complete details are available in clause 4.10 of Regulations 2021.

VERTICALS FOR MINOR DEGREE
(In addition to all the verticals of other programmes)

Vertical I Fintech and Block Chain	Vertical II Entrepreneurship	Vertical III Public Administration	Vertical IV Business Data Analytics	Vertical V Environment and Sustainability
Financial Management	Foundations of Entrepreneurship	Principles of Public Administration	Statistics for Management	Sustainable infrastructure Development
Fundamentals of Investment	Team Building & Leadership Management for Business	Constitution of India	Datamining for Business Intelligence	Sustainable Agriculture and Environmental Management
Banking, Financial Services and Insurance	Creativity & Innovation in Entrepreneurship	Public Personnel Administration	Human Resource Analytics	Sustainable Bio Materials
Introduction to Blockchain and its Applications	Principles of Marketing Management for Business	Administrative Theories	Marketing and Social Media Web Analytics	Materials for Energy Sustainability
Fintech Personal Finance and Payments	Human Resource Management for Entrepreneurs	Indian Administrative System	Operation and Supply Chain Analytics	Green Technology
Introduction to Fintech	Financing New Business Ventures	Public Policy Administration	Financial Analytics	Environmental Quality Monitoring and Analysis
-	-	-	-	Integrated Energy Planning for Sustainable Development
-	-	-	-	Energy Efficiency for Sustainable Development

PROGRESS THROUGH KNOWLEDGE

(choice of courses for Minor degree is to be made from any one vertical of other programmes or from anyone of the following verticals)

VERTICAL 1: FINTECH AND BLOCK CHAIN

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CMG331	Financial Management	PEC	3	0	0	3	3
2.	CMG332	Fundamentals of Investment	PEC	3	0	0	3	3
3.	CMG333	Banking, Financial Services and Insurance	PEC	3	0	0	3	3
4.	CMG334	Introduction to Blockchain and its Applications	PEC	3	0	0	3	3
5.	CMG335	Fintech Personal Finance and Payments	PEC	3	0	0	3	3
6.	CMG336	Introduction to Fintech	PEC	3	0	0	3	3

VERTICAL 2: ENTREPRENEURSHIP

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CMG337	Foundations of Entrepreneurship	PEC	3	0	0	3	3
2.	CMG338	Team Building & Leadership Management for Business	PEC	3	0	0	3	3
3.	CMG339	Creativity & Innovation in Entrepreneurship	PEC	3	0	0	3	3
4.	CMG340	Principles of Marketing Management For Business	PEC	3	0	0	3	3
5.	CMG341	Human Resource Management for Entrepreneurs	PEC	3	0	0	3	3
6.	CMG342	Financing New Business Ventures	PEC	3	0	0	3	3

VERTICAL 3: PUBLIC ADMINISTRATION

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CMG343	Principles of Public Administration	PEC	3	0	0	3	3
2.	CMG344	Constitution of India	PEC	3	0	0	3	3
3.	CMG345	Public Personnel Administration	PEC	3	0	0	3	3
4.	CMG346	Administrative Theories	PEC	3	0	0	3	3
5.	CMG347	Indian Administrative System	PEC	3	0	0	3	3
6.	CMG348	Public Policy Administration	PEC	3	0	0	3	3

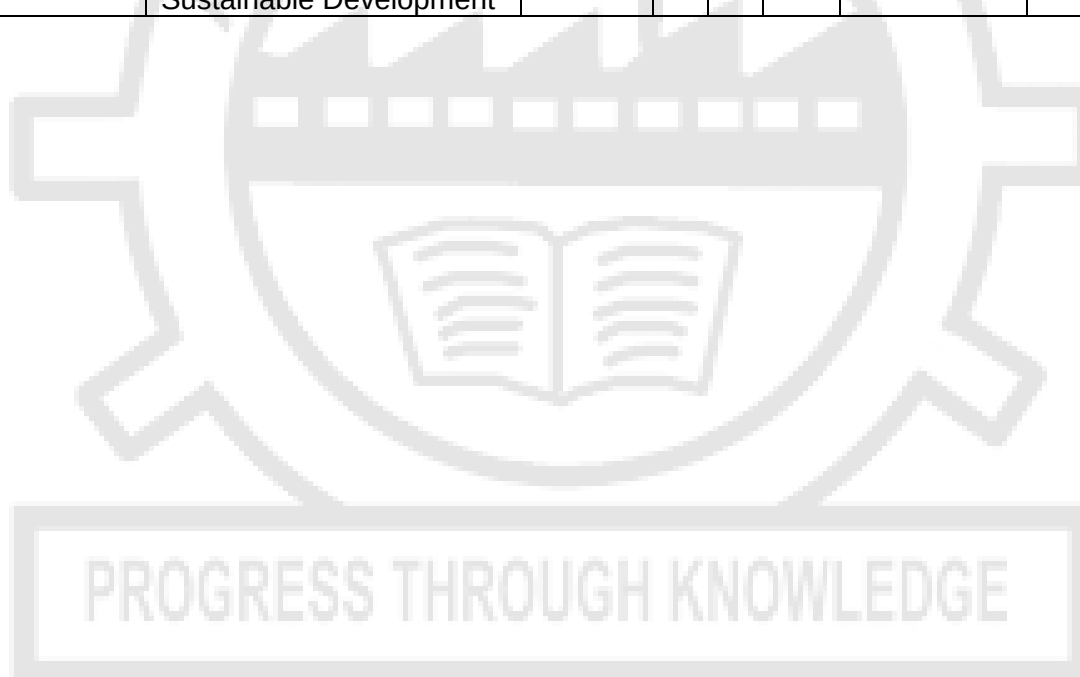
VERTICAL 4: BUSINESS DATA ANALYTICS

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CMG349	Statistics for Management	PEC	3	0	0	3	3
2.	CMG350	Data Mining For Business Intelligence	PEC	3	0	0	3	3
3.	CMG351	Human Resource Analytics	PEC	3	0	0	3	3
4.	CMG352	Marketing and Social Media Web Analytics	PEC	3	0	0	3	3
5.	CMG353	Operation and Supply Chain Analytics	PEC	3	0	0	3	3
6.	CMG354	Financial Analytics	PEC	3	0	0	3	3

PROGRESS THROUGH KNOWLEDGE

VERTICAL 5: ENVIRONMENT AND SUSTAINABILITY

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CES331	Sustainable infrastructure Development	PEC	3	0	0	3	3
2.	CES332	Sustainable Agriculture and Environmental Management	PEC	3	0	0	3	3
3.	CES333	Sustainable Bio Materials	PEC	3	0	0	3	3
4.	CES334	Materials for Energy Sustainability	PEC	3	0	0	3	3
5.	CES335	Green Technology	PEC	3	0	0	3	3
6.	CES336	Environmental Quality Monitoring and Analysis	PEC	3	0	0	3	3
7.	CES337	Integrated Energy Planning for Sustainable Development	PEC	3	0	0	3	3
8.	CES338	Energy Efficiency for Sustainable Development	PEC	3	0	0	3	3



This is a mandatory 2 week programme to be conducted as soon as the students enter the institution. Normal classes start only after the induction program is over.

The induction programme has been introduced by AICTE with the following objective:

“Engineering colleges were established to train graduates well in the branch/department of admission, have a holistic outlook, and have a desire to work for national needs and beyond. The graduating student must have knowledge and skills in the area of his/her study. However, he/she must also have a broad understanding of society and relationships. Character needs to be nurtured as an essential quality by which he/she would understand and fulfill his/her responsibility as an engineer, a citizen and a human being. Besides the above, several meta-skills and underlying values are needed.”

“One will have to work closely with the newly joined students in making them feel comfortable, allow them to explore their academic interests and activities, reduce competition and make them work for excellence, promote bonding within them, build relations between teachers and students, give a broader view of life, and build character.”

Hence, the purpose of this programme is to make the students feel comfortable in their new environment, open them up, set a healthy daily routine, create bonding in the batch as well as between faculty and students, develop awareness, sensitivity and understanding of the self, people around them, society at large, and nature.

The following are the activities under the induction program in which the student would be fully engaged throughout the day for the entire duration of the program.

(i) Physical Activity

This would involve a daily routine of physical activity with games and sports, yoga, gardening, etc.

(ii) Creative Arts

Every student would choose one skill related to the arts whether visual arts or performing arts. Examples are painting, sculpture, pottery, music, dance etc. The student would pursue it everyday for the duration of the program. These would allow for creative expression. It would develop a sense of aesthetics and also enhance creativity which would, hopefully, grow into engineering design later.

(iii) Universal Human Values

This is the anchoring activity of the Induction Programme. It gets the student to explore oneself and allows one to experience the joy of learning, stand up to peer pressure, make decisions with courage, be aware of relationships with colleagues and supporting stay in the hostel and department, be sensitive to others, etc. A module in Universal Human Values provides the base. Methodology of teaching this content is extremely important. It must not be through do's and don'ts, but get students to explore and

think by engaging them in a dialogue. It is best taught through group discussions and real life activities rather than lecturing.

Discussions would be conducted in small groups of about 20 students with a faculty mentor each. It would be effective that the faculty mentor assigned is also the faculty advisor for the student for the full duration of the UG programme.

(iv) Literary Activity

Literary activity would encompass reading, writing and possibly, debating, enacting a play etc.

(v) Proficiency Modules

This would address some lacunas that students might have, for example, English, computer familiarity etc.

(vi) Lectures by Eminent People

Motivational lectures by eminent people from all walks of life should be arranged to give the students exposure to people who are socially active or in public life.

(vii) Visits to Local Area

A couple of visits to the landmarks of the city, or a hospital or orphanage could be organized. This would familiarize them with the area as well as expose them to the underprivileged.

(viii) Familiarization to Dept./Branch & Innovations

They should be told about what getting into a branch or department means what role it plays in society, through its technology. They should also be shown the laboratories, workshops & other facilities.

(ix) Department Specific Activities

About a week can be spent in introducing activities (games, quizzes, social interactions, small experiments, design thinking etc.) that are relevant to the particular branch of Engineering / Technology / Architecture that can serve as a motivation and kindle interest in building things (become a maker) in that particular field. This can be conducted in the form of a workshop. For example, CSE and IT students may be introduced to activities that kindle computational thinking, and get them to build simple games. ECE students may be introduced to building simple circuits as an extension of their knowledge in Science, and so on. Students may be asked to build stuff using their knowledge of science.

Induction Programme is totally an activity based programme and therefore there shall be no tests / assessments during this programme.

References:

Guide to Induction program from AICTE

OBJECTIVES :

- To improve the communicative competence of learners
- To learn to use basic grammatic structures in suitable contexts
- To acquire lexical competence and use them appropriately in a sentence and understand their meaning in a text
- To help learners use language effectively in professional contexts
- To develop learners' ability to read and write complex texts, summaries, articles, blogs, definitions, essays and user manuals.

UNIT I INTRODUCTION TO EFFECTIVE COMMUNICATION 1

What is effective communication? (Explain using activities) Why is communication critical for excellence during study, research and work? What are the seven C's of effective communication? What are key language skills? What is effective listening? What does it involve? What is effective speaking? What does it mean to be an excellent reader? What should you be able to do? What is effective writing? How does one develop language and communication skills? What does the course focus on? How are communication and language skills going to be enhanced during this course? What do you as a learner need to do to enhance your English language and communication skills to get the best out of this course?

UNIT 1 INTRODUCTION TO FUNDAMENTALS OF COMMUNICATION 8

Reading - Reading brochures (technical context), telephone messages / social media messages relevant to technical contexts and emails. Writing - Writing emails / letters introducing oneself. Grammar - Present Tense (simple and progressive); Question types: Wh/ Yes or No/ and Tags. Vocabulary - Synonyms; One word substitution; Abbreviations & Acronyms (as used in technical contexts).

UNIT II NARRATION AND SUMMATION 9

Reading - Reading biographies, travelogues, newspaper reports, Excerpts from literature, and travel & technical blogs. Writing - Guided writing-- Paragraph writing Short Report on an event (field trip etc.) Grammar –Past tense (simple); Subject-Verb Agreement; and Prepositions. Vocabulary - Word forms (prefixes& suffixes); Synonyms and Antonyms. Phrasal verbs.

UNIT III DESCRIPTION OF A PROCESS / PRODUCT 9

Reading – Reading advertisements, gadget reviews; user manuals. Writing - Writing definitions; instructions; and Product /Process description. Grammar - Imperatives; Adjectives; Degrees of comparison; Present & Past Perfect Tenses. Vocabulary - Compound Nouns, Homonyms; and Homophones, discourse markers (connectives & sequence words).

UNIT IV CLASSIFICATION AND RECOMMENDATIONS 9

Reading – Newspaper articles; Journal reports –and Non Verbal Communication (tables, pie charts etc.,). Writing – Note-making / Note-taking (*Study skills to be taught, not tested); Writing recommendations; Transferring information from non verbal (chart , graph etc, to verbal mode)

Grammar – Articles; Pronouns - Possessive & Relative pronouns. Vocabulary - Collocations; Fixed / Semi fixed expressions.

UNIT V EXPRESSION

9

Reading – Reading editorials; and Opinion Blogs; Writing – Essay Writing (Descriptive or narrative). Grammar – Future Tenses, Punctuation; Negation (Statements & Questions); and Simple, Compound & Complex Sentences. Vocabulary - Cause & Effect Expressions – Content vs Function words.

TOTAL : 45 PERIODS

LEARNING OUTCOMES :

At the end of the course, learners will be able

- To use appropriate words in a professional context
- To gain understanding of basic grammatic structures and use them in right context.
- To read and infer the denotative and connotative meanings of technical texts
- To write definitions, descriptions, narrations and essays on various topics

TEXT BOOKS :

1. English for Engineers & Technologists Orient Blackswan Private Ltd. Department of English, Anna University, (2020 edition)
2. English for Science & Technology Cambridge University Press, 2021.
Authored by Dr. Veena Selvam, Dr. Sujatha Priyadarshini, Dr. Deepa Mary Francis, Dr. KN. Shoba, and Dr. Lourdes Joevani, Department of English, Anna University.

REFERENCES:

1. Technical Communication – Principles And Practices By Meenakshi Raman & Sangeeta Sharma, Oxford Univ. Press, 2016, New Delhi.
2. A Course Book On Technical English By Lakshminarayanan, Scitech Publications (India) Pvt. Ltd.
3. English For Technical Communication (With CD) By Aysha Viswamohan, Mcgraw Hill Education, ISBN : 0070264244.
4. Effective Communication Skill, Kulbhusan Kumar, RS Salaria, Khanna Publishing House.
5. Learning to Communicate – Dr. V. Chellammal, Allied Publishing House, New Delhi, 2003.

ASSESSMENT PATTERN

Two internal assessments and an end semester examination to test students' reading and writing skills along with their grammatical and lexical competence.

COURSE OBJECTIVES:

- To develop the use of matrix algebra techniques that are needed by engineers for practical applications.
- To familiarize the students with differential calculus.
- To familiarize the student with functions of several variables. This is needed in many branches of engineering.
- To make the students understand various techniques of integration.
- To acquaint the student with mathematical tools needed in evaluating multiple integrals and their applications.

UNIT I MATRICES**9 + 3**

Eigenvalues and Eigenvectors of a real matrix – Characteristic equation – Properties of Eigenvalues and Eigenvectors – Cayley - Hamilton theorem – Diagonalization of matrices by orthogonal transformation – Reduction of a quadratic form to canonical form by orthogonal transformation – Nature of quadratic forms – Applications: Stretching of an elastic membrane.

UNIT II DIFFERENTIAL CALCULUS**9 + 3**

Representation of functions - Limit of a function - Continuity - Derivatives - Differentiation rules (sum, product, quotient, chain rules) - Implicit differentiation - Logarithmic differentiation - Applications: Maxima and Minima of functions of one variable.

UNIT III FUNCTIONS OF SEVERAL VARIABLES**9 + 3**

Partial differentiation – Homogeneous functions and Euler's theorem – Total derivative – Change of variables – Jacobians – Partial differentiation of implicit functions – Taylor's series for functions of two variables – Applications: Maxima and minima of functions of two variables and Lagrange's method of undetermined multipliers.

UNIT IV INTEGRAL CALCULUS**9 + 3**

Definite and Indefinite integrals - Substitution rule - Techniques of Integration: Integration by parts, Trigonometric integrals, Trigonometric substitutions, Integration of rational functions by partial fraction, Integration of irrational functions - Improper integrals - Applications: Hydrostatic force and pressure, moments and centres of mass.

UNIT V MULTIPLE INTEGRALS**9 + 3**

Double integrals – Change of order of integration – Double integrals in polar coordinates – Area enclosed by plane curves – Triple integrals – Volume of solids – Change of variables in double and triple integrals – Applications: Moments and centres of mass, moment of inertia.

TOTAL: 60 PERIODS**COURSE OUTCOMES:**

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

- Use the matrix algebra methods for solving practical problems.
- Apply differential calculus tools in solving various application problems.

- Able to use differential calculus ideas on several variable functions.
- Apply different methods of integration in solving practical problems.
- Apply multiple integral ideas in solving areas, volumes and other practical problems.

TEXT BOOKS :

1. Kreyszig.E, "Advanced Engineering Mathematics", John Wiley and Sons, 10th Edition, New Delhi, 2016.
2. Grewal.B.S., "Higher Engineering Mathematics", Khanna Publishers, New Delhi, 44th Edition, 2018.
3. James Stewart, "Calculus: Early Transcendentals", Cengage Learning, 8th Edition, New Delhi, 2015. [For Units II & IV - Sections 1.1, 2.2, 2.3, 2.5, 2.7 (Tangents problems only), 2.8, 3.1 to 3.6, 3.11, 4.1, 4.3, 5.1 (Area problems only), 5.2, 5.3, 5.4 (excluding net change theorem), 5.5, 7.1 - 7.4 and 7.8].

REFERENCES:

1. Anton. H, Bivens. I and Davis. S, "Calculus", Wiley, 10th Edition, 2016
2. Bali. N., Goyal. M. and Watkins. C., "Advanced Engineering Mathematics", Firewall Media (An imprint of Lakshmi Publications Pvt., Ltd.), New Delhi, 7th Edition, 2009.
3. Jain . R.K. and Iyengar. S.R.K., "Advanced Engineering Mathematics", Narosa Publications, New Delhi, 5th Edition, 2016.
4. Narayanan. S. and Manicavachagom Pillai. T. K., "Calculus" Volume I and II, S. Viswanathan Publishers Pvt. Ltd., Chennai, 2009.
5. Ramana. B.V., "Higher Engineering Mathematics", McGraw Hill Education Pvt. Ltd, New Delhi, 2016.
6. Srimantha Pal and Bhunia. S.C, "Engineering Mathematics" Oxford University Press, 2015.
7. Thomas. G. B., Hass. J, and Weir. M.D, "Thomas Calculus", 14th Edition, Pearson India, 2018.

PH3151

ENGINEERING PHYSICS

L T P C
3 0 0 3

COURSE OBJECTIVES:

- To make the students effectively achieve an understanding of mechanics.
- To enable the students to gain knowledge of electromagnetic waves and its applications.
- To introduce the basics of oscillations, optics and lasers.
- Equipping the students to successfully understand the importance of quantum physics.
- To motivate the students towards the applications of quantum mechanics.

UNIT I MECHANICS

9

Multi-particle dynamics: Center of mass (CM) – CM of continuous bodies – motion of the CM – kinetic energy of the system of particles. Rotation of rigid bodies: Rotational kinematics – rotational kinetic energy and moment of inertia - theorems of M.I –moment of inertia of continuous bodies – M.I of a diatomic molecule - torque – rotational dynamics of rigid bodies – conservation of angular momentum – rotational energy state of a rigid diatomic molecule - gyroscope - torsional pendulum – double pendulum –Introduction to nonlinear oscillations.

UNIT II ELECTROMAGNETIC WAVES**9**

The Maxwell's equations - wave equation; Plane electromagnetic waves in vacuum, Conditions on the wave field - properties of electromagnetic waves: speed, amplitude, phase, orientation and waves in matter - polarization - Producing electromagnetic waves - Energy and momentum in EM waves: Intensity, waves from localized sources, momentum and radiation pressure - Cell-phone reception. Reflection and transmission of electromagnetic waves from a non-conducting medium-vacuum interface for normal incidence.

UNIT III OSCILLATIONS, OPTICS AND LASERS**9**

Simple harmonic motion - resonance –analogy between electrical and mechanical oscillating systems - waves on a string - standing waves - traveling waves - Energy transfer of a wave - sound waves - Doppler effect. Reflection and refraction of light waves - total internal reflection - interference –Michelson interferometer –Theory of air wedge and experiment. Theory of laser - characteristics - Spontaneous and stimulated emission - Einstein's coefficients - population inversion - Nd-YAG laser, CO₂ laser, semiconductor laser –Basic applications of lasers in industry.

UNIT IV BASIC QUANTUM MECHANICS**9**

Photons and light waves - Electrons and matter waves –Compton effect - The Schrodinger equation (Time dependent and time independent forms) - meaning of wave function - Normalization –Free particle - particle in a infinite potential well: 1D,2D and 3D Boxes- Normalization, probabilities and the correspondence principle.

UNIT V APPLIED QUANTUM MECHANICS**9**

The harmonic oscillator(qualitative)- Barrier penetration and quantum tunneling(qualitative)- Tunneling microscope - Resonant diode - Finite potential wells (qualitative)- Bloch's theorem for particles in a periodic potential –Basics of Kronig-Penney model and origin of energy bands.

TOTAL : 45 PERIODS**COURSE OUTCOMES:**

After completion of this course, the students should be able to

- Understand the importance of mechanics.
- Express their knowledge in electromagnetic waves.
- Demonstrate a strong foundational knowledge in oscillations, optics and lasers.
- Understand the importance of quantum physics.
- Comprehend and apply quantum mechanical principles towards the formation of energy bands.

TEXT BOOKS:

1. D.Kleppner and R.Kolenkow. An Introduction to Mechanics. McGraw Hill Education (Indian Edition), 2017.
2. E.M.Purcell and D.J.Morin, Electricity and Magnetism, Cambridge Univ.Press, 2013.
3. Arthur Beiser, Shobhit Mahajan, S. Rai Choudhury, Concepts of Modern Physics, McGraw-Hill (Indian Edition), 2017.

REFERENCES:

1. R.Wolfson. Essential University Physics. Volume 1 & 2. Pearson Education (Indian Edition), 2009.
2. Paul A. Tipler, Physic – Volume 1 & 2, CBS, (Indian Edition), 2004.
3. K.Thyagarajan and A.Ghatak. Lasers: Fundamentals and Applications, Laxmi Publications, (Indian Edition), 2019.
4. D.Halliday, R.Resnick and J.Walker. Principles of Physics, Wiley (Indian Edition), 2015.
5. N.Garcia, A.Damask and S.Schwarz. Physics for Computer Science Students. Springer- Verlag, 2012.

CY3151

ENGINEERING CHEMISTRY

L T P C
3 0 0 3

COURSE OBJECTIVES:

- To inculcate sound understanding of water quality parameters and water treatment techniques.
- To impart knowledge on the basic principles and preparatory methods of nanomaterials.
- To introduce the basic concepts and applications of phase rule and composites.
- To facilitate the understanding of different types of fuels, their preparation, properties and combustion characteristics.
- To familiarize the students with the operating principles, working processes and applications of energy conversion and storage devices.

UNIT I WATER AND ITS TREATMENT

9

Water: Sources and impurities, Water quality parameters: Definition and significance of-color, odour, turbidity, pH, hardness, alkalinity, TDS, COD and BOD, fluoride and arsenic. Municipal water treatment: primary treatment and disinfection (UV, Ozonation, break-point chlorination). Desalination of brackish water: Reverse Osmosis. Boiler troubles: Scale and sludge, Boiler corrosion, Caustic embrittlement, Priming & foaming. Treatment of boiler feed water: Internal treatment (phosphate, colloidal, sodium aluminate and calgon conditioning) and External treatment – Ion exchange demineralization and zeolite process.

UNIT II NANO CHEMISTRY

9

Basics: Distinction between molecules, nanomaterials and bulk materials; Size-dependent properties (optical, electrical, mechanical and magnetic); Types of nanomaterials: Definition, properties and uses of – nanoparticle, nanocluster, nanorod, nanowire and nanotube. Preparation of nanomaterials: sol-gel, solvothermal, laser ablation, chemical vapour deposition, electrochemical deposition and electro spinning. Applications of nanomaterials in medicine, agriculture, energy, electronics and catalysis.

UNIT III PHASE RULE AND COMPOSITES

9

Phase rule: Introduction, definition of terms with examples. One component system - water system; Reduced phase rule; Construction of a simple eutectic phase diagram - Thermal analysis; Two component system: lead-silver system - Pattinson process.

Composites: Introduction: Definition & Need for composites; Constitution: Matrix materials (Polymer matrix, metal matrix and ceramic matrix) and Reinforcement (fiber, particulates, flakes and whiskers). Properties and applications of: Metal matrix composites (MMC), Ceramic matrix composites and Polymer matrix composites. Hybrid composites - definition and examples.

UNIT IV FUELS AND COMBUSTION

9

Fuels: Introduction: Classification of fuels; Coal and coke: Analysis of coal (proximate and ultimate), Carbonization, Manufacture of metallurgical coke (Otto Hoffmann method). Petroleum and Diesel: Manufacture of synthetic petrol (Bergius process), Knocking - octane number, diesel oil - cetane number; Power alcohol and biodiesel.

Combustion of fuels: Introduction: Calorific value - higher and lower calorific values, Theoretical calculation of calorific value; Ignition temperature: spontaneous ignition temperature, Explosive range; Flue gas analysis - ORSAT Method. CO₂ emission and carbon footprint.

UNIT V ENERGY SOURCES AND STORAGE DEVICES

9

Stability of nucleus: mass defect (problems), binding energy; Nuclear energy: light water nuclear power plant, breeder reactor. Solar energy conversion: Principle, working and applications of solar cells; Recent developments in solar cell materials. Wind energy; Geothermal energy; Batteries: Types of batteries, Primary battery - dry cell, Secondary battery - lead acid battery and lithium-ion-battery; Electric vehicles - working principles; Fuel cells: H₂-O₂ fuel cell, microbial fuel cell; Supercapacitors: Storage principle, types and examples.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

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

- To infer the quality of water from quality parameter data and propose suitable treatment methodologies to treat water.
- To identify and apply basic concepts of nanoscience and nanotechnology in designing the synthesis of nanomaterials for engineering and technology applications.
- To apply the knowledge of phase rule and composites for material selection requirements.
- To recommend suitable fuels for engineering processes and applications.
- To recognize different forms of energy resources and apply them for suitable applications in energy sectors.

TEXT BOOKS:

1. P. C. Jain and Monica Jain, "Engineering Chemistry", 17th Edition, Dhanpat Rai Publishing Company (P) Ltd, New Delhi, 2018.
2. Sivasankar B., "Engineering Chemistry", Tata McGraw-Hill Publishing Company Ltd, New Delhi, 2008.
3. S.S. Dara, "A Text book of Engineering Chemistry", S. Chand Publishing, 12th Edition, 2018

REFERENCES:

1. B. S. Murty, P. Shankar, Baldev Raj, B. B. Rath and James Murday, "Text book of nanoscience and nanotechnology", Universities Press-IIM Series in Metallurgy and Materials Science, 2018.
2. O.G. Palanna, "Engineering Chemistry" McGraw Hill Education (India) Private Limited, 2nd Edition, 2017.
3. Friedrich Emich, "Engineering Chemistry", Scientific International PVT, LTD, New Delhi, 2014.
4. Shikha Agarwal, "Engineering Chemistry-Fundamentals and Applications", Cambridge University Press, Delhi, Second Edition, 2019.
5. O.V. Roussak and H.D. Gesser, Applied Chemistry-A Text Book for Engineers and Technologists, Springer Science Business Media, New York, 2nd Edition, 2013.

COURSE OBJECTIVES:

- To understand the basics of algorithmic problem solving.
- To learn to solve problems using Python conditionals and loops.
- To define Python functions and use function calls to solve problems.
- To use Python data structures - lists, tuples, dictionaries to represent complex data.
- To do input/output with files in Python.

UNIT I COMPUTATIONAL THINKING AND PROBLEM SOLVING 9

Fundamentals of Computing – Identification of Computational Problems -Algorithms, building blocks of algorithms (statements, state, control flow, functions), notation (pseudo code, flow chart, programming language), algorithmic problem solving, simple strategies for developing algorithms (iteration, recursion). Illustrative problems: find minimum in a list, insert a card in a list of sorted cards, guess an integer number in a range, Towers of Hanoi.

UNIT II DATA TYPES, EXPRESSIONS, STATEMENTS 9

Python interpreter and interactive mode,debugging; values and types: int, float, boolean, string, a nd list; variables, expressions, statements, tuple assignment, precedence of operators, comments; Illustrative programs: exchange the values of two variables, circulate the values of n variables, distance between two points.

UNIT III CONTROL FLOW, FUNCTIONS, STRINGS 9

Conditionals: Boolean values and operators, conditional (if), alternative (if-else), chained conditional (if-elif-else); Iteration: state, while, for, break, continue, pass; Fruitful functions: return values, parameters, local and global scope, function composition, recursion; Strings: string slices, immutability, string functions and methods, string module; Lists as arrays. Illustrative programs: square root, gcd, exponentiation, sum an array of numbers, linear search, binary search.

UNIT IV LISTS, TUPLES, DICTIONARIES 9

Lists: list operations, list slices, list methods, list loop, mutability, aliasing, cloning lists, list parameters; Tuples: tuple assignment, tuple as return value; Dictionaries: operations and methods; advanced list processing - list comprehension; Illustrative programs: simple sorting, histogram, Students marks statement, Retail bill preparation.

UNIT V FILES, MODULES, PACKAGES 9

Files and exceptions: text files, reading and writing files, format operator; command line arguments, errors and exceptions, handling exceptions, modules, packages; Illustrative programs: word count, copy file, Voter's age validation, Marks range validation (0-100).

TOTAL : 45 PERIODS

COURSE OUTCOMES:

Upon completion of the course, students will be able to

- CO1: Develop algorithmic solutions to simple computational problems.
- CO2: Develop and execute simple Python programs.
- CO3: Write simple Python programs using conditionals and loops for solving problems.
- CO4: Decompose a Python program into functions.
- CO5: Represent compound data using Python lists, tuples, dictionaries etc.
- CO6: Read and write data from/to files in Python programs.

TEXT BOOKS:

1. Allen B. Downey, "Think Python: How to Think like a Computer Scientist", 2nd Edition, O'Reilly Publishers, 2016.
2. Karl Beecher, "Computational Thinking: A Beginner's Guide to Problem Solving and Programming", 1st Edition, BCS Learning & Development Limited, 2017.

REFERENCES:

1. Paul Deitel and Harvey Deitel, "Python for Programmers", Pearson Education, 1st Edition, 2021.
2. G Venkatesh and Madhavan Mukund, "Computational Thinking: A Primer for Programmers and Data Scientists", 1st Edition, Notion Press, 2021.
3. John V Guttag, "Introduction to Computation and Programming Using Python: With Applications to Computational Modeling and Understanding Data", Third Edition, MIT Press, 2021
4. Eric Matthes, "Python Crash Course, A Hands - on Project Based Introduction to Programming", 2nd Edition, No Starch Press, 2019.
5. <https://www.python.org/>
6. Martin C. Brown, "Python: The Complete Reference", 4th Edition, Mc-Graw Hill, 2018.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSOs		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	3	3	3	3	2	-	-	-	-	-	2	2			
2	3	3	3	3	2	-	-	-	-	-	2	2			
3	3	3	3	3	2	-	-	-	-	-	2	-			
4	2	2	-	2	2	-	-	-	-	-	1	-			
5	1	2	-	-	1	-	-	-	-	-	1	-			
6	2	2	-	-	2	-	-	-	-	-	1	-			
AVg.	2	3	3	3	2	-	-	-	-	-	2	2			

1 - low, 2 - medium, 3 - high, '-' - no correlation

UNIT I LANGUAGE AND LITERATURE**3**

Language Families in India - Dravidian Languages – Tamil as a Classical Language - Classical Literature in Tamil – Secular Nature of Sangam Literature – Distributive Justice in Sangam Literature - Management Principles in Thirukural - Tamil Epics and Impact of Buddhism & Jainism in Tamil Land - Bakthi Literature Azhwars and Nayanmars - Forms of minor Poetry - Development of Modern literature in Tamil - Contribution of Bharathiyar and Bharathidhasan.

UNIT II HERITAGE - ROCK ART PAINTINGS TO MODERN ART – SCULPTURE**3**

Hero stone to modern sculpture - Bronze icons - Tribes and their handicrafts - Art of temple car making - - Massive Terracotta sculptures, Village deities, Thiruvalluvar Statue at Kanyakumari, Making of musical instruments - Mridhangam, Parai, Veenai, Yazh and Nadhaswaram - Role of Temples in Social and Economic Life of Tamils.

UNIT III FOLK AND MARTIAL ARTS**3**

Therukoothu, Karagattam, Villu Pattu, Kaniyan Koothu, Oyillattam, Leather puppetry, Silambattam, Valari, Tiger dance - Sports and Games of Tamils.

UNIT IV THINAI CONCEPT OF TAMILS**3**

Flora and Fauna of Tamils & Aham and Puram Concept from Tholkappiyam and Sangam Literature - Aram Concept of Tamils - Education and Literacy during Sangam Age - Ancient Cities and Ports of Sangam Age - Export and Import during Sangam Age - Overseas Conquest of Cholas.

UNIT V CONTRIBUTION OF TAMILS TO INDIAN NATIONAL MOVEMENT AND INDIAN CULTURE**3**

Contribution of Tamils to Indian Freedom Struggle - The Cultural Influence of Tamils over the other parts of India – Self-Respect Movement - Role of Siddha Medicine in Indigenous Systems of Medicine – Inscriptions & Manuscripts – Print History of Tamil Books.

TOTAL : 15 PERIODS**TEXT-CUM-REFERENCE BOOKS**

1. தமிழக வரலாறு – மக்களும் பண்பாடும் – கே.கே. பிள்ளை (வெளியீடு: தமிழ்நாடு பாடநூல் மற்றும் கல்வியியல் பணிகள் கழகம்).
2. கணினித் தமிழ் – முனைவர் இல. சுந்தரம். (விகடன் பிரசுரம்).
3. கீழடி – வைகை நதிக்கரையில் சங்ககால நகர நாகரிகம் (தொல்லியல் துறை வெளியீடு)
4. பொருநை – ஆற்றங்கரை நாகரிகம். (தொல்லியல் துறை வெளியீடு)
5. Social Life of Tamils (Dr.K.K.Pillay) A joint publication of TNTB & ESC and RMRL – (in print)
6. Social Life of the Tamils - The Classical Period (Dr.S.Singaravelu) (Published by: International Institute of Tamil Studies.
7. Historical Heritage of the Tamils (Dr.S.V.Subatamanian, Dr.K.D. Thirunavukkarasu) (Published by: International Institute of Tamil Studies).

8. The Contributions of the Tamils to Indian Culture (Dr.M.Valarmathi) (Published by: International Institute of Tamil Studies.)
9. Keeladi - 'Sangam City Civilization on the banks of river Vaigai' (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)
10. Studies in the History of India with Special Reference to Tamil Nadu (Dr.K.K.Pillay) (Published by: The Author)
11. Porunai Civilization (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)
12. Journey of Civilization Indus to Vaigai (R.Balakrishnan) (Published by: RMRL) – Reference Book.

GE3152

தமிழர் மரபு

L T P C
1 0 0 1

அலகு I மொழி மற்றும் இலக்கியம்:

3

இந்திய மொழிக் குடும்பங்கள் – திராவிட மொழிகள் – தமிழ் ஒரு செம்மொழி – தமிழ் செவ்விலக்கியங்கள் - சங்க இலக்கியத்தின் சமயச் சார்பற்ற தன்மை – சங்க இலக்கியத்தில் பகிர்தல் அறம் – திருக்குறளில் மேலாண்மைக் கருத்துக்கள் – தமிழ்க் காப்பியங்கள், தமிழகத்தில் சமண பௌத்த சமயங்களின் தாக்கம் - பக்தி இலக்கியம், ஆழ்வார்கள் மற்றும் நாயன்மார்கள் – சிற்றிலக்கியங்கள் – தமிழில் நவீன இலக்கியத்தின் வளர்ச்சி – தமிழ் இலக்கிய வளர்ச்சியில் பாரதியார் மற்றும் பாரதிதாசன் ஆகியோரின் பங்களிப்பு.

அலகு II மரபு – பாறை ஓவியங்கள் முதல் நவீன ஓவியங்கள் வரை – சிற்பக் கலை:

3

நடுகல் முதல் நவீன சிற்பங்கள் வரை – ஐம்பொன் சிலைகள் – பழங்குடியினர் மற்றும் அவர்கள் தயாரிக்கும் கைவினைப் பொருட்கள், பொம்மைகள் – தேர் செய்யும் கலை – சுடுமண் சிற்பங்கள் – நாட்டுப்புறத் தெய்வங்கள் – குமரிமுனையில் திருவள்ளுவர் சிலை – இசைக் கருவிகள் – மிருதங்கம், பறை, வீணை, யாழ், நாதஸ்வரம் – தமிழர்களின் சமூக பொருளாதார வாழ்வில் கோவில்களின் பங்கு.

அலகு III நாட்டுப்புறக் கலைகள் மற்றும் வீர விளையாட்டுகள்:

3

தெருக்கூத்து, கரகாட்டம், வில்லுப்பாட்டு, கணியான் கூத்து, ஓயிலாட்டம், தோல்பாவைக் கூத்து, சிலம்பாட்டம், வளரி, புலியாட்டம், தமிழர்களின் விளையாட்டுகள்.

அலகு IV தமிழர்களின் திணைக் கோட்பாடுகள்:

3

தமிழகத்தின் தாவரங்களும், விலங்குகளும் – தொல்காப்பியம் மற்றும் சங்க இலக்கியத்தில் அகம் மற்றும் புறக் கோட்பாடுகள் – தமிழர்கள் போற்றிய அறக்கோட்பாடு – சங்ககாலத்தில் தமிழகத்தில் எழுத்தறிவும், கல்வியும் – சங்ககால

நகரங்களும் துறை முகங்களும் – சங்ககாலத்தில் ஏற்றுமதி மற்றும் இறக்குமதி – கடல்கடந்த நாடுகளில் சோழர்களின் வெற்றி.

அலகு V இந்திய தேசிய இயக்கம் மற்றும் இந்திய பண்பாட்டிற்குத் தமிழர்களின் பங்களிப்பு:

3

இந்திய விடுதலைப்போரில் தமிழர்களின் பங்கு – இந்தியாவின் பிறப்பகுதிகளில் தமிழ்ப் பண்பாட்டின் தாக்கம் – சுயமரியாதை இயக்கம் – இந்திய மருத்துவத்தில், சித்த மருத்துவத்தின் பங்கு – கல்வெட்டுகள், கையெழுத்துப்படிகள் - தமிழ்ப் புத்தகங்களின் அச்ச வரலாறு.

TOTAL : 15 PERIODS

TEXT-CUM-REFERENCE BOOKS

1. தமிழக வரலாறு – மக்களும் பண்பாடும் – கே.கே. பிள்ளை (வெளியீடு: தமிழ்நாடு பாடநூல் மற்றும் கல்வியியல் பணிகள் கழகம்).
2. கணினித் தமிழ் – முனைவர் இல. சுந்தரம். (விகடன் பிரசுரம்).
3. கீழடி – வைகை நதிக்கரையில் சங்ககால நகர நாகரிகம் (தொல்லியல் துறை வெளியீடு)
4. பொருறை – ஆற்றங்கரை நாகரிகம். (தொல்லியல் துறை வெளியீடு)
5. Social Life of Tamils (Dr.K.K.Pillay) A joint publication of TNTB & ESC and RMRL – (in print)
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7. Historical Heritage of the Tamils (Dr.S.V.Subatamanian, Dr.K.D. Thirunavukkarasu) (Published by: International Institute of Tamil Studies).
8. The Contributions of the Tamils to Indian Culture (Dr.M.Valarmathi) (Published by: International Institute of Tamil Studies.)
9. Keeladi - 'Sangam City Civilization on the banks of river Vaigai' (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)
10. Studies in the History of India with Special Reference to Tamil Nadu (Dr.K.K.Pillay) (Published by: The Author)
11. Porunai Civilization (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)
12. Journey of Civilization Indus to Vaigai (R.Balakrishnan) (Published by: RMRL) – Reference Book.

GE3171 PROBLEM SOLVING AND PYTHON PROGRAMMING LABORATORY L T P C
0 0 4 2

COURSE OBJECTIVES:

- To understand the problem solving approaches.
- To learn the basic programming constructs in Python.
- To practice various computing strategies for Python-based solutions to real world problems.

- To use Python data structures - lists, tuples, dictionaries.
- To do input/output with files in Python.

EXPERIMENTS:

Note: The examples suggested in each experiment are only indicative. The lab instructor is expected to design other problems on similar lines. The Examination shall not be restricted to the sample experiments listed here.

1. Identification and solving of simple real life or scientific or technical problems, and developing flow charts for the same. (Electricity Billing, Retail shop billing, Sin series, weight of a motorbike, Weight of a steel bar, compute Electrical Current in Three Phase AC Circuit, etc.)
2. Python programming using simple statements and expressions (exchange the values of two variables, circulate the values of n variables, distance between two points).
3. Scientific problems using Conditionals and Iterative loops. (Number series, Number Patterns, pyramid pattern)
4. Implementing real-time/technical applications using Lists, Tuples. (Items present in a library/Components of a car/ Materials required for construction of a building –operations of list & tuples)
5. Implementing real-time/technical applications using Sets, Dictionaries. (Language, components of an automobile, Elements of a civil structure, etc.- operations of Sets & Dictionaries)
6. Implementing programs using Functions. (Factorial, largest number in a list, area of shape)
7. Implementing programs using Strings. (reverse, palindrome, character count, replacing characters)
8. Implementing programs using written modules and Python Standard Libraries (pandas, numpy. Matplotlib, scipy)
9. Implementing real-time/technical applications using File handling. (copy from one file to another, word count, longest word)
10. Implementing real-time/technical applications using Exception handling. (divide by zero error, voter's age validity, student mark range validation)
11. Exploring Pygame tool.
12. Developing a game activity using Pygame like bouncing ball, car race etc.

TOTAL: 60 PERIODS

COURSE OUTCOMES:

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

CO1: Develop algorithmic solutions to simple computational problems

CO2: Develop and execute simple Python programs.

CO3: Implement programs in Python using conditionals and loops for solving problems.

CO4: Deploy functions to decompose a Python program.

CO5: Process compound data using Python data structures.

CO6: Utilize Python packages in developing software applications.

TEXT BOOKS:

1. Allen B. Downey, "Think Python: How to Think like a Computer Scientist", 2nd Edition, O'Reilly Publishers, 2016.

2. Karl Beecher, "Computational Thinking: A Beginner's Guide to Problem Solving and Programming", 1st Edition, BCS Learning & Development Limited, 2017.

REFERENCES:

1. Paul Deitel and Harvey Deitel, "Python for Programmers", Pearson Education, 1st Edition, 2021.
2. G Venkatesh and Madhavan Mukund, "Computational Thinking: A Primer for Programmers and Data Scientists", 1st Edition, Notion Press, 2021.
3. John V Guttag, "Introduction to Computation and Programming Using Python: With Applications to Computational Modeling and Understanding Data", Third Edition, MIT Press, 2021.
4. Eric Matthes, "Python Crash Course, A Hands - on Project Based Introduction to Programming", 2nd Edition, No Starch Press, 2019.
5. <https://www.python.org/>
6. Martin C. Brown, "Python: The Complete Reference", 4th Edition, Mc-Graw Hill, 2018.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSOs		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
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2	3	3	3	3	3	-	-	-	-	-	3	2			
3	3	3	3	3	2	-	-	-	-	-	2	-			
4	3	2	-	2	2	-	-	-	-	-	1	-			
5	1	2	-	-	1	-	-	-	-	-	1	-			
AVg.	2	-	-	-	2	-	-	-	-	-	1	-			
	2	3	3	3	2	-	-	-	-	-	2	2			

1 - low, 2 - medium, 3 - high, '-' - no correlation

BS3171

PHYSICS AND CHEMISTRY LABORATORY

L T P C

0 0 4 2

PHYSICS LABORATORY : (Any Seven Experiments)

COURSE OBJECTIVES:

- To learn the proper use of various kinds of physics laboratory equipment.
 - To learn how data can be collected, presented and interpreted in a clear and concise manner.
 - To learn problem solving skills related to physics principles and interpretation of experimental data.
 - To determine error in experimental measurements and techniques used to minimize such error.
 - To make the student an active participant in each part of all lab exercises.
1. Torsional pendulum - Determination of rigidity modulus of wire and moment of inertia of regular and irregular objects.
 2. Simple harmonic oscillations of cantilever.
 3. Non-uniform bending - Determination of Young's modulus
 4. Uniform bending – Determination of Young's modulus

5. Laser- Determination of the wavelength of the laser using grating
6. Air wedge - Determination of thickness of a thin sheet/wire
7. a) Optical fibre -Determination of Numerical Aperture and acceptance angle
b) Compact disc- Determination of width of the groove using laser.
8. Acoustic grating- Determination of velocity of ultrasonic waves in liquids.
9. Ultrasonic interferometer – determination of the velocity of sound and compressibility of liquids
10. Post office box -Determination of Band gap of a semiconductor.
11. Photoelectric effect
12. Michelson Interferometer.
13. Melde's string experiment
14. Experiment with lattice dynamics kit.

TOTAL: 30 PERIODS

COURSE OUTCOMES:

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

- Understand the functioning of various physics laboratory equipment.
- Use graphical models to analyze laboratory data.
- Use mathematical models as a medium for quantitative reasoning and describing physical reality.
- Access, process and analyze scientific information.
- Solve problems individually and collaboratively.

CHEMISTRY LABORATORY: (Any seven experiments to be conducted)

COURSE OBJECTIVES:

- To inculcate experimental skills to test basic understanding of water quality parameters, such as, acidity, alkalinity, hardness, DO, chloride and copper.
 - To induce the students to familiarize with electroanalytical techniques such as, pH metry, potentiometry and conductometry in the determination of impurities in aqueous solutions.
 - To demonstrate the analysis of metals and alloys.
 - To demonstrate the synthesis of nanoparticles
1. Preparation of Na_2CO_3 as a primary standard and estimation of acidity of a water sample using the primary standard
 2. Determination of types and amount of alkalinity in a water sample.
- Split the first experiment into two
 3. Determination of total, temporary & permanent hardness of water by EDTA method.
 4. Determination of DO content of water sample by Winkler's method.
 5. Determination of chloride content of water sample by Argentometric method.
 6. Estimation of copper content of the given solution by Iodometry.
 7. Estimation of TDS of a water sample by gravimetry.
 8. Determination of strength of given hydrochloric acid using pH meter.
 9. Determination of strength of acids in a mixture of acids using conductivity meter.
 10. Conductometric titration of barium chloride against sodium sulphate (precipitation titration)
 11. Estimation of iron content of the given solution using potentiometer.
 12. Estimation of sodium /potassium present in water using a flame photometer.

13. Preparation of nanoparticles (TiO₂/ZnO/CuO) by Sol-Gel method.
14. Estimation of Nickel in steel
15. Proximate analysis of Coal

TOTAL : 30 PERIODS

COURSE OUTCOMES:

- To analyse the quality of water samples with respect to their acidity, alkalinity, hardness and DO.
- To determine the amount of metal ions through volumetric and spectroscopic techniques
- To analyse and determine the composition of alloys.
- To learn simple method of synthesis of nanoparticles
- To quantitatively analyse the impurities in solution by electroanalytical techniques

TEXT BOOKS :

1. J. Mendham, R. C. Denney, J.D. Barnes, M. Thomas and B. Sivasankar, Vogel's Textbook of Quantitative Chemical Analysis (2009).

GE3172

ENGLISH LABORATORY

L T P C
0 0 2 1

OBJECTIVES :

- To improve the communicative competence of learners
- To help learners use language effectively in academic /work contexts
- To develop various listening strategies to comprehend various types of audio materials like lectures, discussions, videos etc.
- To build on students' English language skills by engaging them in listening, speaking and grammar learning activities that are relevant to authentic contexts.
- To use language efficiently in expressing their opinions via various media.

UNIT I INTRODUCTION TO FUNDAMENTALS OF COMMUNICATION

6

Listening for general information-specific details- conversation: Introduction to classmates - Audio / video (formal & informal); Telephone conversation; Listening to voicemail & messages; Listening and filling a form. Speaking - making telephone calls-Self Introduction; Introducing a friend; - politeness strategies- making polite requests, making polite offers, replying to polite requests and offers- understanding basic instructions(filling out a bank application for example).

UNIT II NARRATION AND SUMMATION

6

Listening - Listening to podcasts, anecdotes / stories / event narration; documentaries and interviews with celebrities. Speaking - Narrating personal experiences / events-Talking about current and temporary situations & permanent and regular situations* - describing experiences and feelings-engaging in small talk- describing requirements and abilities.

UNIT III DESCRIPTION OF A PROCESS / PRODUCT**6**

Listening - Listen to product and process descriptions; a classroom lecture; and advertisements about products. Speaking – Picture description- describing locations in workplaces- Giving instruction to use the product- explaining uses and purposes- Presenting a product- describing shapes and sizes and weights- talking about quantities(large & small)-talking about precautions.

UNIT IV CLASSIFICATION AND RECOMMENDATIONS**6**

Listening – Listening to TED Talks; Listening to lectures - and educational videos. Speaking – Small Talk; discussing and making plans-talking about tasks-talking about progress- talking about positions and directions of movement-talking about travel preparations- talking about transportation-

UNIT V EXPRESSION**6**

Listening – Listening to debates/ discussions; different viewpoints on an issue; and panel discussions. Speaking –making predictions- talking about a given topic-giving opinions- understanding a website-describing processes

TOTAL : 30 PERIODS**LEARNING OUTCOMES:**

At the end of the course, learners will be able

- To listen and comprehend complex academic texts
- To speak fluently and accurately in formal and informal communicative contexts
- To express their opinions effectively in both oral and written medium of communication

ASSESSMENT PATTERN

- One online / app based assessment to test listening /speaking
- End Semester **ONLY** listening and speaking will be conducted online.
- Proficiency certification is given on successful completion of listening and speaking internal test and end semester exam.

HS3251**PROFESSIONAL ENGLISH -II****L T P C**
2 0 0 2**OBJECTIVES :**

- To engage learners in meaningful language activities to improve their reading and writing skills
- To learn various reading strategies and apply in comprehending documents in professional context.
- To help learners understand the purpose, audience, contexts of different types of writing
- To develop analytical thinking skills for problem solving in communicative contexts
- To demonstrate an understanding of job applications and interviews for internship and placements

UNIT I MAKING COMPARISONS**6**

Reading - Reading advertisements, user manuals, brochures; Writing – Professional emails, Email etiquette - Compare and Contrast Essay; Grammar – Mixed Tenses, Prepositional phrases

UNIT II EXPRESSING CAUSAL RELATIONS IN SPEAKING AND WRITING**6**

Reading - Reading longer technical texts– Cause and Effect Essays, and Letters / emails of complaint, Writing - Writing responses to complaints. Grammar - Active Passive Voice transformations, Infinitive and Gerunds

UNIT III PROBLEM SOLVING**6**

Reading - Case Studies, excerpts from literary texts, news reports etc. Writing – Letter to the Editor, Checklists, Problem solution essay / Argumentative Essay. Grammar – Error correction; If conditional sentences

UNIT IV REPORTING OF EVENTS AND RESEARCH**6**

Reading –Newspaper articles; Writing – Recommendations, Transcoding, Accident Report, Survey Report Grammar – Reported Speech, Modals Vocabulary – Conjunctions- use of prepositions

UNIT V THE ABILITY TO PUT IDEAS OR INFORMATION COGENTLY**6**

Reading – Company profiles, Statement of Purpose, (SOP), an excerpt of interview with professionals; Writing – Job / Internship application – Cover letter & Resume; Grammar – Numerical adjectives, Relative Clauses.

TOTAL : 30 PERIODS**OUTCOMES:**

At the end of the course, learners will be able

- To compare and contrast products and ideas in technical texts.
- To identify cause and effects in events, industrial processes through technical texts
- To analyse problems in order to arrive at feasible solutions and communicate them orally and in the written format.
- To report events and the processes of technical and industrial nature.
- To present their opinions in a planned and logical manner, and draft effective resumes in context of job search.

TEXT BOOKS :

1. English for Engineers & Technologists (2020 edition) Orient Blackswan Private Ltd. Department of English, Anna University.
2. English for Science & Technology Cambridge University Press 2021.
3. Authored by Dr. Veena Selvam, Dr. Sujatha Priyadarshini, Dr. Deepa Mary Francis, Dr. KN. Shoba, and Dr. Lourdes Joevani, Department of English, Anna University.

REFERENCE BOOKS:

1. Raman. Meenakshi, Sharma. Sangeeta (2019). Professional English. Oxford university press. New Delhi.
2. Improve Your Writing ed. V.N. Arora and Laxmi Chandra, Oxford Univ. Press, 2001, NewDelhi.
3. Learning to Communicate – Dr. V. Chellammal. Allied Publishers, New Delhi, 2003

4. Business Correspondence and Report Writing by Prof. R.C. Sharma & Krishna Mohan, Tata McGraw Hill & Co. Ltd., 2001, New Delhi.
5. Developing Communication Skills by Krishna Mohan, Meera Bannerji- Macmillan India Ltd. 1990, Delhi.

ASSESSMENT PATTERN

Two internal assessments and an end semester examination to test students' reading and writing skills along with their grammatical and lexical competence.

MA3251

STATISTICS AND NUMERICAL METHODS

L T P C
3 1 0 4

COURSE OBJECTIVES:

- This course aims at providing the necessary basic concepts of a few statistical and numerical methods and give procedures for solving numerically different kinds of problems occurring in engineering and technology.
- To acquaint the knowledge of testing of hypothesis for small and large samples which plays an important role in real life problems.
- To introduce the basic concepts of solving algebraic and transcendental equations.
- To introduce the numerical techniques of interpolation in various intervals and numerical techniques of differentiation and integration which plays an important role in engineering and technology disciplines.
- To acquaint the knowledge of various techniques and methods of solving ordinary differential equations.

UNIT I TESTING OF HYPOTHESIS

9 + 3

Sampling distributions - Tests for single mean, proportion and difference of means (Large and small samples) – Tests for single variance and equality of variances – Chi square test for goodness of fit – Independence of attributes.

UNIT II DESIGN OF EXPERIMENTS

9 + 3

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

UNIT III SOLUTION OF EQUATIONS AND EIGENVALUE PROBLEMS

9 + 3

Solution of algebraic and transcendental equations - Fixed point iteration method – Newton Raphson method- Solution of linear system of equations - Gauss elimination method – Pivoting - Gauss Jordan method – Iterative methods of Gauss Jacobi and Gauss Seidel - Eigenvalues of a matrix by Power method and Jacobi's method for symmetric matrices.

UNIT IV INTERPOLATION, NUMERICAL DIFFERENTIATION AND NUMERICAL INTEGRATION

9 + 3

Lagrange's and Newton's divided difference interpolations – Newton's forward and backward difference interpolation – Approximation of derivatives using interpolation polynomials – Numerical single and double integrations using Trapezoidal and Simpson's $1/3$ rules.

UNIT V NUMERICAL SOLUTION OF ORDINARY DIFFERENTIAL EQUATIONS**9 +3**

Single step methods: Taylor's series method - Euler's method - Modified Euler's method - Fourth order Runge-Kutta method for solving first order differential equations - Multi step methods: Milne's and Adams - Bash forth predictor corrector methods for solving first order differential equations.

TOTAL: 60 PERIODS**COURSE OUTCOMES:**

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

- Apply the concept of testing of hypothesis for small and large samples in real life problems.
- Apply the basic concepts of classifications of design of experiments in the field of agriculture.
- Appreciate the numerical techniques of interpolation in various intervals and apply the numerical techniques of differentiation and integration for engineering problems.
- Understand the knowledge of various techniques and methods for solving first and second order ordinary differential equations.
- Solve the partial and ordinary differential equations with initial and boundary conditions by using certain techniques with engineering applications.

TEXT BOOKS:

1. Grewal, B.S., and Grewal, J.S., "Numerical Methods in Engineering and Science", Khanna Publishers, 10th Edition, New Delhi, 2015.
2. Johnson, R.A., Miller, I and Freund J., "Miller and Freund's Probability and Statistics for Engineers", Pearson Education, Asia, 8th Edition, 2015.

REFERENCES:

1. Burden, R.L and Faires, J.D, "Numerical Analysis", 9th Edition, Cengage Learning, 2016.
2. Devore. J.L., "Probability and Statistics for Engineering and the Sciences", Cengage Learning, New Delhi, 8th Edition, 2014.
3. Gerald. C.F. and Wheatley. P.O. "Applied Numerical Analysis" Pearson Education, Asia, New Delhi, 7th Edition, 2007.
4. Gupta S.C. and Kapoor V. K., "Fundamentals of Mathematical Statistics", Sultan Chand & Sons, New Delhi, 12th Edition, 2020.
5. Spiegel. M.R., Schiller. J. and Srinivasan. R.A., "Schaum's Outlines on Probability and Statistics", Tata McGraw Hill Edition, 4th Edition, 2012.
6. Walpole. R.E., Myers. R.H., Myers. S.L. and Ye. K., "Probability and Statistics for Engineers and Scientists", 9th Edition, Pearson Education, Asia, 2010.

PH3256**PHYSICS FOR INFORMATION SCIENCE**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To make the students understand the importance in studying electrical properties of materials.
- To enable the students to gain knowledge in semiconductor physics
- To instill knowledge on magnetic properties of materials.
- To establish a sound grasp of knowledge on different optical properties of materials, optical displays and applications
- To inculcate an idea of significance of nano structures, quantum confinement, ensuing nano device applications and quantum computing.

UNIT I ELECTRICAL PROPERTIES OF MATERIALS 9

Classical free electron theory - Expression for electrical conductivity – Thermal conductivity, expression - Wiedemann-Franz law – Success and failures - electrons in metals – Particle in a three dimensional box – degenerate states – Fermi- Dirac statistics – Density of energy states – Electron in periodic potential – Energy bands in solids – tight binding approximation - Electron effective mass – concept of hole.

UNIT II SEMICONDUCTOR PHYSICS 9

Intrinsic Semiconductors – Energy band diagram – direct and indirect band gap semiconductors – Carrier concentration in intrinsic semiconductors – extrinsic semiconductors - Carrier concentration in N-type & P-type semiconductors – Variation of carrier concentration with temperature – variation of Fermi level with temperature and impurity concentration – Carrier transport in Semiconductor: random motion, drift, mobility and diffusion – Hall effect and devices – Ohmic contacts – Schottky diode.

UNIT III MAGNETIC PROPERTIES OF MATERIALS 9

Magnetic dipole moment – atomic magnetic moments- magnetic permeability and susceptibility - Magnetic material classification: diamagnetism – paramagnetism – ferromagnetism – antiferromagnetism – ferrimagnetism – Ferromagnetism: origin and exchange interaction- saturation magnetization and Curie temperature – Domain Theory- M versus H behaviour – Hard and soft magnetic materials – examples and uses— Magnetic principle in computer data storage – Magnetic hard disc (GMR sensor).

UNIT IV OPTICAL PROPERTIES OF MATERIALS 9

Classification of optical materials – carrier generation and recombination processes - Absorption emission and scattering of light in metals, insulators and semiconductors (concepts only) - photo current in a P-N diode – solar cell - LED – Organic LED – Laser diodes – Optical data storage techniques.

UNIT V NANODEVICES AND QUANTUM COMPUTING 9

Introduction - quantum confinement – quantum structures: quantum wells, wires and dots — band gap of nanomaterials. Tunneling – Single electron phenomena: Coulomb blockade - resonant-tunneling diode – single electron transistor – quantum cellular automata - Quantum system for information processing - quantum states – classical bits – quantum bits or qubits –CNOT gate - multiple qubits – Bloch sphere – quantum gates – advantage of quantum computing over classical computing.

TOTAL :45 PERIODS

COURSE OUTCOMES:

At the end of the course, the students should be able to

- gain knowledge on classical and quantum electron theories, and energy band structures
- acquire knowledge on basics of semiconductor physics and its applications in various devices
- get knowledge on magnetic properties of materials and their applications in data storage,
- have the necessary understanding on the functioning of optical materials for optoelectronics
- understand the basics of quantum structures and their applications and basics of quantum computing

TEXT BOOKS:

1. Jasprit Singh, "Semiconductor Devices: Basic Principles", Wiley (Indian Edition), 2007.
2. S.O. Kasap. Principles of Electronic Materials and Devices, McGraw-Hill Education (Indian Edition), 2020.
3. Parag K. Lala, Quantum Computing: A Beginner's Introduction, McGraw-Hill Education (Indian Edition), 2020.

REFERENCES:

1. Charles Kittel, Introduction to Solid State Physics, Wiley India Edition, 2019.
2. Y.B.Band and Y.Avishai, Quantum Mechanics with Applications to Nanotechnology and Information Science, Academic Press, 2013.
3. V.V.Mitin, V.A. Kochelap and M.A.Stroscio, Introduction to Nanoelectronics, Cambridge Univ.Press, 2008.
4. G.W. Hanson, Fundamentals of Nanoelectronics, Pearson Education (Indian Edition) 2009.
5. B.Rogers, J.Adams and S.Pennathur, Nanotechnology: Understanding Small Systems, CRC Press, 2014.

BE3251 BASIC ELECTRICAL AND ELECTRONICS ENGINEERING

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COURSE OBJECTIVES:

- To introduce the basics of electric circuits and analysis
- To impart knowledge in the basics of working principles and application of electrical machines
- To introduce analog devices and their characteristics
- To educate on the fundamental concepts of digital electronics
- To introduce the functional elements and working of measuring instruments

UNIT I ELECTRICAL CIRCUITS**9**

DC Circuits: Circuit Components: Conductor, Resistor, Inductor, Capacitor – Ohm's Law - Kirchhoff's Laws –Independent and Dependent Sources – Simple problems- Nodal Analysis, Mesh analysis with Independent sources only (Steady state)

Introduction to AC Circuits and Parameters: Waveforms, Average value, RMS Value, Instantaneous power, real power, reactive power and apparent power, power factor – Steady state analysis of RLC circuits (Simple problems only)

UNIT II ELECTRICAL MACHINES**9**

Construction and Working principle- DC Separately and Self excited Generators, EMF equation, Types and Applications. Working Principle of DC motors, Torque Equation, Types and Applications. Construction, Working principle and Applications of Transformer, Three phase Alternator, Synchronous motor and Three Phase Induction Motor.

UNIT III ANALOG ELECTRONICS

9

Resistor, Inductor and Capacitor in Electronic Circuits- Semiconductor Materials: Silicon & Germanium – PN Junction Diodes, Zener Diode – Characteristics Applications – Bipolar Junction Transistor-Biasing, JFET, SCR, MOSFET, IGBT – Types, I-V Characteristics and Applications, Rectifier and Inverters

UNIT IV DIGITAL ELECTRONICS

9

Review of number systems, binary codes, error detection and correction codes, Combinational logic - representation of logic functions-SOP and POS forms, K-map representations - minimization using K maps (Simple Problems only).

UNIT V MEASUREMENTS AND INSTRUMENTATION

9

Functional elements of an instrument, Standards and calibration, Operating Principle, types -Moving Coil and Moving Iron meters, Measurement of three phase power, Energy Meter, Instrument Transformers-CT and PT, DSO- Block diagram- Data acquisition.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

After completing this course, the students will be able to

- CO1: Compute the electric circuit parameters for simple problems
- CO2: Explain the working principle and applications of electrical machines
- CO3: Analyze the characteristics of analog electronic devices
- CO4: Explain the basic concepts of digital electronics
- CO5: Explain the operating principles of measuring instruments

TEXT BOOKS:

1. Kothari DP and I.J Nagrath, “Basic Electrical and Electronics Engineering”, Second Edition, McGraw Hill Education, 2020
2. S.K.Bhattacharya “Basic Electrical and Electronics Engineering”, Pearson Education, Second Edition, 2017.
3. Sedha R.S., “A textbook book of Applied Electronics”, S. Chand & Co., 2008
4. James A .Svoboda, Richard C. Dorf, “Dorf’s Introduction to Electric Circuits”, Wiley, 2018.
5. A.K. Sawhney, Puneet Sawhney ‘A Course in Electrical & Electronic Measurements & Instrumentation’, Dhanpat Rai and Co, 2015.

REFERENCES:

1. Kothari DP and I.J Nagrath, “Basic Electrical Engineering”, Fourth Edition, McGraw Hill Education, 2019.
2. Thomas L. Floyd, ‘Digital Fundamentals’, 11th Edition, Pearson Education, 2017.
3. 4. Albert Malvino, David Bates, ‘Electronic Principles, McGraw Hill Education; 7th edition, 2017.
5. Mahmood Nahvi and Joseph A. Edminister, “Electric Circuits”, Schaum’ Outline Series, McGraw Hill, 2002.
6. H.S. Kalsi, ‘Electronic Instrumentation’, Tata McGraw-Hill, New Delhi, 2010

COURSE OBJECTIVES:

The main learning objective of this course is to prepare the students for:

- Drawing engineering curves.
- Drawing a freehand sketch of simple objects.
- Drawing orthographic projection of solids and section of solids.
- Drawing development of solids
- Drawing isometric and perspective projections of simple solids.

CONCEPTS AND CONVENTIONS (Not for Examination)

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

UNIT I PLANE CURVES**6+12**

Basic Geometrical constructions, Curves used in engineering practices: Conics — Construction of ellipse, parabola and hyperbola by eccentricity method — Construction of cycloid — construction of involutes of square and circle — Drawing of tangents and normal to the above curves.

UNIT II PROJECTION OF POINTS, LINES AND PLANE SURFACE**6+12**

Orthographic projection- principles-Principal planes-First angle projection-projection of points. Projection of straight lines (only First angle projections) inclined to both the principal planes - Determination of true lengths and true inclinations by rotating line method and traces. Projection of planes (polygonal and circular surfaces) inclined to both the principal planes by rotating object method.

UNIT III PROJECTION OF SOLIDS AND FREEHAND SKETCHING**6+12**

Projection of simple solids like prisms, pyramids, cylinder, cone and truncated solids when the axis is inclined to one of the principal planes and parallel to the other by rotating object method. Visualization concepts and Free Hand sketching: Visualization principles —Representation of Three Dimensional objects — Layout of views- Freehand sketching of multiple views from pictorial views of objects. Practicing three dimensional modeling of simple objects by CAD Software (Not for examination)

UNIT IV PROJECTION OF SECTIONED SOLIDS AND DEVELOPMENT OF SURFACES**6 +12**

Sectioning of above solids in simple vertical position when the cutting plane is inclined to one of the principal planes and perpendicular to the other — obtaining true shape of section. Development of lateral surfaces of simple and sectioned solids — Prisms, pyramids cylinders and cones. Practicing three dimensional modeling of simple objects by CAD Software (Not for examination)

UNIT V ISOMETRIC AND PERSPECTIVE PROJECTIONS**6+12**

Principles of isometric projection — isometric scale — isometric projections of simple solids and truncated solids - Prisms, pyramids, cylinders, cones- combination of two solid objects in simple vertical positions - Perspective projection of simple solids - Prisms, pyramids and cylinders by visual ray method.

Practicing three dimensional modeling of isometric projection of simple objects by CAD Software (Not for examination)

TOTAL: (L=30+P=60) 90 PERIODS

OUTCOMES:

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

- Use BIS conventions and specifications for engineering drawing.
- Construct the conic curves, involutes and cycloid.
- Solve practical problems involving projection of lines.
- Draw the orthographic, isometric and perspective projections of simple solids.
- Draw the development of simple solids.

TEXT BOOK:

1. Bhatt N.D. and Panchal V.M., "Engineering Drawing", Charotar Publishing House, 53rd Edition, 2019.
2. Natarajan K.V., "A Text Book of Engineering Graphics", Dhanalakshmi Publishers, Chennai, 2018.
3. Parthasarathy, N. S. and Vela Murali, "Engineering Drawing", Oxford University Press, 2015

REFERENCES:

1. Basant Agarwal and Agarwal C.M., "Engineering Drawing", McGraw Hill, 2nd Edition, 2019.
2. Gopalakrishna K.R., "Engineering Drawing" (Vol. I&II combined), Subhas Publications, Bangalore, 27th Edition, 2017.
3. Luzzader, Warren.J. and Duff, John M., "Fundamentals of Engineering Drawing with an introduction to Interactive Computer Graphics for Design and Production, Eastern Economy Edition, Prentice Hall of India Pvt. Ltd, New Delhi, 2005.
4. Parthasarathy N. S. and Vela Murali, "Engineering Graphics", Oxford University, Press, New Delhi, 2015.
5. Shah M.B., and Rana B.C., "Engineering Drawing", Pearson Education India, 2nd Edition, 2009.
6. Venugopal K. and Prabhu Raja V., "Engineering Graphics", New Age International (P) Limited, 2008.

Publication of Bureau of Indian Standards:

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

Special points applicable to University Examinations on Engineering Graphics:

1. There will be five questions, each of either or type covering all units of the syllabus.
2. All questions will carry equal marks of 20 each making a total of 100.
3. The answer paper shall consist of drawing sheets of A3 size only. The students will be permitted to use appropriate scale to fit a solution within A3 size.
4. The examination will be conducted in appropriate sessions on the same day

COURSE OBJECTIVES:

- To understand the constructs of C Language.
- To develop C Programs using basic programming constructs
- To develop C programs using arrays and strings
- To develop modular applications in C using functions
- To develop applications in C using pointers and structures
- To do input/output and file handling in C

UNIT I BASICS OF C PROGRAMMING**9**

Introduction to programming paradigms – Applications of C Language - Structure of C program - C programming: Data Types - Constants – Enumeration Constants - Keywords – Operators: Precedence and Associativity - Expressions - Input/Output statements, Assignment statements – Decision making statements - Switch statement - Looping statements – Preprocessor directives - Compilation process

UNIT II ARRAYS AND STRINGS**9**

Introduction to Arrays: Declaration, Initialization – One dimensional array –Two dimensional arrays - String operations: length, compare, concatenate, copy – Selection sort, linear and binary search.

UNIT III FUNCTIONS AND POINTERS**9**

Modular programming - Function prototype, function definition, function call, Built-in functions (string functions, math functions) – Recursion, Binary Search using recursive functions –Pointers – Pointer operators – Pointer arithmetic – Arrays and pointers – Array of pointers – Parameter passing: Pass by value, Pass by reference.

UNIT IV STRUCTURES AND UNION**9**

Structure - Nested structures – Pointer and Structures – Array of structures – Self referential structures – Dynamic memory allocation - Singly linked list – typedef – Union - Storage classes and Visibility.

UNIT V FILE PROCESSING**9**

Files – Types of file processing: Sequential access, Random access – Sequential access file - Random access file - Command line arguments.

COURSE OUTCOMES:

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

CO1: Demonstrate knowledge on C Programming constructs

CO2: Develop simple applications in C using basic constructs

CO3: Design and implement applications using arrays and strings

CO4: Develop and implement modular applications in C using functions.

CO5: Develop applications in C using structures and pointers.

CO6: Design applications using sequential and random access file processing.

TOTAL : 45 PERIODS**TEXT BOOKS:**

1. ReemaThareja, "Programming in C", Oxford University Press, Second Edition, 2016.

2. Kernighan, B.W and Ritchie,D.M, "The C Programming language", Second Edition, Pearson Education, 2015.

REFERENCES:

1. Paul Deitel and Harvey Deitel, "C How to Program with an Introduction to C++", Eighth edition, Pearson Education, 2018.
2. Yashwant Kanetkar, Let us C, 17th Edition, BPB Publications, 2020.
3. Byron S. Gottfried, "Schaum's Outline of Theory and Problems of Programming with C", McGraw-Hill Education, 1996.
4. Pradip Dey, Manas Ghosh, "Computer Fundamentals and Programming in C", Second Edition, Oxford University Press, 2013.
5. Anita Goel and Ajay Mittal, "Computer Fundamentals and Programming in C", 1st Edition, Pearson Education, 2013.

GE3252

TAMILS AND TECHNOLOGY

L T P C
1 0 0 1

UNIT I WEAVING AND CERAMIC TECHNOLOGY 3

Weaving Industry during Sangam Age – Ceramic technology – Black and Red Ware Potteries (BRW) – Graffiti on Potteries.

UNIT II DESIGN AND CONSTRUCTION TECHNOLOGY 3

Designing and Structural construction House & Designs in household materials during Sangam Age - Building materials and Hero stones of Sangam age – Details of Stage Constructions in Silappathikaram - Sculptures and Temples of Mamallapuram - Great Temples of Cholas and other worship places - Temples of Nayaka Period - Type study (Madurai Meenakshi Temple)- Thirumalai Nayakar Mahal - Chetti Nadu Houses, Indo - Saracenic architecture at Madras during British Period.

UNIT III MANUFACTURING TECHNOLOGY 3

Art of Ship Building - Metallurgical studies - Iron industry - Iron smelting, steel -Copper and gold- Coins as source of history - Minting of Coins – Beads making-industries Stone beads -Glass beads - Terracotta beads -Shell beads/ bone beats - Archeological evidences - Gem stone types described in Silappathikaram.

UNIT IV AGRICULTURE AND IRRIGATION TECHNOLOGY 3

Dam, Tank, ponds, Sluice, Significance of Kumizhi Thoempu of Chola Period, Animal Husbandry - Wells designed for cattle use - Agriculture and Agro Processing - Knowledge of Sea - Fisheries – Pearl - Conche diving - Ancient Knowledge of Ocean - Knowledge Specific Society.

UNIT V SCIENTIFIC TAMIL & TAMIL COMPUTING 3

Development of Scientific Tamil - Tamil computing – Digitalization of Tamil Books – Development of Tamil Software – Tamil Virtual Academy – Tamil Digital Library – Online Tamil Dictionaries – Sorkuvai Project.

TOTAL : 15 PERIODS

TEXT-CUM-REFERENCE BOOKS

1. தமிழக வரலாறு – மக்களும் பண்பாடும் – கே.கே. பிள்ளை (வெளியீடு: தமிழ்நாடு பாடநூல் மற்றும் கல்வியியல் பணிகள் கழகம்).
2. கணினித் தமிழ் – முனைவர் இல. சுந்தரம். (விகடன் பிரசுரம்).
3. கீழடி – வைகை நதிக்கரையில் சங்ககால நகர நாகரிகம் (தொல்லியல் துறை வெளியீடு)
4. பொருதை – ஆற்றங்கரை நாகரிகம். (தொல்லியல் துறை வெளியீடு)
5. Social Life of Tamils (Dr.K.K.Pillay) A joint publication of TNTB & ESC and RMRL – (in print)
6. Social Life of the Tamils - The Classical Period (Dr.S.Singaravelu) (Published by: International Institute of Tamil Studies).
7. Historical Heritage of the Tamils (Dr.S.V.Subatamanian, Dr.K.D. Thirunavukkarasu) (Published by: International Institute of Tamil Studies).
8. The Contributions of the Tamils to Indian Culture (Dr.M.Valarmathi) (Published by: International Institute of Tamil Studies.)
9. Keeladi - 'Sangam City Civilization on the banks of river Vaigai' (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)
10. Studies in the History of India with Special Reference to Tamil Nadu (Dr.K.K.Pillay) (Published by: The Author)
11. Porunai Civilization (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)
12. Journey of Civilization Indus to Vaigai (R.Balakrishnan) (Published by: RMRL) – Reference Book.

GE3252

தமிழரும் தொழில்நுட்பமும்

**L T P C
1 0 0 1**

அலகு I நெசவு மற்றும் பானைத் தொழில்நுட்பம்:

3

சங்க காலத்தில் நெசவுத் தொழில் – பானைத் தொழில்நுட்பம் - கருப்பு சிவப்பு பாண்டங்கள் – பாண்டங்களில் கீறல் குறியீடுகள்.

அலகு II வடிவமைப்பு மற்றும் கட்டிடத் தொழில்நுட்பம்:

3

சங்க காலத்தில் வடிவமைப்பு மற்றும் கட்டுமானங்கள் & சங்க காலத்தில் வீட்டுப் பொருட்களில் வடிவமைப்பு- சங்க காலத்தில் கட்டுமான பொருட்களும் நடுகல்லும் – சிலப்பதிகாரத்தில் மேடை அமைப்பு பற்றிய விவரங்கள் - மாமல்லபுரச் சிற்பங்களும், கோவில்களும் – சோழர் காலத்துப் பெருங்கோயில்கள் மற்றும் பிற வழிபாட்டுத் தலங்கள் – நாயக்கர் காலக் கோயில்கள் - மாதிரி கட்டமைப்புகள் பற்றி அறிதல், மதுரை மீனாட்சி அம்மன் ஆலயம் மற்றும் திருமலை நாயக்கர் மஹால் – செட்டிநாட்டு வீடுகள் – பிரிட்டிஷ் காலத்தில் சென்னையில் இந்தோ-சாரோசெனிக் கட்டிடக் கலை.

அலகு III உற்பத்தித் தொழில் நுட்பம்:

3

கப்பல் கட்டும் கலை – உலோகவியல் – இரும்புத் தொழிற்சாலை – இரும்பை

உருக்குதல், எஃகு – வரலாற்றுச் சான்றுகளாக செம்பு மற்றும் தங்க நாணயங்கள் – நாணயங்கள் அச்சடித்தல் – மணி உருவாக்கும் தொழிற்சாலைகள் – கல்மணிகள், கண்ணாடி மணிகள் – சுடுமண் மணிகள் – சங்கு மணிகள் – எலும்புத்துண்டுகள் – தொல்லியல் சான்றுகள் – சிலப்பதிகாரத்தில் மணிகளின் வகைகள்.

அலகு IV வேளாண்மை மற்றும் நீர்ப்பாசனத் தொழில் நுட்பம்:

3

அணை, ஏரி, குளங்கள், மதகு – சோழர்காலக் குழுவித் தூம்பின் முக்கியத்துவம் – கால்நடை பராமரிப்பு – கால்நடைகளுக்காக வடிவமைக்கப்பட்ட கிணறுகள் – வேளாண்மை மற்றும் வேளாண்மைச் சார்ந்த செயல்பாடுகள் – கடல்சார் அறிவு – மீன்வளம் – முத்து மற்றும் முத்துக்குளித்தல் – பெருங்கடல் குறித்த பண்டைய அறிவு – அறிவுசார் சமூகம்.

அலகு V அறிவியல் தமிழ் மற்றும் கணித்தமிழ்:

3

அறிவியல் தமிழின் வளர்ச்சி – கணித்தமிழ் வளர்ச்சி – தமிழ் நூல்களை மின்பதிப்பு செய்தல் – தமிழ் மென்பொருட்கள் உருவாக்கம் – தமிழ் இணையக் கல்விக்கழகம் – தமிழ் மின் நூலகம் – இணையத்தில் தமிழ் அகராதிகள் – சொற்குவைத் திட்டம்.

TOTAL : 15 PERIODS

TEXT-CUM-REFERENCE BOOKS

1. தமிழக வரலாறு – மக்களும் பண்பாடும் – கே.கே. பிள்ளை (வெளியீடு: தமிழ்நாடு பாடநூல் மற்றும் கல்வியியல் பணிகள் கழகம்).
 2. கணினித் தமிழ் – முனைவர் இல. சுந்தரம். (விகடன் பிரசுரம்).
 3. கீழடி – வைகை நதிக்கரையில் சங்ககால நகர நாகரிகம் (தொல்லியல் துறை வெளியீடு)
 4. பொருறை – ஆற்றங்கரை நாகரிகம். (தொல்லியல் துறை வெளியீடு)
 5. Social Life of Tamils (Dr.K.K.Pillay) A joint publication of TNTB & ESC and RMRL – (in print)
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- Journey of Civilization Indus to Vaigai (R.Balakrishnan) (Published by: RMRL) – Reference Book.

NX3251

NCC Credit Course Level 1*
(ARMY WING)

NCC Credit Course Level - I

L	T	P	C
2	0	0	2

NCC GENERAL**6**

NCC 1 Aims, Objectives & Organization of NCC

1

NCC 2 Incentives

2

NCC 3 Duties of NCC Cadet

1

NCC 4 NCC Camps: Types & Conduct

2

NATIONAL INTEGRATION AND AWARENESS**4**

NI 1 National Integration: Importance & Necessity

1

NI 2 Factors Affecting National Integration

1

NI 3 Unity in Diversity & Role of NCC in Nation Building

1

NI 4 Threats to National Security

1

PERSONALITY DEVELOPMENT**7**PD 1 Self-Awareness, Empathy, Critical & Creative Thinking,
Decision Making and Problem Solving

2

PD 2 Communication Skills

3

PD 3 Group Discussion: Stress & Emotions

2

LEADERSHIP**5**L 1 Leadership Capsule: Traits, Indicators, Motivation, Moral
Values, Honour Code

3

L 2 Case Studies: Shivaji, Jhasi Ki Rani

2

SOCIAL SERVICE AND COMMUNITY DEVELOPMENT**8**SS 1 Basics, Rural Development Programmes, NGOs, Contribution
of Youth

3

SS 4 Protection of Children and Women Safety

1

SS 5 Road / Rail Travel Safety

1

SS 6 New Initiatives

2

SS 7 Cyber and Mobile Security Awareness

1

TOTAL: 30 PERIODS

NX3252

NCC Credit Course Level 1*
(NAVAL WING)

NCC Credit Course Level - I

L	T	P	C
2	0	0	2

NCC GENERAL

NCC 1	Aims, Objectives & Organization of NCC	1
NCC 2	Incentives	2
NCC 3	Duties of NCC Cadet	1
NCC 4	NCC Camps: Types & Conduct	2

NATIONAL INTEGRATION AND AWARENESS

NI 1	National Integration: Importance & Necessity	1
NI 2	Factors Affecting National Integration	1
NI 3	Unity in Diversity & Role of NCC in Nation Building	1
NI 4	Threats to National Security	1

PERSONALITY DEVELOPMENT

PD 1	Self-Awareness, Empathy, Critical & Creative Thinking, Decision Making and Problem Solving	2
PD 2	Communication Skills	3
PD 3	Group Discussion: Stress & Emotions	2

LEADERSHIP

L 1	Leadership Capsule: Traits, Indicators, Motivation, Moral Values, Honour Code	3
L 2	Case Studies: Shivaji, Jhansi Ki Rani	2

SOCIAL SERVICE AND COMMUNITY DEVELOPMENT

SS 1	Basics, Rural Development Programmes, NGOs, Contribution of Youth	3
SS 4	Protection of Children and Women Safety	1
SS 5	Road / Rail Travel Safety	1
SS 6	New Initiatives	2
SS 7	Cyber and Mobile Security Awareness	1

TOTAL : 30 PERIODS

NX3253

NCC Credit Course Level 1*
(AIR FORCE WING)

NCC Credit Course Level - I

L	T	P	C
2	0	0	2

NCC GENERAL

NCC 1	Aims, Objectives & Organization of NCC	1
NCC 2	Incentives	2
NCC 3	Duties of NCC Cadet	1
NCC 4	NCC Camps: Types & Conduct	2

NATIONAL INTEGRATION AND AWARENESS

NI 1	National Integration: Importance & Necessity	1
NI 2	Factors Affecting National Integration	1
NI 3	Unity in Diversity & Role of NCC in Nation Building	1
NI 4	Threats to National Security	1

PERSONALITY DEVELOPMENT

PD 1	Self-Awareness, Empathy, Critical & Creative Thinking, Decision Making and Problem Solving	2
PD 2	Communication Skills	3
PD 3	Group Discussion: Stress & Emotions	2

LEADERSHIP

L 1	Leadership Capsule: Traits, Indicators, Motivation, Moral Values, Honour Code	3
L 2	Case Studies: Shivaji, Jhansi Ki Rani	2

SOCIAL SERVICE AND COMMUNITY DEVELOPMENT

SS 1	Basics, Rural Development Programmes, NGOs, Contribution of Youth	3
SS 4	Protection of Children and Women Safety	1
SS 5	Road / Rail Travel Safety	1
SS 6	New Initiatives	2
SS 7	Cyber and Mobile Security Awareness	1

TOTAL : 30 PERIODS

COURSE OBJECTIVES:

The main learning objective of this course is to provide hands on training to the students in:

1. Drawing pipe line plan; laying and connecting various pipe fittings used in common household plumbing work; Sawing; planing; making joints in wood materials used in commonhousehold wood work.
2. Wiring various electrical joints in common household electrical wire work.
3. Welding various joints in steel plates using arc welding work; Machining various simple processes like turning, drilling, tapping in parts; Assembling simple mechanical assembly of common household equipments; Making a tray out of metal sheet using sheet metal work.
4. Soldering and testing simple electronic circuits; Assembling and testing simple electronic components on PCB.

GROUP – A (CIVIL & ELECTRICAL)**PART I****CIVIL ENGINEERING PRACTICES****15****PLUMBING WORK:**

- a) Connecting various basic pipe fittings like valves, taps, coupling, unions, reducers, elbows and other components which are commonly used in household.
- b) Preparing plumbing line sketches.
- c) Laying pipe connection to the suction side of a pump
- d) Laying pipe connection to the delivery side of a pump.
- e) Connecting pipes of different materials: Metal, plastic and flexible pipes used inhousehold appliances.

WOOD WORK:

- a) Sawing,
- b) Planing and
- c) Making joints like T-Joint, Mortise joint and Tenon joint and Dovetail joint.

Wood Work Study:

- a) Studying joints in door panels and wooden furniture
- b) Studying common industrial trusses using models.

PART II ELECTRICAL ENGINEERING PRACTICES

15

- a) Introduction to switches, fuses, indicators and lamps - Basic switch board wiring with lamp, fan and three pin socket
- b) Staircase wiring
- c) Fluorescent Lamp wiring with introduction to CFL and LED types.
- d) Energy meter wiring and related calculations/ calibration
- e) Study of Iron Box wiring and assembly
- f) Study of Fan Regulator (Resistor type and Electronic type using Diac/Triac/quadrac)
- g) Study of emergency lamp wiring/Water heater

GROUP – B (MECHANICAL AND ELECTRONICS)

PART III MECHANICAL ENGINEERING PRACTICES

15

WELDING WORK:

- a) Welding of Butt Joints, Lap Joints, and Tee Joints using arc welding.
- b) Practicing gas welding.

BASIC MACHINING WORK:

- a) (simple)Turning.
- b) (simple)Drilling.
- c) (simple)Tapping.

ASSEMBLY WORK:

- a) Assembling a centrifugal pump.
- b) Assembling a household mixer.
- c) Assembling an airconditioner.

SHEET METAL WORK:

- a) Making of a square tray

FOUNDRY WORK:

- a) Demonstrating basic foundry operations.

SOLDERING WORK:

- a) Soldering simple electronic circuits and checking continuity.

ELECTRONIC ASSEMBLY AND TESTING WORK:

- a) Assembling and testing electronic components on a small PCB.

ELECTRONIC EQUIPMENT STUDY:

- a) Study an elements of smart phone..
- b) Assembly and dismantle of LED TV.
- c) Assembly and dismantle of computer/ laptop

TOTAL : 60 PERIODS**COURSE OUTCOMES:****Upon completion of this course, the students will be able to:**

- Draw pipe line plan; lay and connect various pipe fittings used in common household plumbing work; Saw; plan; make joints in wood materials used in common household wood work.
- Wire various electrical joints in common household electrical wire work.
- Weld various joints in steel plates using arc welding work; Machine various simple processes like turning, drilling, tapping in parts; Assemble simple mechanical assembly of common household equipments; Make a tray out of metal sheet using sheet metal work.
- Solder and test simple electronic circuits; Assemble and test simple electronic components on PCB.

CS3271**PROGRAMMING IN C LABORATORY****L T P C
0 0 4 2****COURSE OBJECTIVES:**

- To familiarise with C programming constructs.
- To develop programs in C using basic constructs.
- To develop programs in C using arrays.
- To develop applications in C using strings, pointers, functions.
- To develop applications in C using structures.
- To develop applications in C using file processing.

LIST OF EXPERIMENTS:

Note: The lab instructor is expected to design problems based on the topics listed. The Examination shall not be restricted to the sample experiments designed.

1. I/O statements, operators, expressions

2. decision-making constructs: if-else, goto, switch-case, break-continue
3. Loops: for, while, do-while
4. Arrays: 1D and 2D, Multi-dimensional arrays, traversal
5. Strings: operations
6. Functions: call, return, passing parameters by (value, reference), passing arrays to function.
7. Recursion
8. Pointers: Pointers to functions, Arrays, Strings, Pointers to Pointers, Array of Pointers
9. Structures: Nested Structures, Pointers to Structures, Arrays of Structures and Unions.
10. Files: reading and writing, File pointers, file operations, random access, processor directives.

TOTAL: 60 PERIODS

COURSE OUTCOMES:

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

- CO1: Demonstrate knowledge on C programming constructs.
- CO2: Develop programs in C using basic constructs.
- CO3: Develop programs in C using arrays.
- CO4: Develop applications in C using strings, pointers, functions.
- CO5: Develop applications in C using structures.
- CO6: Develop applications in C using file processing.

TEXT BOOKS:

1. ReemaThareja, "Programming in C", Oxford University Press, Second Edition, 2016.
2. Kernighan, B.W and Ritchie,D.M, "The C Programming language", Second Edition, Pearson Education, 2015.

REFERENCES:

1. Paul Deitel and Harvey Deitel, "C How to Program with an Introduction to C++", Eighth edition, Pearson Education, 2018.
2. Yashwant Kanetkar, Let us C, 17th Edition, BPB Publications, 2020.
3. Byron S. Gottfried, "Schaum's Outline of Theory and Problems of Programming with C", McGraw-Hill Education, 1996.
4. Pradip Dey, Manas Ghosh, "Computer Fundamentals and Programming in C", Second Edition, Oxford University Press, 2013.
6. Anita Goel and Ajay Mittal, "Computer Fundamentals and Programming in C", 1st Edition, Pearson Education, 2013.

GE3272

COMMUNICATION LABORATORY

L T P C
0 0 4 2

OBJECTIVES

- To identify varied group discussion skills and apply them to take part in effective discussions in a professional context.
- To be able to communicate effectively through writing.

UNIT I**12**

Speaking-Role Play Exercises Based on Workplace Contexts, - talking about competition- discussing progress toward goals-talking about experiences- talking about events in life- discussing past events- Writing: writing emails (formal & semi-formal).

UNIT II**12**

Speaking: discussing news stories-talking about frequency-talking about travel problems- discussing travel procedures- talking about travel problems- making arrangements-describing arrangements-discussing plans and decisions- discussing purposes and reasons- understanding common technology terms-Writing: - writing different types of emails.

UNIT III**12**

Speaking: discussing predictions-describing the climate-discussing forecasts and scenarios- talking about purchasing-discussing advantages and disadvantages- making comparisons- discussing likes and dislikes- discussing feelings about experiences-discussing imaginary scenarios Writing: short essays and reports-formal/semi-formal letters.

UNIT IV**12**

Speaking: discussing the natural environment-describing systems-describing position and movement-explaining rules-(example- discussing rental arrangements)- understanding technical instructions-Writing: writing instructions-writing a short article.

UNIT V**12**

Speaking: describing things relatively-describing clothing-discussing safety issues (making recommendations) talking about electrical devices-describing controlling actions- Writing: job application(Cover letter + Curriculum vitae)-writing recommendations.

TOTAL: 60 PERIODS**LEARNING OUTCOMES**

- Speak effectively in group discussions held in a formal/semi formal contexts.
- Write emails and effective job applications.

Assessment Pattern

- One online / app based assessment to test speaking and writing skills
- Proficiency certification is given on successful completion of speaking and writing.

MA3354**DISCRETE MATHEMATICS**

L	T	P	C
3	1	0	4

COURSE OBJECTIVES:

- To extend student's logical and mathematical maturity and ability to deal with abstraction.
- To introduce most of the basic terminologies used in computer science courses and application of ideas to solve practical problems.
- To understand the basic concepts of combinatorics and graph theory.
- To familiarize the applications of algebraic structures.
- To understand the concepts and significance of lattices and boolean algebra which are widely used in computer science and engineering.

9+3

UNIT II COMBINATORICS

9+3

UNIT III GRAPHS

9+3

UNIT IV ALGEBRAIC STRUCTURES

9+3

UNIT V LATTICES AND BOOLEAN ALGEBRA

9+3

TOTAL: 60 PERIODS

CO5: Be exposed to concepts and properties of algebraic structures such as groups, rings and fields.

1. Rosen. K.H., "Discrete Mathematics and its Applications", 7th Edition, Tata McGraw Hill Pub. Co. Ltd., New Delhi, Special Indian Edition, 2017.
2. Tremblay. J.P. and Manohar. R, "Discrete Mathematical Structures with Applications to Computer Science", Tata McGraw Hill Pub. Co. Ltd. New Delhi, 30th Reprint, 2011.

1. Grimaldi. R.P. "Discrete and Combinatorial Mathematics: An Applied Introduction", 5th Edition, Pearson Education Asia, Delhi, 2013.
2. Koshy. T. "Discrete Mathematics with Applications", Elsevier Publications, 2006.
3. Lipschutz. S. and Mark Lipson., "Discrete Mathematics", Schaum's Outlines, Tata McGraw Hill Pub. Co. Ltd., New Delhi, 3rd Edition, 2010.

COURSE OBJECTIVES:

- To analyze and design combinational circuits.
- To analyze and design sequential circuits
- To understand the basic structure and operation of a digital computer.
- To study the design of data path unit, control unit for processor and to familiarize with the hazards.
- To understand the concept of various memories and I/O interfacing.

UNIT I COMBINATIONAL LOGIC**9**

Combinational Circuits – Karnaugh Map - Analysis and Design Procedures – Binary Adder – Subtractor – Decimal Adder - Magnitude Comparator – Decoder – Encoder – Multiplexers - Demultiplexers

UNIT II SYNCHRONOUS SEQUENTIAL LOGIC**9**

Introduction to Sequential Circuits – Flip-Flops – operation and excitation tables, Triggering of FF, Analysis and design of clocked sequential circuits – Design – Moore/Mealy models, state minimization, state assignment, circuit implementation - Registers – Counters.

UNIT III COMPUTER FUNDAMENTALS**9**

Functional Units of a Digital Computer: Von Neumann Architecture – Operation and Operands of Computer Hardware Instruction – Instruction Set Architecture (ISA): Memory Location, Address and Operation – Instruction and Instruction Sequencing – Addressing Modes, Encoding of Machine Instruction – Interaction between Assembly and High Level Language.

UNIT IV PROCESSOR**9**

Instruction Execution – Building a Data Path – Designing a Control Unit – Hardwired Control, Microprogrammed Control – Pipelining – Data Hazard – Control Hazards.

UNIT V MEMORY AND I/O**9**

Memory Concepts and Hierarchy – Memory Management – Cache Memories: Mapping and Replacement Techniques – Virtual Memory – DMA – I/O – Accessing I/O: Parallel and Serial Interface – Interrupt I/O – Interconnection Standards: USB, SATA

45 PERIODS**PRACTICAL EXERCISES:****30 PERIODS**

1. Verification of Boolean theorems using logic gates.
2. Design and implementation of combinational circuits using gates for arbitrary functions.
3. Implementation of 4-bit binary adder/subtractor circuits.
4. Implementation of code converters.
5. Implementation of BCD adder, encoder and decoder circuits
6. Implementation of functions using Multiplexers.
7. Implementation of the synchronous counters
8. Implementation of a Universal Shift register.
9. Simulator based study of Computer Architecture

COURSE OUTCOMES:

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

- CO1** : Design various combinational digital circuits using logic gates
CO2 : Design sequential circuits and analyze the design procedures
CO3 : State the fundamentals of computer systems and analyze the execution of an instruction
CO4 : Analyze different types of control design and identify hazards
CO5 : Identify the characteristics of various memory systems and I/O communication

TOTAL: 75 PERIODS

TEXT BOOKS:

1. M. Morris Mano, Michael D. Ciletti, "Digital Design : With an Introduction to the Verilog HDL, VHDL, and System Verilog", Sixth Edition, Pearson Education, 2018.
2. David A. Patterson, John L. Hennessy, "Computer Organization and Design, The Hardware/Software Interface", Sixth Edition, Morgan Kaufmann/Elsevier, 2020.

REFERENCES:

1. Carl Hamacher, Zvonko Vranesic, Safwat Zaky, Naraig Manjikian, "Computer Organization and Embedded Systems", Sixth Edition, Tata McGraw-Hill, 2012.
2. William Stallings, "Computer Organization and Architecture – Designing for Performance", Tenth Edition, Pearson Education, 2016.
3. M. Morris Mano, "Digital Logic and Computer Design", Pearson Education, 2016.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	3	2	1	1	2	-	-	-	1	1	2	1	2	2	1
2	2	2	1	2	2	-	-	-	1	1	1	2	2	2	2
3	2	1	-	1	1	-	-	-	2	1	1	2	2	3	1
4	2	2	1	2	2	1	1	-	1	2	1	3	2	2	3
5	3	2	2	1	2	-	-	-	1	1	2	2	3	3	2
AVg.	2	2	1	1	2	1	1	-	1	1	1	2	2	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

PROGRESS THROUGH KNOWLEDGE

CS3352

FOUNDATIONS OF DATA SCIENCE

L T P C

3 0 0 3

COURSE OBJECTIVES:

- To understand the data science fundamentals and process.
- To learn to describe the data for the data science process.
- To learn to describe the relationship between data.
- To utilize the Python libraries for Data Wrangling.
- To present and interpret data using visualization libraries in Python

9

UNIT II DESCRIBING DATA

9

UNIT III DESCRIBING RELATIONSHIPS

9

UNIT IV PYTHON LIBRARIES FOR DATA WRANGLING

9

UNIT V DATA VISUALIZATION

9

COURSE OUTCOMES:

CO1: Define the data science process

CO2: Understand different types of data description for data science process

CO3: Gain knowledge on relationships between data

CO4: Use the Python Libraries for Data Wrangling

CO5: Apply visualization Libraries in Python to interpret and explore data

TOTAL:45 PERIODS

TEXT BOOKS

- ## REFERENCES:

1. Allen B. Downey, "Think Stats: Exploratory Data Analysis in Python", Green Tea Press, 2014.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	2	2	1	2	2	-	-	-	1	1	1	2	2	2	2
2	2	1	-	1	1	-	-	-	2	1	1	2	2	3	1
3	2	2	1	2	2	1	1	-	1	2	1	3	2	2	3
4	3	2	2	1	2	-	-	-	1	1	2	2	3	3	2
5	2	2	1	2	2	-	-	-	1	1	1	2	2	2	2
AVg.	2	2	1	2	2	1	1	-	1	1	1	2	2	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

CS3301

DATA STRUCTURES

L T P C
3 0 0 3

COURSE OBJECTIVES:

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

UNIT I LISTS

9

Abstract Data Types (ADTs) – List ADT – Array-based implementation – Linked list implementation – Singly linked lists – Circularly linked lists – Doubly-linked lists – Applications of lists – Polynomial ADT – Radix Sort – Multilists.

UNIT II STACKS AND QUEUES

9

Stack ADT – Operations – Applications – Balancing Symbols – Evaluating arithmetic expressions- Infix to Postfix conversion – Function Calls – Queue ADT – Operations – Circular Queue – DeQueue – Applications of Queues.

UNIT III TREES

9

Tree ADT – Tree Traversals - Binary Tree ADT – Expression trees – Binary Search Tree ADT – AVL Trees – Priority Queue (Heaps) – Binary Heap.

UNIT IV MULTIWAY SEARCH TREES AND GRAPHS

9

B-Tree – B+ Tree – Graph Definition – Representation of Graphs – Types of Graph - Breadth-first traversal – Depth-first traversal – Bi-connectivity – Euler circuits – Topological Sort – Dijkstra's algorithm – Minimum Spanning Tree – Prim's algorithm – Kruskal's algorithm

UNIT V SEARCHING, SORTING AND HASHING TECHNIQUES

9

Searching – Linear Search – Binary Search. Sorting – Bubble sort – Selection sort – Insertion sort – Shell sort – Merge Sort – Hashing – Hash Functions – Separate Chaining – Open Addressing – Rehashing – Extendible Hashing.

COURSE OUTCOMES:

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

CO1: Define linear and non-linear data structures.

CO2: Implement linear and non-linear data structure operations.

CO3: Use appropriate linear/non-linear data structure operations for solving a given problem.

CO4: Apply appropriate graph algorithms for graph applications.

CO5: Analyze the various searching and sorting algorithms.

TOTAL:45 PERIODS

TEXT BOOKS

1. Mark Allen Weiss, Data Structures and Algorithm Analysis in C, 2nd Edition, Pearson Education, 2005.
2. Kamthane, Introduction to Data Structures in C, 1st Edition, Pearson Education, 2007

REFERENCES

1. Langsam, Augenstein and Tanenbaum, Data Structures Using C and C++, 2nd Edition, Pearson Education, 2015.
2. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein, Introduction to Algorithms", Fourth Edition, Mcgraw Hill/ MIT Press, 2022.
3. Alfred V. Aho, Jeffrey D. Ullman, John E. Hopcroft, Data Structures and Algorithms, 1st edition, Pearson, 2002.
4. Kruse, Data Structures and Program Design in C, 2nd Edition, Pearson Education, 2006.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	2	3	1	2	2	1	1	-	1	2	1	3	2	1	3
2	1	2	1	2	2	-	-	-	1	1	1	2	2	2	2
3	2	3	1	2	3	-	-	-	1	1	1	2	2	1	2
4	2	1	-	1	1	-	-	-	2	1	1	2	2	3	1
5	1	2	1	2	2	1	1	-	1	2	1	3	2	2	3
AVg.	2	2	1	2	2	1	1	-	1	1	1	2	2	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

CS3391

OBJECT ORIENTED PROGRAMMING

L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand Object Oriented Programming concepts and basics of Java programming language
- To know the principles of packages, inheritance and interfaces
- To develop a java application with threads and generics classes
- To define exceptions and use I/O streams
- To design and build Graphical User Interface Application using JAVA FX

UNIT I INTRODUCTION TO OOP AND JAVA 9

Overview of OOP – Object oriented programming paradigms – Features of Object Oriented Programming – Java Buzzwords – Overview of Java – Data Types, Variables and Arrays – Operators – Control Statements – Programming Structures in Java – Defining classes in Java – Constructors- Methods -Access specifiers - Static members- Java Doc comments

UNIT II INHERITANCE, PACKAGES AND INTERFACES 9

Overloading Methods – Objects as Parameters – Returning Objects –Static, Nested and Inner Classes. Inheritance: Basics– Types of Inheritance -Super keyword -Method Overriding – Dynamic Method Dispatch –Abstract Classes – final with Inheritance. Packages and Interfaces: Packages – Packages and Member Access –Importing Packages – Interfaces.

UNIT III EXCEPTION HANDLING AND MULTITHREADING 9

Exception Handling basics – Multiple catch Clauses – Nested try Statements – Java's Built-in Exceptions – User defined Exception. Multithreaded Programming: Java Thread Model–Creating a Thread and Multiple Threads – Priorities – Synchronization – Inter Thread Communication- Suspending –Resuming, and Stopping Threads –Multithreading. Wrappers – Auto boxing.

UNIT IV I/O, GENERICS, STRING HANDLING 9

I/O Basics – Reading and Writing Console I/O – Reading and Writing Files. Generics: Generic Programming – Generic classes – Generic Methods – Bounded Types – Restrictions and Limitations. Strings: Basic String class, methods and String Buffer Class.

UNIT V JAVAFX EVENT HANDLING, CONTROLS AND COMPONENTS 9

JAVAFX Events and Controls: Event Basics – Handling Key and Mouse Events. Controls: Checkbox, ToggleButton – RadioButtons – ListView – ComboBox – ChoiceBox – Text Controls – ScrollPane. Layouts – FlowPane – HBox and VBox – BorderPane – StackPane – GridPane. Menus – Basics – Menu – Menu bars – MenuItem.

COURSE OUTCOMES:

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

CO1:Apply the concepts of classes and objects to solve simple problems

CO2:Develop programs using inheritance, packages and interfaces

CO3:Make use of exception handling mechanisms and multithreaded model to solve real world problems

CO4:Build Java applications with I/O packages, string classes, Collections and generics concepts

CO5:Integrate the concepts of event handling and JavaFX components and controls for developing GUI based applications

TOTAL:45 PERIODS

TEXT BOOKS:

1. Herbert Schildt, "Java: The Complete Reference", 11th Edition, McGraw Hill Education, New Delhi, 2019
2. Herbert Schildt, "Introducing JavaFX 8 Programming", 1st Edition, McGraw Hill Education, New Delhi, 2015

REFERENCE:

1. Cay S. Horstmann, "Core Java Fundamentals", Volume 1, 11th Edition, Prentice Hall, 2018.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	1	1	3	1	3	-	-	-	3	2	2	2	3	1	2
2	2	1	3	2	1	-	-	-	2	1	1	3	3	3	2
3	3	3	1	2	2	-	-	-	3	2	1	2	3	1	3
4	3	1	2	2	2	-	-	-	1	2	1	3	3	1	1
5	1	1	2	3	2	-	-	-	3	2	1	2	3	3	3
AVg.	2	1	2	2	2	-	-	-	2	2	1	2	3	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

CS3311

DATA STRUCTURES LABORATORY

L T P C
0 0 3 1.5

COURSE OBJECTIVES:

- To demonstrate array implementation of linear data structure algorithms.
- To implement the applications using Stack.
- To implement the applications using Linked list
- To implement Binary search tree and AVL tree algorithms.
- To implement the Heap algorithm.
- To implement Dijkstra's algorithm.
- To implement Prim's algorithm
- To implement Sorting, Searching and Hashing algorithms.

LIST OF EXERCISES:

1. Array implementation of Stack, Queue and Circular Queue ADTs
2. Implementation of Singly Linked List
3. Linked list implementation of Stack and Linear Queue ADTs
4. Implementation of Polynomial Manipulation using Linked list
5. Implementation of Evaluating Postfix Expressions, Infix to Postfix conversion
6. Implementation of Binary Search Trees
7. Implementation of AVL Trees
8. Implementation of Heaps using Priority Queues
9. Implementation of Dijkstra's Algorithm
10. Implementation of Prim's Algorithm
11. Implementation of Linear Search and Binary Search
12. Implementation of Insertion Sort and Selection Sort
13. Implementation of Merge Sort
14. Implementation of Open Addressing (Linear Probing and Quadratic Probing)

TOTAL:45 PERIODS

COURSE OUTCOMES:

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

- CO1:** Implement Linear data structure algorithms.
CO2: Implement applications using Stacks and Linked lists
CO3: Implement Binary Search tree and AVL tree operations.
CO4: Implement graph algorithms.
CO5: Analyze the various searching and sorting algorithms.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	1	2	2	1	-	-	-	-	2	1	2	2	2	2	3
2	3	3	1	1	-	-	-	-	1	1	1	3	1	2	2
3	2	1	3	1	-	-	-	-	1	1	2	3	3	3	3
4	3	1	3	3	-	-	-	-	1	2	3	3	2	1	2
5	3	2	1	1	2	-	-	-	3	3	3	1	3	1	3
AVg.	2	2	2	1	2	-	-	-	2	2	2	2	2	2	3

1 - low, 2 - medium, 3 - high, '-' - no correlation

CS3381

OBJECT ORIENTED PROGRAMMING LABORATORY

L T P C
0 0 3 1.5

COURSE OBJECTIVES:

- To build software development skills using java programming for real-world applications.
- To understand and apply the concepts of classes, packages, interfaces, inheritance, exception handling and file processing.
- To develop applications using generic programming and event handling

LIST OF EXPERIMENTS:

- Solve problems by using sequential search, binary search, and quadratic sorting algorithms (selection, insertion)
- Develop stack and queue data structures using classes and objects.
- Develop a java application with an Employee class with Emp_name, Emp_id, Address, Mail_id, Mobile_no as members. Inherit the classes, Programmer, Assistant Professor, Associate Professor and Professor from employee class. Add Basic Pay (BP) as the member of all the inherited classes with 97% of BP as DA, 10 % of BP as HRA, 12% of BP as PF, 0.1% of BP for staff club funds. Generate pay slips for the employees with their gross and net salary.
- Write a Java Program to create an abstract class named Shape that contains two integers and an empty method named printArea(). Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method printArea() that prints the area of the given shape.
- Solve the above problem using an interface.
- Implement exception handling and creation of user defined exceptions.
- Write a java program that implements a multi-threaded application that has three threads. First thread generates a random integer every 1 second and if the value is even, the second thread

computes the square of the number and prints. If the value is odd, the third thread will print the value of the cube of the number.

8. Write a program to perform file operations.
9. Develop applications to demonstrate the features of generics classes.
10. Develop applications using JavaFX controls, layouts and menus.
11. Develop a mini project for any application using Java concepts.

Lab Requirements: for a batch of 30 students

Operating Systems: Linux / Windows

Front End Tools: Eclipse IDE / Netbeans IDE

TOTAL: 45 PERIODS

COURSE OUTCOMES:

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

CO1 : Design and develop java programs using object oriented programming concepts

CO2 : Develop simple applications using object oriented concepts such as package, exceptions

CO3: Implement multithreading, and generics concepts

CO4 : Create GUIs and event driven programming applications for real world problems

CO5: Implement and deploy web applications using Java

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	2	1	2	1	-	-	-	-	1	2	2	2	1	2	3
2	2	1	3	1	-	-	-	-	2	3	3	2	1	3	1
3	2	2	1	2	1	-	-	-	1	2	1	3	2	3	2
4	2	2	1	3	-	-	-	-	3	1	1	1	2	1	2
5	1	3	3	1	3	-	-	-	1	1	1	1	2	1	2
AVg.	2	2	2	2	2	-	-	-	2	2	2	2	2	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

CS3361

DATA SCIENCE LABORATORY

L T P C
0 0 4 2

COURSE OBJECTIVES:

- To understand the python libraries for data science
- To understand the basic Statistical and Probability measures for data science.
- To learn descriptive analytics on the benchmark data sets.
- To apply correlation and regression analytics on standard data sets.
- To present and interpret data using visualization packages in Python.

LIST OF EXPERIMENTS:

1. Download, install and explore the features of NumPy, SciPy, Jupyter, Statsmodels and Pandas packages.
2. Working with Numpy arrays
3. Working with Pandas data frames

4. Reading data from text files, Excel and the web and exploring various commands for doing descriptive analytics on the Iris data set.
5. Use the diabetes data set from UCI and Pima Indians Diabetes data set for performing the following:
 - a. Univariate analysis: Frequency, Mean, Median, Mode, Variance, Standard Deviation, Skewness and Kurtosis.
 - b. Bivariate analysis: Linear and logistic regression modeling
 - c. Multiple Regression analysis
 - d. Also compare the results of the above analysis for the two data sets.
6. Apply and explore various plotting functions on UCI data sets.
 - a. Normal curves
 - b. Density and contour plots
 - c. Correlation and scatter plots
 - d. Histograms
 - e. Three dimensional plotting
7. Visualizing Geographic Data with Basemap

LIST OF EQUIPMENTS :(30 Students per Batch)

Tools: Python, Numpy, Scipy, Matplotlib, Pandas, statmodels, seaborn, plotly, bokeh

Note: Example data sets like: UCI, Iris, Pima Indians Diabetes etc.

TOTAL: 60 PERIODS

COURSE OUTCOMES:

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

CO1: Make use of the python libraries for data science

CO2: Make use of the basic Statistical and Probability measures for data science.

CO3: Perform descriptive analytics on the benchmark data sets.

CO4: Perform correlation and regression analytics on standard data sets

CO5: Present and interpret data using visualization packages in Python.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	3	2	1	1	-	-	-	-	1	3	3	3	1	3	2
2	3	2	2	3	1	-	-	-	3	1	3	2	1	3	3
3	3	2	1	3	1	-	-	-	2	1	1	1	3	2	3
4	2	3	1	3	-	-	-	-	2	3	2	3	3	3	1
5	1	2	3	1	1	-	-	-	2	1	3	1	1	3	3
AVg.	2	2	2	2	1	-	-	-	2	2	2	2	2	3	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

OBJECTIVES:

To be proficient in important Microsoft Office tools: MS WORD, EXCEL, POWERPOINT.

- To be proficient in using MS WORD to create quality technical documents, by using standard templates, widely acceptable styles and formats, variety of features to enhance the presentability and overall utility value of content.
- To be proficient in using MS EXCEL for all data manipulation tasks including the common statistical, logical, mathematical etc., operations, conversion, analytics, search and explore, visualize, interlink, and utilizing many more critical features offered
- To be able to create and share quality presentations by using the features of MS PowerPoint, including: organization of content, presentability, aesthetics, using media elements and enhance the overall quality of presentations.

MS WORD:**10 Hours**

Create and format a document

Working with tables

Working with Bullets and Lists

Working with styles, shapes, smart art, charts

Inserting objects, charts and importing objects from other office tools

Creating and Using document templates

Inserting equations, symbols and special characters

Working with Table of contents and References, citations

Insert and review comments

Create bookmarks, hyperlinks, endnotes footnote

Viewing document in different modes

Working with document protection and security

Inspect document for accessibility

MS EXCEL:**10 Hours**

Create worksheets, insert and format data

Work with different types of data: text, currency, date, numeric etc.

Split, validate, consolidate, Convert data

Sort and filter data

Perform calculations and use functions: (Statistical, Logical, Mathematical, date, Time etc.)

Work with Lookup and reference formulae

Create and Work with different types of charts

Use pivot tables to summarize and analyse data

Perform data analysis using own formulae and functions

Combine data from multiple worksheets using own formulae and built-in functions to generate results

Export data and sheets to other file formats

Working with macros

Protecting data and Securing the workbook

MS POWERPOINT:

10 Hours

Select slide templates, layout and themes

Formatting slide content and using bullets and numbering

Insert and format images, smart art, tables, charts

Using Slide master, notes and handout master

Working with animation and transitions

Organize and Group slides

Import or create and use media objects: audio, video, animation

Perform slideshow recording and Record narration and create presentable videos

TOTAL: 30 PERIODS

OUTCOMES:

On successful completion the students will be able to

- Use MS Word to create quality documents, by structuring and organizing content for their day to day technical and academic requirements
- Use MS EXCEL to perform data operations and analytics, record, retrieve data as per requirements and visualize data for ease of understanding
- Use MS PowerPoint to create high quality academic presentations by including common tables, charts, graphs, interlinking other elements, and using media objects.

COURSE OBJECTIVES:

- To understand foundations of computation including automata theory
- To construct models of regular expressions and languages.
- To design context free grammar and push down automata
- To understand Turing machines and their capability
- To understand Undecidability and NP class problems

UNIT I AUTOMATA AND REGULAR EXPRESSIONS 9

Need for automata theory - Introduction to formal proof – Finite Automata (FA) – Deterministic Finite Automata (DFA) – Non-deterministic Finite Automata (NFA) – Equivalence between NFA and DFA – Finite Automata with Epsilon transitions – Equivalence of NFA and DFA- Equivalence of NFAs with and without ϵ -moves- Conversion of NFA into DFA – Minimization of DFAs.

UNIT II REGULAR EXPRESSIONS AND LANGUAGES 9

Regular expression – Regular Languages- Equivalence of Finite Automata and regular expressions – Proving languages to be not regular (Pumping Lemma) – Closure properties of regular languages.

UNIT III CONTEXT FREE GRAMMAR AND PUSH DOWN AUTOMATA 9

Types of Grammar - Chomsky's hierarchy of languages -Context-Free Grammar (CFG) and Languages – Derivations and Parse trees – Ambiguity in grammars and languages – Push Down Automata (PDA): Definition – Moves - Instantaneous descriptions -Languages of pushdown automata – Equivalence of pushdown automata and CFG-CFG to PDA-PDA to CFG – Deterministic Pushdown Automata.

UNIT IV NORMAL FORMS AND TURING MACHINES 9

Normal forms for CFG – Simplification of CFG- Chomsky Normal Form (CNF) and Greibach Normal Form (GNF) – Pumping lemma for CFL – Closure properties of Context Free Languages –Turing Machine : Basic model – definition and representation – Instantaneous Description – Language acceptance by TM – TM as Computer of Integer functions – Programming techniques for Turing machines (subroutines).

UNIT V UNDECIDABILITY 9

Unsolvable Problems and Computable Functions –PCP-MPCP- Recursive and recursively enumerable languages – Properties - Universal Turing machine -Tractable and Intractable problems - P and NP completeness – Kruskal's algorithm – Travelling Salesman Problem- 3-CNF SAT problems.

COURSE OUTCOMES:

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

- CO1:** Construct automata theory using Finite Automata
- CO2:** Write regular expressions for any pattern
- CO3:** Design context free grammar and Pushdown Automata
- CO4:** Design Turing machine for computational functions
- CO5:** Differentiate between decidable and undecidable problems

TOTAL:45 PERIODS

TEXT BOOKS:

1. Hopcroft J.E., Motwani R. & Ullman J.D., "Introduction to Automata Theory, Languages and Computations", 3rd Edition, Pearson Education, 2008.
2. John C Martin , "Introduction to Languages and the Theory of Computation", 4th Edition, Tata McGraw Hill, 2011.

REFERENCES:

1. Harry R Lewis and Christos H Papadimitriou , "Elements of the Theory of Computation", 2nd Edition, Prentice Hall of India, 2015.
2. Peter Linz, "An Introduction to Formal Language and Automata", 6th Edition, Jones & Bartlett, 2016.
3. K.L.P.Mishra and N.Chandrasekaran, "Theory of Computer Science: Automata Languages and Computation", 3rd Edition, Prentice Hall of India, 2006.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	1	3	2	3	-	-	-	-	1	1	2	3	1	3	2
2	2	2	3	2	1	-	-	-	3	3	2	3	3	1	2
3	2	2	3	2	1	-	-	-	1	3	1	2	1	2	2
4	2	2	2	1	-	-	-	-	1	3	3	2	1	3	2
5	2	2	2	1	1	-	-	-	1	1	3	2	3	1	3
AVg.	2	2	2	2	1	-	-	-	1	2	2	2	2	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

CS3491**ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING**

L T P C
3 0 2 4

COURSE OBJECTIVES:

The main objectives of this course are to:

- Study about uninformed and Heuristic search techniques.
- Learn techniques for reasoning under uncertainty
- Introduce Machine Learning and supervised learning algorithms
- Study about ensembling and unsupervised learning algorithms
- Learn the basics of deep learning using neural networks

UNIT I PROBLEM SOLVING**9**

Introduction to AI - AI Applications - Problem solving agents – search algorithms – uninformed search strategies – Heuristic search strategies – Local search and optimization problems – adversarial search – constraint satisfaction problems (CSP)

UNIT II PROBABILISTIC REASONING**9**

Acting under uncertainty – Bayesian inference – naïve bayes models. Probabilistic reasoning – Bayesian networks – exact inference in BN – approximate inference in BN – causal networks.

UNIT III SUPERVISED LEARNING 9

Introduction to machine learning – Linear Regression Models: Least squares, single & multiple variables, Bayesian linear regression, gradient descent, Linear Classification Models: Discriminant function – Probabilistic discriminative model - Logistic regression, Probabilistic generative model – Naive Bayes, Maximum margin classifier – Support vector machine, Decision Tree, Random forests

UNIT IV ENSEMBLE TECHNIQUES AND UNSUPERVISED LEARNING 9

Combining multiple learners: Model combination schemes, Voting, Ensemble Learning - bagging, boosting, stacking, Unsupervised learning: K-means, Instance Based Learning: KNN, Gaussian mixture models and Expectation maximization

UNIT V NEURAL NETWORKS 9

Perceptron - Multilayer perceptron, activation functions, network training – gradient descent optimization – stochastic gradient descent, error backpropagation, from shallow networks to deep networks –Unit saturation (aka the vanishing gradient problem) – ReLU, hyperparameter tuning, batch normalization, regularization, dropout.

**45 PERIODS
30 PERIODS**

PRACTICAL EXERCISES:

1. Implementation of Uninformed search algorithms (BFS, DFS)
2. Implementation of Informed search algorithms (A*, memory-bounded A*)
3. Implement naïve Bayes models
4. Implement Bayesian Networks
5. Build Regression models
6. Build decision trees and random forests
7. Build SVM models
8. Implement ensembling techniques
9. Implement clustering algorithms
10. Implement EM for Bayesian networks
11. Build simple NN models
12. Build deep learning NN models

COURSE OUTCOMES:

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

CO1: Use appropriate search algorithms for problem solving

CO2: Apply reasoning under uncertainty

CO3: Build supervised learning models

CO4: Build ensembling and unsupervised models

CO5: Build deep learning neural network models

TOTAL:75 PERIODS

TEXT BOOKS:

1. Stuart Russell and Peter Norvig, “Artificial Intelligence – A Modern Approach”, Fourth Edition, Pearson Education, 2021.
2. Ethem Alpaydin, “Introduction to Machine Learning”, MIT Press, Fourth Edition, 2020.

REFERENCES:

1. Dan W. Patterson, "Introduction to Artificial Intelligence and Expert Systems", Pearson Education, 2007
2. Kevin Night, Elaine Rich, and Nair B., "Artificial Intelligence", McGraw Hill, 2008
3. Patrick H. Winston, "Artificial Intelligence", Third Edition, Pearson Education, 2006
4. Deepak Khemani, "Artificial Intelligence", Tata McGraw Hill Education, 2013 (<http://nptel.ac.in/>)
5. Christopher M. Bishop, "Pattern Recognition and Machine Learning", Springer, 2006.
6. Tom Mitchell, "Machine Learning", McGraw Hill, 3rd Edition, 1997.
7. Charu C. Aggarwal, "Data Classification Algorithms and Applications", CRC Press, 2014
8. Mehryar Mohri, Afshin Rostamizadeh, Ameet Talwalkar, "Foundations of Machine Learning", MIT Press, 2012.
9. Ian Goodfellow, Yoshua Bengio, Aaron Courville, "Deep Learning", MIT Press, 2016

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	3	2	3	3	-	-	-	-	1	3	3	3	1	2	2
2	1	1	1	3	1	-	-	-	1	2	1	3	2	3	2
3	2	1	2	1	1	-	-	-	2	1	1	3	1	1	1
4	3	1	3	1	-	-	-	-	2	1	2	1	2	2	2
5	3	1	1	2	2	-	-	-	3	1	2	3	2	1	2
AVg.	2	1	2	2	1	-	-	-	2	2	2	3	2	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

CS3492**DATABASE MANAGEMENT SYSTEMS**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To learn the fundamentals of data models, relational algebra and SQL
- To represent a database system using ER diagrams and to learn normalization techniques
- To understand the fundamental concepts of transaction, concurrency and recovery processing
- To understand the internal storage structures using different file and indexing techniques which will help in physical DB design
- To have an introductory knowledge about the Distributed databases, NOSQL and database security

UNIT I RELATIONAL DATABASES**10**

Purpose of Database System – Views of data – Data Models – Database System Architecture – Introduction to relational databases – Relational Model – Keys – Relational Algebra – SQL fundamentals – Advanced SQL features – Embedded SQL – Dynamic SQL

UNIT II DATABASE DESIGN**8**

Entity-Relationship model – E-R Diagrams – Enhanced-ER Model – ER-to-Relational Mapping – Functional Dependencies – Non-loss Decomposition – First, Second, Third Normal Forms, Dependency

Preservation – Boyce/Codd Normal Form – Multi-valued Dependencies and Fourth Normal Form – Join Dependencies and Fifth Normal Form

UNIT III TRANSACTIONS 9

Transaction Concepts – ACID Properties – Schedules – Serializability – Transaction support in SQL – Need for Concurrency – Concurrency control –Two Phase Locking- Timestamp – Multiversion – Validation and Snapshot isolation– Multiple Granularity locking – Deadlock Handling – Recovery Concepts – Recovery based on deferred and immediate update – Shadow paging – ARIES Algorithm

UNIT IV IMPLEMENTATION TECHNIQUES 9

RAID – File Organization – Organization of Records in Files – Data dictionary Storage – Column Oriented Storage– Indexing and Hashing –Ordered Indices – B+ tree Index Files – B tree Index Files – Static Hashing – Dynamic Hashing – Query Processing Overview – Algorithms for Selection, Sorting and join operations – Query optimization using Heuristics - Cost Estimation.

UNIT V ADVANCED TOPICS 9

Distributed Databases: Architecture, Data Storage, Transaction Processing, Query processing and optimization – NOSQL Databases: Introduction – CAP Theorem – Document Based systems – Key value Stores – Column Based Systems – Graph Databases. Database Security: Security issues – Access control based on privileges – Role Based access control – SQL Injection – Statistical Database security – Flow control – Encryption and Public Key infrastructures – Challenges

COURSE OUTCOMES:

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

CO1:Construct SQL Queries using relational algebra

CO2:Design database using ER model and normalize the database

CO3: Construct queries to handle transaction processing and maintain consistency of the database

CO4: Compare and contrast various indexing strategies and apply the knowledge to tune the performance of the database

CO5: Appraise how advanced databases differ from Relational Databases and find a suitable database for the given requirement.

TOTAL:45 PERIODS

TEXT BOOKS:

1. Abraham Silberschatz, Henry F. Korth, S. Sudharshan, “Database System Concepts”, Seventh Edition, McGraw Hill, 2020.
2. Ramez Elmasri, Shamkant B. Navathe, “Fundamentals of Database Systems”, Seventh Edition, Pearson Education, 2017

REFERENCES:

1. C.J.Date, A.Kannan, S.Swamynathan, “An Introduction to Database Systems”, Eighth Edition, Pearson Education, 2006.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	2	2	3	2	1	-	-	-	2	1	1	1	2	1	3

2	3	1	1	1	1	-	-	-	2	3	3	3	3	1	2
3	3	2	3	2	1	-	-	-	2	1	1	2	2	3	3
4	1	2	3	2	-	-	-	-	3	2	3	3	1	2	3
5	1	1	3	3	2	-	-	-	1	3	3	1	2	2	2
AVg.	2	2	3	2	1	-	-	-	2	2	2	2	2	2	3

1 - low, 2 - medium, 3 - high, '-' - no correlation

CS3401

ALGORITHMS

L T P C
3 0 2 4

COURSE OBJECTIVES:

- To understand and apply the algorithm analysis techniques on searching and sorting algorithms
- To critically analyze the efficiency of graph algorithms
- To understand different algorithm design techniques
- To solve programming problems using state space tree
- To understand the concepts behind NP Completeness, Approximation algorithms and randomized algorithms.

UNIT I INTRODUCTION

9

Algorithm analysis: Time and space complexity - Asymptotic Notations and its properties Best case, Worst case and average case analysis – Recurrence relation: substitution method - Lower bounds – **searching:** linear search, binary search and Interpolation Search, **Pattern search:** The naïve string-matching algorithm - Rabin-Karp algorithm - Knuth-Morris-Pratt algorithm. **Sorting:** Insertion sort – heap sort

UNIT II GRAPH ALGORITHMS

9

Graph algorithms: Representations of graphs - Graph traversal: DFS – BFS - applications - Connectivity, strong connectivity, bi-connectivity - Minimum spanning tree: Kruskal's and Prim's algorithm- Shortest path: Bellman-Ford algorithm - Dijkstra's algorithm - Floyd-Warshall algorithm Network flow: Flow networks - Ford-Fulkerson method – Matching: Maximum bipartite matching

UNIT III ALGORITHM DESIGN TECHNIQUES

9

Divide and Conquer methodology: Finding maximum and minimum - Merge sort - Quick sort **Dynamic programming:** Elements of dynamic programming — Matrix-chain multiplication - Multi stage graph — Optimal Binary Search Trees. **Greedy Technique:** Elements of the greedy strategy - Activity-selection problem — Optimal Merge pattern — Huffman Trees.

UNIT IV STATE SPACE SEARCH ALGORITHMS

9

Backtracking: n-Queens problem - Hamiltonian Circuit Problem - Subset Sum Problem – Graph colouring problem **Branch and Bound:** Solving 15-Puzzle problem - Assignment problem - Knapsack Problem - Travelling Salesman Problem

UNIT V NP-COMPLETE AND APPROXIMATION ALGORITHM

9

Tractable and intractable problems: Polynomial time algorithms – Venn diagram representation - NP-algorithms - NP-hardness and NP-completeness – Bin Packing problem - Problem reduction: TSP – 3-

CNF problem. **Approximation Algorithms:** TSP - **Randomized Algorithms:** concept and application
- primality testing - randomized quick sort - Finding k^{th} smallest number

45 PERIODS

PRACTICAL EXERCISES:

30 PERIODS

Searching and Sorting Algorithms

1. Implement Linear Search. Determine the time required to search for an element. Repeat the experiment for different values of n , the number of elements in the list to be searched and plot a graph of the time taken versus n .
2. Implement recursive Binary Search. Determine the time required to search an element. Repeat the experiment for different values of n , the number of elements in the list to be searched and plot a graph of the time taken versus n .
3. Given a text txt [0... n -1] and a pattern pat [0... m -1], write a function search (char pat [], char txt []) that prints all occurrences of pat [] in txt []. You may assume that $n > m$.
4. Sort a given set of elements using the Insertion sort and Heap sort methods and determine the time required to sort the elements. Repeat the experiment for different values of n , the number of elements in the list to be sorted and plot a graph of the time taken versus n .

Graph Algorithms

1. Develop a program to implement graph traversal using Breadth First Search
2. Develop a program to implement graph traversal using Depth First Search
3. From a given vertex in a weighted connected graph, develop a program to find the shortest paths to other vertices using Dijkstra's algorithm.
4. Find the minimum cost spanning tree of a given undirected graph using Prim's algorithm.
5. Implement Floyd's algorithm for the All-Pairs- Shortest-Paths problem.
6. Compute the transitive closure of a given directed graph using Warshall's algorithm.

Algorithm Design Techniques

1. Develop a program to find out the maximum and minimum numbers in a given list of n numbers using the divide and conquer technique.
2. Implement Merge sort and Quick sort methods to sort an array of elements and determine the time required to sort. Repeat the experiment for different values of n , the number of elements in the list to be sorted and plot a graph of the time taken versus n .

State Space Search Algorithms

1. Implement N Queens problem using Backtracking.

Approximation Algorithms Randomized Algorithms

1. Implement any scheme to find the optimal solution for the Traveling Salesperson problem and then solve the same problem instance using any approximation algorithm and determine the error in the approximation.
2. Implement randomized algorithms for finding the k^{th} smallest number.

The programs can be implemented in C/C++/JAVA/ Python.

TOTAL:75 PERIODS

COURSE OUTCOMES:

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

CO1: Analyze the efficiency of algorithms using various frameworks

CO2: Apply graph algorithms to solve problems and analyze their efficiency.

CO3: Make use of algorithm design techniques like divide and conquer, dynamic programming and greedy techniques to solve problems

CO4: Use the state space tree method for solving problems.

CO5: Solve problems using approximation algorithms and randomized algorithms

TEXT BOOKS:

1. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest and Clifford Stein, "Introduction to Algorithms", 3rd Edition, Prentice Hall of India, 2009.
2. Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran "Computer Algorithms/C++" Orient Blackswan, 2nd Edition, 2019.

REFERENCES:

1. Anany Levitin, "Introduction to the Design and Analysis of Algorithms", 3rd Edition, Pearson Education, 2012.
2. Alfred V. Aho, John E. Hopcroft and Jeffrey D. Ullman, "Data Structures and Algorithms", Reprint Edition, Pearson Education, 2006.
3. S. Sridhar, "Design and Analysis of Algorithms", Oxford university press, 2014.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	2	1	3	2	-	-	-	-	2	1	2	3	2	1	1
2	2	1	1	1	1	-	-	-	1	3	3	3	2	3	3
3	1	3	3	3	1	-	-	-	1	2	1	2	2	1	2
4	1	2	2	3	-	-	-	-	2	3	3	1	3	1	3
5	1	2	3	2	3	-	-	-	3	1	3	3	1	3	3
AVg.	1	2	2	2	2	-	-	-	2	2	2	2	2	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

CS3451

INTRODUCTION TO OPERATING SYSTEMS

L T P C
3 0 0 3

COURSE OBJECTIVES:

- To understand the basics and functions of operating systems.
- To understand processes and threads
- To analyze scheduling algorithms and process synchronization.
- To understand the concept of deadlocks.
- To analyze various memory management schemes.
- To be familiar with I/O management and file systems.
- To be familiar with the basics of virtual machines and Mobile OS like iOS and Android.

UNIT I	INTRODUCTION	7
Computer System - Elements and organization; Operating System Overview - Objectives and Functions - Evolution of Operating System; Operating System Structures – Operating System Services - User Operating System Interface - System Calls – System Programs - Design and Implementation - Structuring methods.		
UNIT II	PROCESS MANAGEMENT	11
Processes - Process Concept - Process Scheduling - Operations on Processes - Inter-process Communication; CPU Scheduling - Scheduling criteria - Scheduling algorithms: Threads - Multithread Models – Threading issues; Process Synchronization - The Critical-Section problem - Synchronization hardware – Semaphores – Mutex - Classical problems of synchronization - Monitors; Deadlock - Methods for handling deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from deadlock.		
UNIT III	MEMORY MANAGEMENT	10
Main Memory - Swapping - Contiguous Memory Allocation – Paging - Structure of the Page Table - Segmentation, Segmentation with paging; Virtual Memory - Demand Paging – Copy on Write - Page Replacement - Allocation of Frames –Thrashing.		
UNIT IV	STORAGE MANAGEMENT	10
Mass Storage system – Disk Structure - Disk Scheduling and Management; File-System Interface - File concept - Access methods - Directory Structure - Directory organization - File system mounting - File Sharing and Protection; File System Implementation - File System Structure - Directory implementation - Allocation Methods - Free Space Management; I/O Systems – I/O Hardware, Application I/O interface, Kernel I/O subsystem.		
UNIT V	VIRTUAL MACHINES AND MOBILE OS	7
Virtual Machines – History, Benefits and Features, Building Blocks, Types of Virtual Machines and their Implementations, Virtualization and Operating-System Components; Mobile OS - iOS and Android.		
		TOTAL:45 PERIODS

COURSE OUTCOMES:

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

- CO1** : Analyze various scheduling algorithms and process synchronization.
- CO2** : Explain deadlock prevention and avoidance algorithms.
- CO3** : Compare and contrast various memory management schemes.
- CO4** : Explain the functionality of file systems, I/O systems, and Virtualization
- CO5** : Compare iOS and Android Operating Systems.

TEXT BOOKS:

1. Abraham Silberschatz, Peter Baer Galvin and Greg Gagne, "Operating System Concepts"II, 10th Edition, John Wiley and Sons Inc., 2018.
2. Andrew S Tanenbaum, "Modern Operating Systems", Pearson, 5th Edition, 2022 New Delhi.

REFERENCES:

1. Ramaz Elmasri, A. Gil Carrick, David Levine, " Operating Systems – A Spiral Approach", Tata McGraw Hill Edition, 2010.

2. William Stallings, "Operating Systems: Internals and Design Principles", 7th Edition, Prentice Hall, 2018.
3. Achyut S. Godbole, Atul Kahate, "Operating Systems", McGraw Hill Education, 2016.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	3	1	2	2	-	-	-	-	3	2	3	1	1	2	2
2	2	2	3	1	1	-	-	-	2	1	1	2	2	1	2
3	1	3	2	2	1	-	-	-	2	2	1	1	1	2	2
4	1	3	3	3	-	-	-	-	1	2	1	2	1	3	2
5	3	1	2	1	1	-	-	-	3	2	3	2	2	2	1
AVg.	2	2	2	2	1	-	-	-	2	2	2	2	1	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

GE3451

ENVIRONMENTAL SCIENCES AND SUSTAINABILITY

L T P C

2 0 0 2

UNIT I ENVIRONMENT AND BIODIVERSITY

6

Definition, scope and importance of environment – need for public awareness. Eco-system and Energy flow– ecological succession. Types of biodiversity: genetic, species and ecosystem diversity– values of biodiversity, India as a mega-diversity nation – hot-spots of biodiversity – threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts – endangered and endemic species of India – conservation of biodiversity: In-situ and ex-situ.

UNIT II ENVIRONMENTAL POLLUTION

9

Causes, Effects and Preventive measures of Water, Soil, Air and Noise Pollutions. Solid, Hazardous and E-Waste management. Case studies on Occupational Health and Safety Management system (OHSMS). Environmental protection, Environmental protection acts .

UNIT III RENEWABLE SOURCES OF ENERGY

6

Energy management and conservation, New Energy Sources: Need of new sources. Different types new energy sources. Applications of- Hydrogen energy, Ocean energy resources, Tidal energy conversion. Concept, origin and power plants of geothermal energy.

UNIT IV SUSTAINABILITY AND MANAGEMENT

6

Development , GDP ,Sustainability- concept, needs and challenges-economic, social and aspects of sustainability-from unsustainability to sustainability-millennium development goals, and protocols-Sustainable Development Goals-targets, indicators and intervention areas Climate change- Global, Regional and local environmental issues and possible solutions-case studies. Concept of Carbon Credit, Carbon Footprint. Environmental management in industry-A case study.

UNIT V SUSTAINABILITY PRACTICES

6

Zero waste and R concept, Circular economy, ISO 14000 Series, Material Life cycle assessment, Environmental Impact Assessment. Sustainable habitat: Green buildings, Green materials, Energy efficiency, Sustainable transports. Sustainable energy: Non-conventional Sources, Energy Cycles- carbon cycle, emission and sequestration, Green Engineering: Sustainable urbanization- Socio-economical and technological change.

TOTAL: 30 PERIODS

TEXT BOOKS:

1. Anubha Kaushik and C. P. Kaushik's "Perspectives in Environmental Studies", 6th Edition, New Age International Publishers ,2018.
2. Benny Joseph, 'Environmental Science and Engineering', Tata McGraw-Hill, New Delhi, 2016.
3. Gilbert M.Masters, 'Introduction to Environmental Engineering and Science', 2nd edition, Pearson Education, 2004.
4. Allen, D. T. and Shonnard, D. R., Sustainability Engineering: Concepts, Design and Case Studies, Prentice Hall.
5. Bradley. A.S; Adebayo, A.O., Maria, P. Engineering applications in sustainable design and development, Cengage learning.
6. Environment Impact Assessment Guidelines, Notification of Government of India, 2006.
7. Mackenthun, K.M., Basic Concepts in Environmental Management, Lewis Publication, London, 1998.

REFERENCE BOOKS :

1. R.K. Trivedi, 'Handbook of Environmental Laws, Rules, Guidelines, Compliances and Standards', Vol. I and II, Enviro Media. 38 . edition 2010.
2. Cunningham, W.P. Cooper, T.H. Gorhani, 'Environmental Encyclopedia', Jaico Publ., House, Mumbai, 2001.
3. Dharmendra S. Sengar, 'Environmental law', Prentice hall of India PVT. LTD, New Delhi, 2007.
4. Rajagopalan, R, 'Environmental Studies-From Crisis to Cure', Oxford University Press, Third Edition, 2015.
5. Erach Bharucha "Textbook of Environmental Studies for Undergraduate Courses" Orient Blackswan Pvt. Ltd. 2013.

CS3461

OPERATING SYSTEMS LABORATORY

L	T	P	C
0	0	3	1.5

COURSE OBJECTIVES:

- To install windows operating systems.
- To understand the basics of Unix command and shell programming.
- To implement various CPU scheduling algorithms.
- To implement Deadlock Avoidance and Deadlock Detection Algorithms
- To implement Page Replacement Algorithms
- To implement various memory allocation methods.
- To be familiar with File Organization and File Allocation Strategies.

LIST OF EXPERIMENTS:

1. Installation of windows operating system
2. Illustrate UNIX commands and Shell Programming
3. Process Management using System Calls : Fork, Exit, Getpid, Wait, Close
4. Write C programs to implement the various CPU Scheduling Algorithms
5. Illustrate the inter process communication strategy
6. Implement mutual exclusion by Semaphore
7. Write C programs to avoid Deadlock using Banker's Algorithm
8. Write a C program to Implement Deadlock Detection Algorithm
9. Write C program to implement Threading
10. Implement the paging Technique using C program
11. Write C programs to implement the following Memory Allocation Methods
 - a. First Fit
 - b. Worst Fit
 - c. Best Fit
12. Write C programs to implement the various Page Replacement Algorithms
13. Write C programs to Implement the various File Organization Techniques
14. Implement the following File Allocation Strategies using C programs
 - a. Sequential
 - b. Indexed
 - c. Linked
15. Write C programs for the implementation of various disk scheduling algorithms
16. Install any guest operating system like Linux using VMware.

TOTAL:45 PERIODS

COURSE OUTCOMES:

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

CO1 : Define and implement UNIX Commands.

CO2 : Compare the performance of various CPU Scheduling Algorithms.

CO3 : Compare and contrast various Memory Allocation Methods.

CO4 : Define File Organization and File Allocation Strategies.

CO5 : Implement various Disk Scheduling Algorithms.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	3	1	3	1	1	-	-	-	1	3	3	3	2	1	3
2	3	1	1	2	2	-	-	-	3	2	1	1	3	1	2
3	3	3	2	1	2	-	-	-	3	3	1	2	2	2	2
4	1	2	2	3	2	-	-	-	3	1	3	1	1	2	1
5	2	2	1	1	3	-	-	-	1	2	2	3	1	3	3
AVg.	2	2	2	2	2	-	-	-	2	2	2	2	2	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

COURSE OBJECTIVES:

- To learn and implement important commands in SQL.
- To learn the usage of nested and joint queries.
- To understand functions, procedures and procedural extensions of databases.
- To understand design and implementation of typical database applications.
- To be familiar with the use of a front end tool for GUI based application development.

LIST OF EXPERIMENTS:

1. Create a database table, add constraints (primary key, unique, check, Not null), insert rows, update and delete rows using SQL DDL and DML commands.
 2. Create a set of tables, add foreign key constraints and incorporate referential integrity.
 3. Query the database tables using different 'where' clause conditions and also implement aggregate functions.
 4. Query the database tables and explore sub queries and simple join operations.
 5. Query the database tables and explore natural, equi and outer joins.
 6. Write user defined functions and stored procedures in SQL.
 7. Execute complex transactions and realize DCL and TCL commands.
 8. Write SQL Triggers for insert, delete, and update operations in a database table.
 9. Create View and index for database tables with a large number of records.
 10. Create an XML database and validate it using XML schema.
 11. Create Document, column and graph based data using NOSQL database tools.
 12. Develop a simple GUI based database application and incorporate all the above-mentioned features
 13. Case Study using any of the real life database applications from the following list
 - a) Inventory Management for a EMart Grocery Shop
 - b) Society Financial Management
 - c) Cop Friendly App – Eseva
 - d) Property Management – eMall
 - e) Star Small and Medium Banking and Finance
 - Build Entity Model diagram. The diagram should align with the business and functional goals stated in the application.
 - Apply Normalization rules in designing the tables in scope.
 - Prepared applicable views, triggers (for auditing purposes), functions for enabling enterprise grade features.
 - Build PL SQL / Stored Procedures for Complex Functionalities, ex EOD Batch Processing for calculating the EMI for Gold Loan for each eligible Customer.
- Ability to showcase ACID Properties with sample queries with appropriate settings

List of Equipments:(30 Students per Batch)

MYSQL / SQL : 30 Users

TOTAL: 45 PERIODS**COURSE OUTCOMES:****At the end of this course, the students will be able to:**

CO1: Create databases with different types of key constraints.

CO2: Construct simple and complex SQL queries using DML and DCL commands.

CO3: Use advanced features such as stored procedures and triggers and incorporate in GUI based application development.

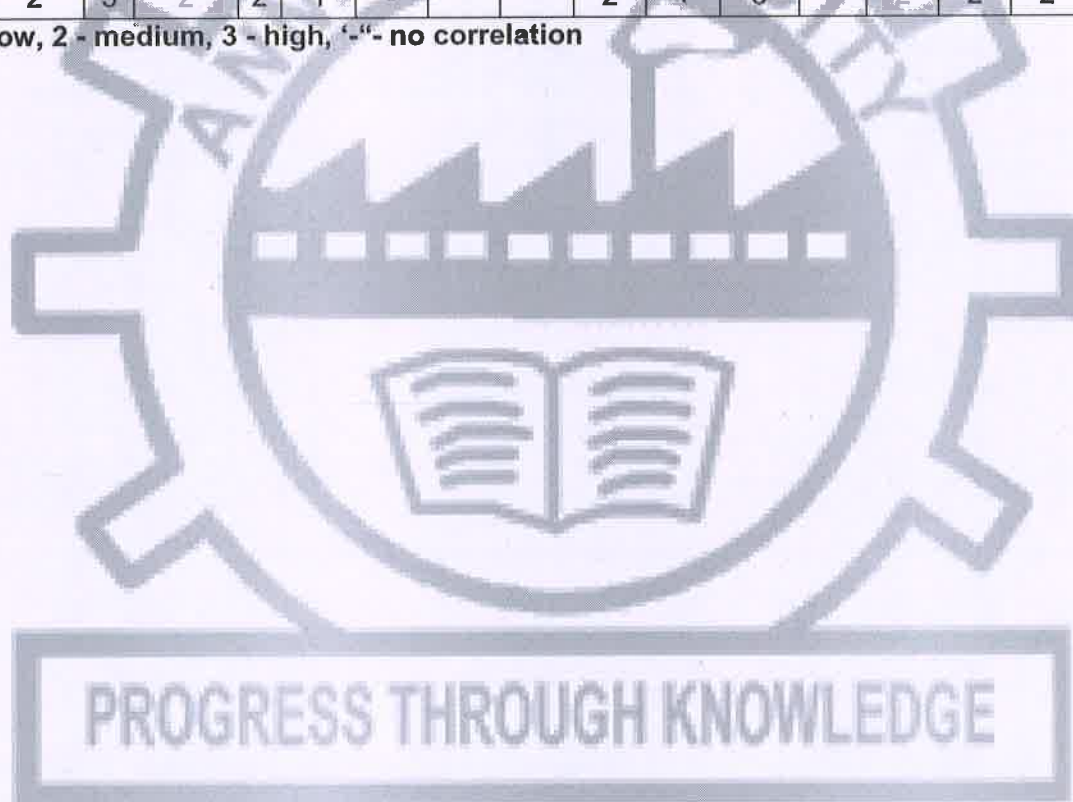
CO4: Create an XML database and validate with meta-data (XML schema).

CO5: Create and manipulate data using NOSQL database.

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	3	3	3	3	-	-	-	-	3	1	3	2	2	3	2
2	2	2	3	2	2	-	-	-	1	2	3	3	2	1	2
3	3	3	2	1	1	-	-	-	1	1	1	3	2	3	3
4	1	3	3	3	1	-	-	-	1	1	3	2	3	1	3
5	3	2	1	1	1	-	-	-	2	2	3	1	3	1	2
Avg.	2	3	2	2	1	-	-	-	2	1	3	2	2	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation



Seetha

PRINCIPAL

**JKK MUNIRAJAH COLLEGE
OF TECHNOLOGY
T.N. PALAYAM (Po)-638 506.
GOBI (Tk), ERODE (Dt).**

ANNA UNIVERSITY, CHENNAI
AFFILIATED INSTITUTIONS
B.E. COMPUTER SCIENCE AND ENGINEERING
REGULATIONS – 2017
CHOICE BASED CREDIT SYSTEM

PROGRAM EDUCATIONAL OBJECTIVES (PEOs):

1. To enable graduates to pursue higher education and research, or have a successful career in industries associated with Computer Science and Engineering, or as entrepreneurs. To ensure that graduates will have the ability and attitude to adapt to emerging technological changes.

PROGRAM OUTCOMES POs:

Engineering Graduates will be able to:

1. **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals and an engineering specialization to the solution of complex engineering problems.
2. **Problem analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
3. **Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
4. **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
5. **Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
6. **The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
7. **Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
9. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
10. **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

11. **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
12. **Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PROGRAM SPECIFIC OBJECTIVES (PSOs)

To analyze, design and develop computing solutions by applying foundational concepts of Computer Science and Engineering.

To apply software engineering principles and practices for developing quality software for scientific and business applications.

To adapt to emerging Information and Communication Technologies (ICT) to innovate ideas and solutions to existing/novel problems.

Mapping of POs/PSOs to PEOs

Contribution

1: Reasonable

2: Significant

3: Strong

	PEOs	
POs	1. Graduates will pursue higher education and research, or have a successful career in industries associated with Computer Science and Engineering, or as entrepreneurs.	2. Graduates will have the ability and attitude to adapt to emerging technological changes.
1. Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.	3	1
2. Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	3	1
3. Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	3	2
4. Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	3	2
5. Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.	2	3
6. The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.	2	2

7. Environment and sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	2	1
8. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.	3	1
9. Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	3	2
10. Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	3	2
11. Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	2	2
12. Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	1	3

PSOs		
1. Analyze, design and develop computing solutions by applying foundational concepts of computer science and engineering.	3	1
2. Apply software engineering principles and practices for developing quality software for scientific and business applications.	3	1
3. Adapt to emerging information and communication technologies (ICT) to innovate ideas and solutions to existing/novel problems.	1	3

MAPPING OF COURSE OUTCOMES WITH PROGRAMME OUTCOMES

A broad relation between the Course Outcomes and Programme Outcomes is given in the following table

	Course Title	Programme Outcome (PO)											
		1	2	3	4	5	6	7	8	9	10	11	12
SEMESTER I	Communicative English								√	√	√		√
	Engineering Mathematics - I	√	√	√						√			
	Engineering Physics	√	√	√									
	Engineering Chemistry	√	√	√									
	Problem Solving and Python Programming	√	√	√									
	Engineering Graphics	√	√	√		√			√	√	√		√
	Problem Solving and Python Programming Laboratory	√	√	√		√			√	√	√		√
	Physics and Chemistry Laboratory	√	√	√					√	√	√		
SEMESTER II	Technical English								√	√	√		√
	Engineering Mathematics II	√	√	√						√			
	Physics for Information Science	√	√	√									
	Basic Electrical, Electronics and Measurement Engineering	√	√	√									
	Environmental Science and Engineering	√	√	√				√	√	√	√		√
	Programming in C	√	√	√					√	√	√		√
	Engineering Practices Laboratory	√	√	√	√	√	√		√	√	√		√
	C Programming Laboratory	√	√	√					√	√	√		√

PROGRAMME OUTCOME (PO)														
YEAR II	SEMESTER III	COURSE TITLE	1	2	3	4	5	6	7	8	9	10	11	12
		Discrete Mathematics	√	√	√						√			
		Digital Principles and Design	√	√	√									
		Data Structures	√	√	√									
		Object Oriented Programming	√	√	√									
		Communication Engineering	√	√	√									
		Data Structures Laboratory	√	√	√					√	√	√		√
		Object Oriented Programming Laboratory	√	√	√					√	√	√		√
		Digital Systems Laboratory	√	√	√			√		√	√	√		√
		Interpersonal Skills/Listening & Speaking								√	√	√		√
	SEMESTER IV	Probability and Queueing Theory	√	√	√						√	√		√
		Computer Architecture	√	√	√									
		Database Management Systems	√	√	√									
		Design and Analysis of Algorithms	√	√	√						√	√		√
		Operating Systems	√	√	√									
		Software Engineering	√	√	√		√	√		√	√	√		√
		Database Management Systems Laboratory	√	√	√					√	√	√		√
		Operating Systems Laboratory	√	√	√					√	√	√		√
		Advanced Reading and Writing								√	√	√		√

YEAR III	SEMESTER V	Algebra and Number Theory	√	√	√						√			
		Computer Networks	√	√	√									
		Microprocessors and Microcontrollers	√	√	√									
		Theory of Computation	√	√	√									
		Object Oriented Analysis and Design	√	√	√			√						
		Open Elective I												
		Microprocessors and Microcontrollers Laboratory	√	√	√					√	√	√		√
		Object Oriented Analysis and Design Laboratory	√	√	√		√	√		√	√	√		√
		Networks Laboratory	√	√	√					√	√	√		√
	SEMESTER VI	Internet Programming	√	√	√					√	√	√		√
		Artificial Intelligence	√	√	√									
		Mobile Computing	√	√	√									
		Compiler Design	√	√	√					√	√	√		√
		Distributed Systems	√	√	√									
		Professional Elective I												
		Internet Programming Laboratory	√	√	√		√			√	√	√		√
		Mobile Application Development Laboratory	√	√	√		√	√		√	√	√		√
		Mini Project	√	√	√	√	√	√	√	√	√	√	√	√
		Professional Communication						√				√		√
YEAR IV	SEMESTER VII	Principles of Management	√	√	√								√	
		Cryptography and Network Security	√	√	√									
		Cloud Computing	√	√	√									
		Open Elective II												

		Professional Elective II												
		Professional Elective III												
		Cloud Computing Laboratory	√	√	√		√			√	√	√		√
		Security Laboratory	√	√	√		√			√	√	√		√
	SEMESTER VIII	Professional Elective IV												
		Professional Elective V												
		Project Work	√	√	√	√	√	√	√	√	√	√	√	√

PROFESSIONAL ELECTIVES

SEM	COURSE TITLE	PROGRAMME OUTCOME (PO)											
		1	2	3	4	5	6	7	8	9	10	11	12
VI	Data Warehousing and Data Mining	√	√	√									
	Software Testing	√	√	√		√				√	√		
	Embedded Systems	√	√	√									
	Agile Methodologies	√	√	√									
	Graph Theory and Applications-	√	√	√									
	Intellectual Property Rights						√	√	√	√	√	√	√
VII	Digital Signal Processing	√	√	√									
	Big Data Analytics	√	√	√		√				√	√		
	Machine Learning Techniques	√	√	√		√				√	√		
	Computer Graphics and Multimedia	√	√	√									
	Software Project Management	√	√	√			√		√	√	√	√	√
	Internet of Things	√	√	√									
	Service Oriented Architecture	√	√	√									
	Total Quality Management	√	√	√								√	
	Multi-core Architectures and Programming	√	√	√									
	Human Computer Interaction	√	√	√									
	C# and .Net Programming	√	√	√		√				√	√		
	Wireless Adhoc and Sensor Networks	√	√	√									
	Advanced Topics on Databases	√	√	√									
	Foundation Skills in Integrated Product Development	√	√	√									
	Human Rights	√	√	√									
	Disaster Management	√	√	√				√					
VIII	Digital Image Processing	√	√	√									
	Social Network Analysis	√	√	√									
	Information Security	√	√	√					√				
	Software Defined Networks	√	√	√									
	Cyber Forensics	√	√	√					√				
	Soft Computing	√	√	√									
	Professional Ethics in Engineering						√	√	√	√	√		√
	Information Retrieval Techniques	√	√	√									
	Green Computing	√	√	√									
	GPU Architecture and Programming	√	√	√									
	Natural Language Processing	√	√	√									
	Parallel Algorithms	√	√	√									
	Speech Processing	√	√	√									
	Fundamentals of Nanoscience	√	√	√									

ANNA UNIVERSITY, CHENNAI
 AFFILIATED INSTITUTIONS
B.E. COMPUTER SCIENCE AND ENGINEERING
 REGULATIONS – 2017
CHOICE BASED CREDIT SYSTEM
 I - VIII SEMESTERS CURRICULA AND SYLLABI

SEMESTER I

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	HS8151	Communicative English	HS	4	4	0	0	4
2.	MA8151	Engineering Mathematics - I	BS	4	4	0	0	4
3.	PH8151	Engineering Physics	BS	3	3	0	0	3
4.	CY8151	Engineering Chemistry	BS	3	3	0	0	3
5.	GE8151	Problem Solving and Python Programming	ES	3	3	0	0	3
6.	GE8152	Engineering Graphics	ES	6	2	0	4	4
PRACTICALS								
7.	GE8161	Problem Solving and Python Programming Laboratory	ES	4	0	0	4	2
8.	BS8161	Physics and Chemistry Laboratory	BS	4	0	0	4	2
TOTAL				31	19	0	12	25

SEMESTER II

Sl.No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	HS8251	Technical English	HS	4	4	0	0	4
2.	MA8251	Engineering Mathematics - II	BS	4	4	0	0	4
3.	PH8252	Physics for Information Science	BS	3	3	0	0	3
4.	BE8255	Basic Electrical, Electronics and Measurement Engineering	ES	3	3	0	0	3
5.	GE8291	Environmental Science and Engineering	HS	3	3	0	0	3
6.	CS8251	Programming in C	PC	3	3	0	0	3
PRACTICALS								
7.	GE8261	Engineering Practices Laboratory	ES	4	0	0	4	2
8.	CS8261	C Programming Laboratory	PC	4	0	0	4	2
TOTAL				28	20	0	8	24

SEMESTER III

Sl.No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	MA8351	Discrete Mathematics	BS	4	4	0	0	4
2.	CS8351	Digital Principles and System Design	ES	4	4	0	0	4
3.	CS8391	Data Structures	PC	3	3	0	0	3
4.	CS8392	Object Oriented Programming	PC	3	3	0	0	3
5.	EC8395	Communication Engineering	ES	3	3	0	0	3
PRACTICALS								
6.	CS8381	Data Structures Laboratory	PC	4	0	0	4	2
7.	CS8383	Object Oriented Programming Laboratory	PC	4	0	0	4	2
8.	CS8382	Digital Systems Laboratory	ES	4	0	0	4	2
9.	HS8381	Interpersonal Skills/Listening & Speaking	EEC	2	0	0	2	1
TOTAL				31	17	0	14	24

SEMESTER IV

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	MA8402	Probability and Queueing Theory	BS	4	4	0	0	4
2.	CS8491	Computer Architecture	PC	3	3	0	0	3
3.	CS8492	Database Management Systems	PC	3	3	0	0	3
4.	CS8451	Design and Analysis of Algorithms	PC	3	3	0	0	3
5.	CS8493	Operating Systems	PC	3	3	0	0	3
6.	CS8494	Software Engineering	PC	3	3	0	0	3
PRACTICALS								
7.	CS8481	Database Management Systems Laboratory	PC	4	0	0	4	2
8.	CS8461	Operating Systems Laboratory	PC	4	0	0	4	2
9.	HS8461	Advanced Reading and Writing	EEC	2	0	0	2	1
TOTAL				29	19	0	10	24

SEMESTER V

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	MA8551	Algebra and Number Theory	BS	4	4	0	0	4
2.	CS8591	Computer Networks	PC	3	3	0	0	3
3.	EC8691	Microprocessors and Microcontrollers	PC	3	3	0	0	3
4.	CS8501	Theory of Computation	PC	3	3	0	0	3
5.	CS8592	Object Oriented Analysis and Design	PC	3	3	0	0	3
6.		Open Elective I	OE	3	3	0	0	3
PRACTICALS								
7.	EC8681	Microprocessors and Microcontrollers Laboratory	PC	4	0	0	4	2
8.	CS8582	Object Oriented Analysis and Design Laboratory	PC	4	0	0	4	2
9.	CS8581	Networks Laboratory	PC	4	0	0	4	2
TOTAL				31	19	0	12	25

SEMESTER VI

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	CS8651	Internet Programming	PC	3	3	0	0	3
2.	CS8691	Artificial Intelligence	PC	3	3	0	0	3
3.	CS8601	Mobile Computing	PC	3	3	0	0	3
4.	CS8602	Compiler Design	PC	5	3	0	2	4
5.	CS8603	Distributed Systems	PC	3	3	0	0	3
6.		Professional Elective I	PE	3	3	0	0	3
PRACTICALS								
7.	CS8661	Internet Programming Laboratory	PC	4	0	0	4	2
8.	CS8662	Mobile Application Development Laboratory	PC	4	0	0	4	2
9.	CS8611	Mini Project	EEC	2	0	0	2	1
10.	HS8581	Professional Communication	EEC	2	0	0	2	1
TOTAL				32	18	0	14	25

SEMESTER VII

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.	MG8591	Principles of Management	HS	3	3	0	0	3
2.	CS8792	Cryptography and Network Security	PC	3	3	0	0	3
3.	CS8791	Cloud Computing	PC	3	3	0	0	3
4.		Open Elective II	OE	3	3	0	0	3
5.		Professional Elective II	PE	3	3	0	0	3
6.		Professional Elective III	PE	3	3	0	0	3
PRACTICALS								
7.	CS8711	Cloud Computing Laboratory	PC	4	0	0	4	2
8.	IT8761	Security Laboratory	PC	4	0	0	4	2
TOTAL				26	18	0	8	22

SEMESTER VIII

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
THEORY								
1.		Professional Elective IV	PE	3	3	0	0	3
2.		Professional Elective V	PE	3	3	0	0	3
PRACTICALS								
3.	CS8811	Project Work	EEC	20	0	0	20	10
TOTAL				26	6	0	20	16

TOTAL NO. OF CREDITS: 185

HUMANITIES AND SOCIAL SCIENCES (HS)

SI. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	HS8151	Communicative English	HS	4	4	0	0	4
2.	HS8251	Technical English	HS	4	4	0	0	4
3.	GE8291	Environmental Science and Engineering	HS	3	3	0	0	3
4.	MG8591	Principles of Management	HS	3	3	0	0	3

BASIC SCIENCES (BS)

SI. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	MA8151	Engineering Mathematics I	BS	4	4	0	0	4
2.	PH8151	Engineering Physics	BS	3	3	0	0	3
3.	CY8151	Engineering Chemistry	BS	3	3	0	0	3
4.	BS8161	Physics and Chemistry Laboratory	BS	4	0	0	4	2
5.	MA8251	Engineering Mathematics II	BS	4	4	0	0	4
6.	PH8252	Physics for Information Science	BS	3	3	0	0	3
7.	MA8351	Discrete Mathematics	BS	4	4	0	0	4
8.	MA8402	Probability and Queueing Theory	BS	4	4	0	0	4
9.	MA8551	Algebra and Number Theory	BS	4	4	0	0	4

ENGINEERING SCIENCES (ES)

SI. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	GE8151	Problem Solving and Python Programming	ES	3	3	0	0	3
2.	GE8152	Engineering Graphics	ES	6	2	0	4	4
3.	GE8161	Problem Solving and Python Programming Laboratory	ES	4	0	0	4	2
4.	BE8255	Basic Electrical, Electronics and Measurement Engineering	ES	3	3	0	0	3
5.	GE8261	Engineering Practices Laboratory	ES	4	0	0	4	2
6.	CS8351	Digital Principles and System Design	ES	4	4	0	0	4
7.	EC8395	Communication Engineering	ES	3	3	0	0	3
8.	CS8382	Digital Systems Laboratory	ES	4	0	0	4	2

PROFESSIONAL CORE (PC)

SI. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	CS8251	Programming in C	PC	3	3	0	0	3
2.	CS8261	C Programming Laboratory	PC	4	0	0	4	2
3.	CS8391	Data Structures	PC	3	3	0	0	3
4.	CS8392	Object Oriented Programming	PC	3	3	0	0	3
5.	CS8381	Data Structures Laboratory	PC	4	0	0	4	2
6.	CS8383	Object Oriented Programming Laboratory	PC	4	0	0	4	2
7.	CS8491	Computer Architecture	PC	3	3	0	0	3
8.	CS8492	Database Management Systems	PC	3	3	0	0	3
9.	CS8451	Design and Analysis of Algorithms	PC	3	3	0	0	3
10.	CS8493	Operating Systems	PC	3	3	0	0	3
11.	CS8494	Software Engineering	PC	3	3	0	0	3
12.	CS8481	Database Management Systems Laboratory	PC	4	0	0	4	2
13.	CS8461	Operating Systems Laboratory	PC	4	0	0	4	2
14.	CS8591	Computer Networks	PC	3	3	0	0	3
15.	EC8691	Microprocessors and Microcontrollers	PC	3	3	0	0	3
16.	CS8501	Theory of Computation	PC	3	3	0	0	3
17.	CS8592	Object Oriented Analysis and Design	PC	3	3	0	0	3
18.	EC8681	Microprocessors and Microcontrollers Laboratory	PC	4	0	0	4	2
19.	CS8582	Object Oriented Analysis and Design Laboratory	PC	4	0	0	4	2
20.	CS8581	Networks Laboratory	PC	4	0	0	4	2
21.	CS8651	Internet Programming	PC	3	3	0	0	3
22.	CS8691	Artificial Intelligence	PC	3	3	0	0	3
23.	CS8601	Mobile Computing	PC	3	3	0	0	3
24.	CS8602	Compiler Design	PC	5	3	0	2	4
25.	CS8603	Distributed Systems	PC	3	3	0	0	3
26.	CS8661	Internet Programming Laboratory	PC	4	0	0	4	2
27.	CS8662	Mobile Application Development Laboratory	PC	4	0	0	4	2
28.	CS8792	Cryptography and Network Security	PC	3	3	0	0	3
29.	CS8791	Cloud Computing	PC	3	3	0	0	3
30.	CS8711	Cloud Computing Laboratory	PC	4	0	0	4	2
31.	IT8761	Security Laboratory	PC	4	0	0	4	2

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

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	CS8075	Data Warehousing and Data Mining	PE	3	3	0	0	3
2.	IT8076	Software Testing	PE	3	3	0	0	3
3.	IT8072	Embedded Systems	PE	3	3	0	0	3
4.	CS8072	Agile Methodologies	PE	3	3	0	0	3
5.	CS8077	Graph Theory and Applications-	PE	3	3	0	0	3
6.	IT8071	Digital Signal Processing	PE	3	3	0	0	3
7.	GE8075	Intellectual Property Rights	PE	3	3	0	0	3

**SEMESTER VII
ELECTIVE - II**

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	CS8091	Big Data Analytics	PE	3	3	0	0	3
2.	CS8082	Machine Learning Techniques	PE	3	3	0	0	3
3.	CS8092	Computer Graphics and Multimedia	PE	3	3	0	0	3
4.	IT8075	Software Project Management	PE	3	3	0	0	3
5.	CS8081	Internet of Things	PE	3	3	0	0	3
6.	IT8074	Service Oriented Architecture	PE	3	3	0	0	3
7.	GE8077	Total Quality Management	PE	3	3	0	0	3

**SEMESTER VII
ELECTIVE - III**

Sl. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	CS8083	Multi-core Architectures and Programming	PE	3	3	0	0	3
2.	CS8079	Human Computer Interaction	PE	3	3	0	0	3
3.	CS8073	C# and .Net Programming	PE	3	3	0	0	3
4.	CS8088	Wireless Adhoc and Sensor Networks	PE	3	3	0	0	3
5.	CS8071	Advanced Topics on Databases	PE	3	3	0	0	3
6.	GE8072	Foundation Skills in Integrated Product Development	PE	3	3	0	0	3
7.	GE8074	Human Rights	PE	3	3	0	0	3
8.	GE8071	Disaster Management	PE	3	3	0	0	3

**SEMESTER VIII
ELECTIVE - IV**

SI. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	EC8093	Digital Image Processing	PE	3	3	0	0	3
2.	CS8085	Social Network Analysis	PE	3	3	0	0	3
3.	IT8073	Information Security	PE	3	3	0	0	3
4.	CS8087	Software Defined Networks	PE	3	3	0	0	3
5.	CS8074	Cyber Forensics	PE	3	3	0	0	3
6.	CS8086	Soft Computing	PE	3	3	0	0	3
7.	GE8076	Professional Ethics in Engineering	PE	3	3	0	0	3

**SEMESTER VIII
ELECTIVE - V**

SI. No	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	CS8080	Information Retrieval Techniques	PE	3	3	0	0	3
2.	CS8078	Green Computing	PE	3	3	0	0	3
3.	CS8076	GPU Architecture and Programming	PE	3	3	0	0	3
4.	CS8084	Natural Language Processing	PE	3	3	0	0	3
5.	CS8001	Parallel Algorithms	PE	3	3	0	0	3
6.	IT8077	Speech Processing	PE	3	3	0	0	3
7.	GE8073	Fundamentals of Nanoscience	PE	3	3	0	0	3

EMPLOYABILITY ENHANCEMENT COURSES (EEC)

SI. NO	COURSE CODE	COURSE TITLE	CATEGORY	CONTACT PERIODS	L	T	P	C
1.	HS8381	Interpersonal Skills/Listening & Speaking	EEC	2	0	0	2	1
2.	HS8461	Advanced Reading and Writing	EEC	2	0	0	2	1
3.	CS8611	Mini Project	EEC	2	0	0	2	1
4.	HS8581	Professional Communication	EEC	2	0	0	2	1
5.	CS8811	Project Work	EEC	20	0	0	20	10

SUMMARY

S.NO.	SUBJECT AREA	CREDITS AS PER SEMESTER								CREDITS TOTAL	Percentage
		I	II	III	IV	V	VI	VII	VIII		
1.	HS	4	7					3		14	7.60%
2.	BS	12	7	4	4	4				31	16.8%
3.	ES	9	5	9						23	12.5%
4.	PC		5	10	19	18	20	10		82	44.5%
5.	PE						3	6	6	15	8.15%
6.	OE					3		3		6	3.3%
7.	EEC			1	1		2		10	14	7.65%
	Total	25	24	24	24	25	25	22	16	185	
8.	Non Credit / Mandatory										

OBJECTIVES:

- To develop the basic reading and writing skills of first year engineering and technology students.
- To help learners develop their listening skills, which will, enable them listen to lectures and comprehend them by asking questions; seeking clarifications.
- To help learners develop their speaking skills and speak fluently in real contexts.
- To help learners develop vocabulary of a general kind by developing their reading skills

UNIT I SHARING INFORMATION RELATED TO ONESELF/FAMILY& FRIENDS 12

Reading- short comprehension passages, practice in skimming-scanning and predicting- **Writing-** completing sentences- - developing hints. **Listening-** short texts- short formal and informal conversations. **Speaking-** introducing oneself - exchanging personal information- **Language development-** Wh- Questions- asking and answering-yes or no questions- parts of speech. **Vocabulary development-** prefixes- suffixes- articles.- count/ uncount nouns.

UNIT II GENERAL READING AND FREE WRITING 12

Reading - comprehension-pre-reading-post reading- comprehension questions (multiple choice questions and /or short questions/ open-ended questions)-inductive reading- short narratives and descriptions from newspapers including dialogues and conversations (also used as short Listening texts)- register- **Writing** – paragraph writing- topic sentence- main ideas- free writing, short narrative descriptions using some suggested vocabulary and structures –**Listening-** telephonic conversations. **Speaking** – sharing information of a personal kind—greeting – taking leave- **Language development** – prepositions, conjunctions **Vocabulary development-** guessing meanings of words in context.

UNIT III GRAMMAR AND LANGUAGE DEVELOPMENT 12

Reading- short texts and longer passages (close reading) **Writing-** understanding text structure- use of reference words and discourse markers-coherence-jumbled sentences **Listening** – listening to longer texts and filling up the table- product description- narratives from different sources. **Speaking-** asking about routine actions and expressing opinions. **Language development-** degrees of comparison- pronouns- direct vs indirect questions- **Vocabulary development** – single word substitutes- adverbs.

UNIT IV READING AND LANGUAGE DEVELOPMENT 12

Reading- comprehension-reading longer texts- reading different types of texts- magazines **Writing-** letter writing, informal or personal letters-e-mails-conventions of personal email- **Listening-** listening to dialogues or conversations and completing exercises based on them. **Speaking-** speaking about oneself- speaking about one's friend- **Language development-** Tenses- simple present-simple past- present continuous and past continuous- **Vocabulary development-** synonyms-antonyms- phrasal verbs

UNIT V EXTENDED WRITING**12**

Reading- longer texts- close reading –**Writing**- brainstorming -writing short essays – developing an outline- identifying main and subordinate ideas- dialogue writing-**Listening** – listening to talks- conversations- **Speaking** – participating in conversations- short group conversations-**Language development**-modal verbs- present/ past perfect tense - **Vocabulary development**-collocations- fixed and semi-fixed expressions.

TOTAL: 60 PERIODS**OUTCOMES:****AT THE END OF THE COURSE, LEARNERS WILL BE ABLE TO:**

- Read articles of a general kind in magazines and newspapers.
- Participate effectively in informal conversations; introduce themselves and their friends and express opinions in English.
- Comprehend conversations and short talks delivered in English
- Write short essays of a general kind and personal letters and emails in English.

TEXT BOOKS:

1. Board of Editors. **Using English** A Coursebook for Undergraduate Engineers and Technologists. Orient BlackSwan Limited, Hyderabad: 2015
2. Richards, C. Jack. **Interchange Students' Book-2** New Delhi: CUP, 2015.

REFERENCES:

1. Bailey, Stephen. Academic Writing: A practical guide for students. New York: Rutledge, 2011.
2. Means, L. Thomas and Elaine Langlois. English & Communication For Colleges. Cengage Learning, USA: 2007
3. Redston, Chris & Gillies Cunningham Face2Face (Pre-intermediate Student's Book & Workbook) Cambridge University Press, New Delhi: 2005
4. Comfort, Jeremy, et al. Speaking Effectively: Developing Speaking Skills for Business English. Cambridge University Press, Cambridge: Reprint 2011
5. Dutt P. Kiranmai and Rajeevan Geeta. Basic Communication Skills, Foundation Books: 2013.

MA8151**ENGINEERING MATHEMATICS – I**

L	T	P	C
4	0	0	4

OBJECTIVES :

The goal of this course is to achieve conceptual understanding and to retain the best traditions of traditional calculus. The syllabus is designed to provide the basic tools of calculus mainly for the purpose of modelling the engineering problems mathematically and obtaining solutions. This is a foundation course which mainly deals with topics such as single variable and multivariable calculus and plays an important role in the understanding of science, engineering, economics and computer science, among other disciplines.

UNIT I DIFFERENTIAL CALCULUS**12**

Representation of functions - Limit of a function - Continuity - Derivatives - Differentiation rules - Maxima and Minima of functions of one variable.

UNIT II FUNCTIONS OF SEVERAL VARIABLES**12**

Partial differentiation – Homogeneous functions and Euler's theorem – Total derivative – Change of variables – Jacobians – Partial differentiation of implicit functions – Taylor's series for functions of two variables – Maxima and minima of functions of two variables – Lagrange's method of undetermined multipliers.

UNIT III INTEGRAL CALCULUS**12**

Definite and Indefinite integrals - Substitution rule - Techniques of Integration - Integration by parts, Trigonometric integrals, Trigonometric substitutions, Integration of rational functions by partial fraction, Integration of irrational functions - Improper integrals.

UNIT IV MULTIPLE INTEGRALS**12**

Double integrals – Change of order of integration – Double integrals in polar coordinates – Area enclosed by plane curves – Triple integrals – Volume of solids – Change of variables in double and triple integrals.

UNIT V DIFFERENTIAL EQUATIONS**12**

Higher order linear differential equations with constant coefficients - Method of variation of parameters – Homogenous equation of Euler's and Legendre's type – System of simultaneous linear differential equations with constant coefficients - Method of undetermined coefficients.

TOTAL: 60 PERIODS**OUTCOMES:**

After completing this course, students should demonstrate competency in the following skills:

- Use both the limit definition and rules of differentiation to differentiate functions.
- Apply differentiation to solve maxima and minima problems.
- Evaluate integrals both by using Riemann sums and by using the Fundamental Theorem of Calculus.
- Apply integration to compute multiple integrals, area, volume, integrals in polar coordinates, in addition to change of order and change of variables.
- Evaluate integrals using techniques of integration, such as substitution, partial fractions and integration by parts.
- Determine convergence/divergence of improper integrals and evaluate convergent improper integrals.
- Apply various techniques in solving differential equations.

TEXT BOOKS :

1. Grewal B.S., "Higher Engineering Mathematics", Khanna Publishers, New Delhi, 43rd Edition, 2014.
2. James Stewart, "Calculus: Early Transcendentals", Cengage Learning, 7th Edition, New Delhi, 2015. [For Units I & III - Sections 1.1, 2.2, 2.3, 2.5, 2.7(Tangents problems only), 2.8, 3.1 to 3.6, 3.11, 4.1, 4.3, 5.1(Area problems only), 5.2, 5.3, 5.4 (excluding net change theorem), 5.5, 7.1 - 7.4 and 7.8].

REFERENCES:

1. Anton, H, Bivens, I and Davis, S, "Calculus", Wiley, 10th Edition, 2016.
2. Jain R.K. and Iyengar S.R.K., "Advanced Engineering Mathematics", Narosa Publications, New Delhi, 3rd Edition, 2007.
3. Narayanan, S. and Manicavachagom Pillai, T. K., "Calculus" Volume I and II, S. Viswanathan Publishers Pvt. Ltd., Chennai, 2007.
4. Srimantha Pal and Bhunia, S.C, "Engineering Mathematics" Oxford University Press, 2015.
5. Weir, M.D and Joel Hass, "Thomas Calculus", 12th Edition, Pearson India, 2016.

OBJECTIVES:

- To enhance the fundamental knowledge in Physics and its applications relevant to various streams of Engineering and Technology.

UNIT I PROPERTIES OF MATTER**9**

Elasticity – Stress-strain diagram and its uses - factors affecting elastic modulus and tensile strength – torsional stress and deformations – twisting couple - torsion pendulum: theory and experiment - bending of beams - bending moment – cantilever: theory and experiment – uniform and non-uniform bending: theory and experiment - I-shaped girders - stress due to bending in beams.

UNIT II WAVES AND FIBER OPTICS**9**

Oscillatory motion – forced and damped oscillations: differential equation and its solution – plane progressive waves – wave equation. Lasers : population of energy levels, Einstein's A and B coefficients derivation – resonant cavity, optical amplification (qualitative) – Semiconductor lasers: homojunction and heterojunction – Fiber optics: principle, numerical aperture and acceptance angle - types of optical fibres (material, refractive index, mode) – losses associated with optical fibers - fibre optic sensors: pressure and displacement.

UNIT III THERMAL PHYSICS**9**

Transfer of heat energy – thermal expansion of solids and liquids – expansion joints - bimetallic strips - thermal conduction, convection and radiation – heat conduction in solids – thermal conductivity - Forbe's and Lee's disc method: theory and experiment - conduction through compound media (series and parallel) – thermal insulation – applications: heat exchangers, refrigerators, ovens and solar water heaters.

UNIT IV QUANTUM PHYSICS**9**

Black body radiation – Planck's theory (derivation) – Compton effect: theory and experimental verification – wave particle duality – electron diffraction – concept of wave function and its physical significance – Schrödinger's wave equation – time independent and time dependent equations – particle in a one-dimensional rigid box – tunnelling (qualitative) - scanning tunnelling microscope.

UNIT V CRYSTAL PHYSICS**9**

Single crystalline, polycrystalline and amorphous materials – single crystals: unit cell, crystal systems, Bravais lattices, directions and planes in a crystal, Miller indices – inter-planar distances - coordination number and packing factor for SC, BCC, FCC, HCP and diamond structures - crystal imperfections: point defects, line defects – Burger vectors, stacking faults – role of imperfections in plastic deformation - growth of single crystals: solution and melt growth techniques.

TOTAL :45 PERIODS**OUTCOMES:****Upon completion of this course,**

- The students will gain knowledge on the basics of properties of matter and its applications,
- The students will acquire knowledge on the concepts of waves and optical devices and their applications in fibre optics,
- The students will have adequate knowledge on the concepts of thermal properties of materials and their applications in expansion joints and heat exchangers,
- The students will get knowledge on advanced physics concepts of quantum theory and its applications in tunneling microscopes, and
- The students will understand the basics of crystals, their structures and different crystal growth techniques.

TEXT BOOKS:

1. Bhattacharya, D.K. & Poonam, T. "Engineering Physics". Oxford University Press, 2015.
2. Gaur, R.K. & Gupta, S.L. "Engineering Physics". Dhanpat Rai Publishers, 2012.
3. Pandey, B.K. & Chaturvedi, S. "Engineering Physics". Cengage Learning India, 2012.

REFERENCES:

1. Halliday, D., Resnick, R. & Walker, J. "Principles of Physics". Wiley, 2015.
2. Serway, R.A. & Jewett, J.W. "Physics for Scientists and Engineers". Cengage Learning, 2010.
3. Tipler, P.A. & Mosca, G. "Physics for Scientists and Engineers with Modern Physics". W.H. Freeman, 2007.

CY8151**ENGINEERING CHEMISTRY****L T P C
3 0 0 3****OBJECTIVES:**

- To make the students conversant with boiler feed water requirements, related problems and water treatment techniques.
- To develop an understanding of the basic concepts of phase rule and its applications to single and two component systems and appreciate the purpose and significance of alloys.
- Preparation, properties and applications of engineering materials.
- Types of fuels, calorific value calculations, manufacture of solid, liquid and gaseous fuels.
- Principles and generation of energy in batteries, nuclear reactors, solar cells, wind mills and fuel cells.

UNIT I WATER AND ITS TREATMENT**9**

Hardness of water – types – expression of hardness – units – estimation of hardness of water by EDTA – numerical problems – boiler troubles (scale and sludge) – treatment of boiler feed water – Internal treatment (phosphate, colloidal, sodium aluminate and calgon conditioning) external treatment – Ion exchange process, zeolite process – desalination of brackish water - Reverse Osmosis.

UNIT II SURFACE CHEMISTRY AND CATALYSIS**9**

Adsorption: Types of adsorption – adsorption of gases on solids – adsorption of solute from solutions – adsorption isotherms – Freundlich's adsorption isotherm – Langmuir's adsorption isotherm – contact theory – kinetics of surface reactions, unimolecular reactions, Langmuir - applications of adsorption on pollution abatement. Catalysis: Catalyst – types of catalysis – criteria – autocatalysis – catalytic poisoning and catalytic promoters - acid base catalysis – applications (catalytic convertor) – enzyme catalysis– Michaelis – Menten equation.

UNIT III ALLOYS AND PHASE RULE**9**

Alloys: Introduction- Definition- properties of alloys- significance of alloying, functions and effect of alloying elements- Nichrome and stainless steel (18/8) – heat treatment of steel. Phase rule: Introduction, definition of terms with examples, one component system -water system - reduced phase rule - thermal analysis and cooling curves - two component systems - lead-silver system - Pattinson process.

UNIT IV FUELS AND COMBUSTION**9**

Fuels: Introduction - classification of fuels - coal - analysis of coal (proximate and ultimate) - carbonization - manufacture of metallurgical coke (Otto Hoffmann method) - petroleum - manufacture of synthetic petrol (Bergius process) - knocking - octane number - diesel oil - cetane number - natural gas - compressed natural gas (CNG) - liquefied petroleum gases (LPG) - power alcohol and biodiesel. Combustion of fuels: Introduction - calorific value - higher and lower calorific values- theoretical calculation of calorific value - ignition temperature - spontaneous ignition temperature - explosive range - flue gas analysis (ORSAT Method).

UNIT V ENERGY SOURCES AND STORAGE DEVICES**9**

Nuclear fission - controlled nuclear fission - nuclear fusion - differences between nuclear fission and fusion - nuclear chain reactions - nuclear energy - light water nuclear power plant - breeder reactor - solar energy conversion - solar cells - wind energy. Batteries, fuel cells and supercapacitors: Types of batteries – primary battery (dry cell) secondary battery (lead acid battery, lithium-ion-battery) fuel cells – H₂-O₂ fuel cell.

TOTAL: 45 PERIODS**OUTCOMES:**

- The knowledge gained on engineering materials, fuels, energy sources and water treatment techniques will facilitate better understanding of engineering processes and applications for further learning.

TEXT BOOKS:

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

REFERENCES:

1. Friedrich Emich, "Engineering Chemistry", Scientific International PVT, LTD, New Delhi, 2014.
2. Prasanta Rath, "Engineering Chemistry", Cengage Learning India PVT, LTD, Delhi, 2015.
3. Shikha Agarwal, "Engineering Chemistry-Fundamentals and Applications", Cambridge University Press, Delhi, 2015.

GE8151**PROBLEM SOLVING AND PYTHON PROGRAMMING****L T P C****3 0 0 3****OBJECTIVES:**

- To know the basics of algorithmic problem solving
- To read and write simple Python programs.
- To develop Python programs with conditionals and loops.
- To define Python functions and call them.
- To use Python data structures -- lists, tuples, dictionaries.
- To do input/output with files in Python.

UNIT I ALGORITHMIC PROBLEM SOLVING**9**

Algorithms, building blocks of algorithms (statements, state, control flow, functions), notation (pseudo code, flow chart, programming language), algorithmic problem solving, simple strategies for developing algorithms (iteration, recursion). Illustrative problems: find minimum in a list, insert a card in a list of sorted cards, guess an integer number in a range, Towers of Hanoi.

UNIT II DATA, EXPRESSIONS, STATEMENTS**9**

Python interpreter and interactive mode; values and types: int, float, boolean, string, and list; variables, expressions, statements, tuple assignment, precedence of operators, comments; modules and functions, function definition and use, flow of execution, parameters and arguments; Illustrative programs: exchange the values of two variables, circulate the values of n variables, distance between two points.

UNIT III CONTROL FLOW, FUNCTIONS**9**

Conditionals: Boolean values and operators, conditional (if), alternative (if-else), chained conditional (if-elif-else); Iteration: state, while, for, break, continue, pass; Fruitful functions: return values, parameters, local and global scope, function composition, recursion; Strings: string slices,

immutability, string functions and methods, string module; Lists as arrays. Illustrative programs: square root, gcd, exponentiation, sum an array of numbers, linear search, binary search.

UNIT IV LISTS, TUPLES, DICTIONARIES

9

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

UNIT V FILES, MODULES, PACKAGES

9

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

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, students will be able to

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

TEXT BOOKS:

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

REFERENCES:

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

GE8152

ENGINEERING GRAPHICS

L T P C
2 0 4 4

OBJECTIVES:

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

CONCEPTS AND CONVENTIONS (Not for Examination)

1

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

dimensioning.

UNIT I PLANE CURVES AND FREEHAND SKETCHING 7+12

Basic Geometrical constructions, Curves used in engineering practices: Conics – Construction of ellipse, parabola and hyperbola by eccentricity method – Construction of cycloid – construction of involutes of square and circle – Drawing of tangents and normal to the above curves.

Visualization concepts and Free Hand sketching: Visualization principles –Representation of Three Dimensional objects – Layout of views- Freehand sketching of multiple views from pictorial views of objects

UNIT II PROJECTION OF POINTS, LINES AND PLANE SURFACE 6+12

Orthographic projection- principles-Principal planes-First angle projection-projection of points. Projection of straight lines (only First angle projections) inclined to both the principal planes - Determination of true lengths and true inclinations by rotating line method and traces Projection of planes (polygonal and circular surfaces) inclined to both the principal planes by rotating object method.

UNIT III PROJECTION OF SOLIDS 5+12

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

UNIT IV PROJECTION OF SECTIONED SOLIDS AND DEVELOPMENT OF SURFACES 5+12

Sectioning of above solids in simple vertical position when the cutting plane is inclined to the one of the principal planes and perpendicular to the other – obtaining true shape of section. Development of lateral surfaces of simple and sectioned solids – Prisms, pyramids cylinders and cones.

UNIT V ISOMETRIC AND PERSPECTIVE PROJECTIONS 6 +12

Principles of isometric projection – isometric scale –Isometric projections of simple solids and truncated solids - Prisms, pyramids, cylinders, cones- combination of two solid objects in simple vertical positions - Perspective projection of simple solids-Prisms, pyramids and cylinders by visual ray method .

TOTAL: 90 PERIODS

OUTCOMES:

On successful completion of this course, the student will be able to:

- Familiarize with the fundamentals and standards of Engineering graphics
- Perform freehand sketching of basic geometrical constructions and multiple views of objects.
- Project orthographic projections of lines and plane surfaces.
- Draw projections and solids and development of surfaces.
- Visualize and to project isometric and perspective sections of simple solids.

TEXT BOOKS:

1. Natrajan K.V., "A text book of Engineering Graphics", Dhanalakshmi Publishers, Chennai, 2009.
2. Venugopal K. and Prabhu Raja V., "Engineering Graphics", New Age International (P) Limited, 2008.

REFERENCES:

1. Bhatt N.D. and Panchal V.M., "Engineering Drawing", Charotar Publishing House, 50th Edition, 2010.
2. Basant Agarwal and Agarwal C.M., "Engineering Drawing", Tata McGraw Hill Publishing Company Limited, New Delhi, 2008.
3. Gopalakrishna K.R., "Engineering Drawing" (Vol. I&II combined), Subhas Stores, Bangalore, 2007.

4. Luzzader, Warren.J. and Duff, John M., "Fundamentals of Engineering Drawing with an introduction to Interactive Computer Graphics for Design and Production, Eastern Economy Edition, Prentice Hall of India Pvt. Ltd, New Delhi, 2005.
5. N. S. Parthasarathy and Vela Murali, "Engineering Graphics", Oxford University, Press, New Delhi, 2015.
6. Shah M.B., and Rana B.C., "Engineering Drawing", Pearson, 2nd Edition, 2009.

Publication of Bureau of Indian Standards:

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

Special points applicable to University Examinations on Engineering Graphics:

1. There will be five questions, each of either or type covering all units of the syllabus.
2. All questions will carry equal marks of 20 each making a total of 100.
3. The answer paper shall consist of drawing sheets of A3 size only. The students will be permitted to use appropriate scale to fit solution within A3 size.
4. The examination will be conducted in appropriate sessions on the same day

**GE8161 PROBLEM SOLVING AND PYTHON PROGRAMMING LABORATORY L T P C
0 0 4 2**

OBJECTIVES:

- To write, test, and debug simple Python programs.
- To implement Python programs with conditionals and loops.
- Use functions for structuring Python programs.
- Represent compound data using Python lists, tuples, dictionaries.
- Read and write data from/to files in Python.

LIST OF PROGRAMS:

1. Compute the GCD of two numbers.
2. Find the square root of a number (Newton's method)
3. Exponentiation (power of a number)
4. Find the maximum of a list of numbers
5. Linear search and Binary search
6. Selection sort, Insertion sort
7. Merge sort
8. First n prime numbers
9. Multiply matrices
10. Programs that take command line arguments (word count)
11. Find the most frequent words in a text read from a file
12. Simulate elliptical orbits in Pygame
13. Simulate bouncing ball using Pygame

PLATFORM NEEDED

Python 3 interpreter for Windows/Linux

TOTAL: 60 PERIODS

OUTCOMES:

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

- Write, test, and debug simple Python programs.
- Implement Python programs with conditionals and loops.
- Develop Python programs step-wise by defining functions and calling them.

- Use Python lists, tuples, dictionaries for representing compound data.
- Read and write data from/to files in Python.

BS8161

PHYSICS AND CHEMISTRY LABORATORY
(Common to all branches of B.E. / B.Tech Programmes)

L	T	P	C
0	0	4	2

OBJECTIVES:

- To introduce different experiments to test basic understanding of physics concepts applied in optics, thermal physics, properties of matter and liquids.

LIST OF EXPERIMENTS: PHYSICS LABORATORY (Any 5 Experiments)

1. Determination of rigidity modulus – Torsion pendulum
2. Determination of Young's modulus by non-uniform bending method
3. (a) Determination of wavelength, and particle size using Laser
(b) Determination of acceptance angle in an optical fiber.
4. Determination of thermal conductivity of a bad conductor – Lee's Disc method.
5. Determination of velocity of sound and compressibility of liquid – Ultrasonic interferometer
6. Determination of wavelength of mercury spectrum – spectrometer grating
7. Determination of band gap of a semiconductor
8. Determination of thickness of a thin wire – Air wedge method

TOTAL: 30 PERIODS

OUTCOMES:

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

- Apply principles of elasticity, optics and thermal properties for engineering applications.

CHEMISTRY LABORATORY: (Any seven experiments to be conducted)

OBJECTIVES:

- To make the student to acquire practical skills in the determination of water quality parameters through volumetric and instrumental analysis.
- To acquaint the students with the determination of molecular weight of a polymer by viscometry.

1. Estimation of HCl using Na_2CO_3 as primary standard and Determination of alkalinity in water sample.
2. Determination of total, temporary & permanent hardness of water by EDTA method.
3. Determination of DO content of water sample by Winkler's method.
4. Determination of chloride content of water sample by argentometric method.
5. Estimation of copper content of the given solution by Iodometry.
6. Determination of strength of given hydrochloric acid using pH meter.
7. Determination of strength of acids in a mixture of acids using conductivity meter.
8. Estimation of iron content of the given solution using potentiometer.
9. Estimation of iron content of the water sample using spectrophotometer (1, 10-Phenanthroline / thiocyanate method).
10. Estimation of sodium and potassium present in water using flame photometer.
11. Determination of molecular weight of polyvinyl alcohol using Ostwald viscometer.
12. Pseudo first order kinetics-ester hydrolysis.
13. Corrosion experiment-weight loss method.
14. Determination of CMC.
15. Phase change in a solid.

16. Conductometric titration of strong acid vs strong base.

OUTCOMES:

- The students will be outfitted with hands-on knowledge in the quantitative chemical analysis of water quality related parameters.

TOTAL: 30 PERIODS

TEXTBOOK:

1. Vogel's Textbook of Quantitative Chemical Analysis (8TH edition, 2014).

HS8251

TECHNICAL ENGLISH

L	T	P	C
4	0	0	4

OBJECTIVES:

The Course prepares second semester engineering and Technology students to:

- Develop strategies and skills to enhance their ability to read and comprehend engineering and technology texts.
- Foster their ability to write convincing job applications and effective reports.
- Develop their speaking skills to make technical presentations, participate in group discussions.
- Strengthen their listening skill which will help them comprehend lectures and talks in their areas of specialization.

UNIT I INTRODUCTION TECHNICAL ENGLISH

12

Listening- Listening to talks mostly of a scientific/technical nature and completing information-gap exercises- **Speaking** –Asking for and giving directions- **Reading** – reading short technical texts from journals- newspapers- **Writing-** purpose statements – extended definitions – issue- writing instructions – checklists-recommendations-**Vocabulary Development-** technical vocabulary **Language Development** –subject verb agreement - compound words.

UNIT II READING AND STUDY SKILLS

12

Listening- Listening to longer technical talks and completing exercises based on them-**Speaking** – describing a process-**Reading** – reading longer technical texts- identifying the various transitions in a text- paragraphing- **Writing-** interpreting charts, graphs- **Vocabulary Development-** vocabulary used in formal letters/emails and reports **Language Development-** impersonal passive voice, numerical adjectives.

UNIT III TECHNICAL WRITING AND GRAMMAR

12

Listening- Listening to classroom lectures/ talks on engineering/technology -**Speaking** – introduction to technical presentations- **Reading** – longer texts both general and technical, practice in speed reading; **Writing-**Describing a process, use of sequence words- **Vocabulary Development-** sequence words- Misspelled words. **Language Development-** embedded sentences

UNIT IV REPORT WRITING

12

Listening- Listening to documentaries and making notes. **Speaking** – mechanics of presentations- **Reading** – reading for detailed comprehension- **Writing-** email etiquette- job application – cover letter –Résumé preparation(via email and hard copy)- analytical essays and issue based essays--**Vocabulary Development-** finding suitable synonyms-paraphrasing-. **Language Development-** clauses- if conditionals.

UNIT V GROUP DISCUSSION AND JOB APPLICATIONS**12**

Listening- TED/Ink talks; **Speaking** –participating in a group discussion **-Reading–** reading and understanding technical articles **Writing–** Writing reports- minutes of a meeting- accident and survey-**Vocabulary Development- verbal analogies Language Development-** reported speech.

TOTAL :60 PERIODS**OUTCOMES:****At the end of the course learners will be able to:**

- Read technical texts and write area- specific texts effortlessly.
- Listen and comprehend lectures and talks in their area of specialisation successfully.
- Speak appropriately and effectively in varied formal and informal contexts.
- Write reports and winning job applications.

TEXT BOOKS:

1. Board of editors. **Fluency in English A Course book for Engineering and Technology.** Orient Blackswan, Hyderabad: 2016
2. Sudharshana.N.P and Saveetha. C. **English for Technical Communication.** Cambridge University Press: New Delhi, 2016.

REFERENCES:

1. Raman, Meenakshi and Sharma, Sangeetha- **Technical Communication Principles and Practice.**Oxford University Press: New Delhi,2014.
2. Kumar, Suresh. E. **Engineering English.** Orient Blackswan: Hyderabad,2015
3. Booth-L. Diana, **Project Work,** Oxford University Press, Oxford: 2014.
4. Grussendorf, Marion, **English for Presentations,** Oxford University Press, Oxford: 2007
5. Means, L. Thomas and Elaine Langlois, **English & Communication For Colleges.** Cengage Learning, USA: 2007

Students can be asked to read Tagore, Chetan Bhagat and for supplementary reading.

MA8251**ENGINEERING MATHEMATICS – II**

L	T	P	C
4	0	0	4

OBJECTIVES:

This course is designed to cover topics such as Matrix Algebra, Vector Calculus, Complex Analysis and Laplace Transform. Matrix Algebra is one of the powerful tools to handle practical problems arising in the field of engineering. Vector calculus can be widely used for modelling the various laws of physics. The various methods of complex analysis and Laplace transforms can be used for efficiently solving the problems that occur in various branches of engineering disciplines.

UNIT I MATRICES**12**

Eigenvalues and Eigenvectors of a real matrix – Characteristic equation – Properties of Eigenvalues and Eigenvectors – Cayley-Hamilton theorem – Diagonalization of matrices – Reduction of a quadratic form to canonical form by orthogonal transformation – Nature of quadratic forms.

UNIT II VECTOR CALCULUS**12**

Gradient and directional derivative – Divergence and curl - Vector identities – Irrotational and Solenoidal vector fields – Line integral over a plane curve – Surface integral - Area of a curved surface - Volume integral - Green's, Gauss divergence and Stoke's theorems – Verification and application in evaluating line, surface and volume integrals.

UNIT III ANALYTIC FUNCTIONS 12

Analytic functions – Necessary and sufficient conditions for analyticity in Cartesian and polar coordinates - Properties – Harmonic conjugates – Construction of analytic function - Conformal mapping – Mapping by functions $w = z + c, cz, \frac{1}{z}, z^2$ - Bilinear transformation.

UNIT IV COMPLEX INTEGRATION 12

Line integral - Cauchy's integral theorem – Cauchy's integral formula – Taylor's and Laurent's series – Singularities – Residues – Residue theorem – Application of residue theorem for evaluation of real integrals – Use of circular contour and semicircular contour.

UNIT V LAPLACE TRANSFORMS 12

Existence conditions – Transforms of elementary functions – Transform of unit step function and unit impulse function – Basic properties – Shifting theorems -Transforms of derivatives and integrals – Initial and final value theorems – Inverse transforms – Convolution theorem – Transform of periodic functions – Application to solution of linear second order ordinary differential equations with constant coefficients.

TOTAL: 60 PERIODS

OUTCOMES :

After successfully completing the course, the student will have a good understanding of the following topics and their applications:

- Eigen values and eigenvectors, diagonalization of a matrix, Symmetric matrices, Positive definite matrices and similar matrices.
- Gradient, divergence and curl of a vector point function and related identities.
- Evaluation of line, surface and volume integrals using Gauss, Stokes and Green's theorems and their verification.
- Analytic functions, conformal mapping and complex integration.
- Laplace transform and inverse transform of simple functions, properties, various related theorems and application to differential equations with constant coefficients.

TEXT BOOKS:

1. Grewal B.S., "Higher Engineering Mathematics", Khanna Publishers, New Delhi, 43rd Edition, 2014.
2. Kreyszig Erwin, "Advanced Engineering Mathematics ", John Wiley and Sons, 10th Edition, New Delhi, 2016.

REFERENCES :

1. Bali N., Goyal M. and Watkins C., "Advanced Engineering Mathematics", Firewall Media (An imprint of Lakshmi Publications Pvt., Ltd.), New Delhi, 7th Edition, 2009.
2. Jain R.K. and Iyengar S.R.K., " Advanced Engineering Mathematics ", Narosa Publications, New Delhi , 3rd Edition, 2007.
3. O'Neil, P.V. "Advanced Engineering Mathematics", Cengage Learning India Pvt., Ltd, New Delhi, 2007.
4. Sastry, S.S, "Engineering Mathematics", Vol. I & II, PHI Learning Pvt. Ltd, 4th Edition, New Delhi, 2014.
5. Wylie, R.C. and Barrett, L.C., "Advanced Engineering Mathematics "Tata McGraw Hill Education Pvt. Ltd, 6th Edition, New Delhi, 2012.

PH8252

PHYSICS FOR INFORMATION SCIENCE
(Common to CSE & IT)

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the essential principles of Physics of semiconductor device and Electron transport properties. Become proficient in magnetic and optical properties of materials and Nano-electronic devices.

UNIT I ELECTRICAL PROPERTIES OF MATERIALS 9

Classical free electron theory - Expression for electrical conductivity – Thermal conductivity, expression - Wiedemann-Franz law – Success and failures - electrons in metals – Particle in a three dimensional box – degenerate states – Fermi- Dirac statistics – Density of energy states – Electron in periodic potential – Energy bands in solids – tight binding approximation - Electron effective mass – concept of hole.

UNIT II SEMICONDUCTOR PHYSICS 9

Intrinsic Semiconductors – Energy band diagram – direct and indirect band gap semiconductors – Carrier concentration in intrinsic semiconductors – extrinsic semiconductors - Carrier concentration in N-type & P-type semiconductors – Variation of carrier concentration with temperature – variation of Fermi level with temperature and impurity concentration – Carrier transport in Semiconductor: random motion, drift, mobility and diffusion – Hall effect and devices – Ohmic contacts – Schottky diode.

UNIT III MAGNETIC PROPERTIES OF MATERIALS 9

Magnetic dipole moment – atomic magnetic moments- magnetic permeability and susceptibility - Magnetic material classification: diamagnetism – paramagnetism – ferromagnetism – antiferromagnetism – ferrimagnetism – Ferromagnetism: origin and exchange interaction- saturation magnetization and Curie temperature – Domain Theory- M versus H behaviour – Hard and soft magnetic materials – examples and uses— Magnetic principle in computer data storage – Magnetic hard disc (GMR sensor).

UNIT IV OPTICAL PROPERTIES OF MATERIALS 9

Classification of optical materials – carrier generation and recombination processes - Absorption emission and scattering of light in metals, insulators and semiconductors (concepts only) - photo current in a P-N diode – solar cell - LED – Organic LED – Laser diodes – Optical data storage techniques.

UNIT V NANO DEVICES 9

Electron density in bulk material – Size dependence of Fermi energy – Quantum confinement – Quantum structures – Density of states in quantum well, quantum wire and quantum dot structure - Band gap of nanomaterials – Tunneling: single electron phenomena and single electron transistor – Quantum dot laser. Conductivity of metallic nanowires – Ballistic transport – Quantum resistance and conductance – Carbon nanotubes: Properties and applications .

TOTAL :45 PERIODS

OUTCOMES:

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

- Gain knowledge on classical and quantum electron theories, and energy band structures,
- Acquire knowledge on basics of semiconductor physics and its applications in various devices,
- Get knowledge on magnetic properties of materials and their applications in data storage,
- Have the necessary understanding on the functioning of optical materials for optoelectronics,
- Understand the basics of quantum structures and their applications in carbon electronics..

TEXT BOOKS:

1. Jasprit Singh, "Semiconductor Devices: Basic Principles", Wiley 2012.
2. Kasap, S.O. "Principles of Electronic Materials and Devices", McGraw-Hill Education, 2007.
3. Kittel, C. "Introduction to Solid State Physics". Wiley, 2005.

REFERENCES:

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

BE8255**BASIC ELECTRICAL, ELECTRONICS AND MEASUREMENT
ENGINEERING****L T P C
3 0 0 3****OBJECTIVES:**

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

UNIT I ELECTRICAL CIRCUITS ANALYSIS**9**

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

UNIT II ELECTRICAL MACHINES**9**

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

UNIT III UTILIZATION OF ELECTRICAL POWER**9**

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

UNIT IV ELECTRONIC CIRCUITS**9**

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

UNIT V ELECTRICAL MEASUREMENT**9**

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

TOTAL: 45 PERIODS**OUTCOMES:****Upon completion of the course, the students will be able to:**

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

TEXT BOOKS:

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

REFERENCES:

1. S.B. Lal Seksena and Kaustuv Dasgupta, Fundamentals of Electrical Engineering, Cambridge, 2016
2. B.L. Theraja, Fundamentals of Electrical Engineering and Electronics. Chand & Co, 2008.
3. S.K. Sahdev, Basic of Electrical Engineering, Pearson, 2015
4. John Bird, —Electrical and Electronic Principles and Technology, Fourth Edition, Elsevier, 2010.
5. Mittal, Mittal, Basic Electrical Engineering, 2nd Edition, Tata McGraw-Hill Edition, 2016.
6. C.L. Wadhwa, "Generation, Distribution and Utilisation of Electrical Energy", New Age international pvt.ltd., 2003.

GE8291**ENVIRONMENTAL SCIENCE AND ENGINEERING****L T P C
3 0 0 3****OBJECTIVES:**

- To study the nature and facts about environment.
- To finding and implementing scientific, technological, economic and political solutions to environmental problems.
- To study the interrelationship between living organism and environment.
- To appreciate the importance of environment by assessing its impact on the human world; envision the surrounding environment, its functions and its value.
- To study the dynamic processes and understand the features of the earth's interior and surface.
- To study the integrated themes and biodiversity, natural resources, pollution control and waste management.

UNIT I ENVIRONMENT, ECOSYSTEMS AND BIODIVERSITY**14**

Definition, scope and importance of environment – need for public awareness - concept of an ecosystem – structure and function of an ecosystem – producers, consumers and decomposers – energy flow in the ecosystem – ecological succession – food chains, food webs and ecological pyramids – Introduction, types, characteristic features, structure and function of the (a) forest ecosystem (b) grassland ecosystem (c) desert ecosystem (d) aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries) – Introduction to biodiversity definition: genetic, species and ecosystem diversity – biogeographical classification of India – value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values – Biodiversity at global, national and local levels – India as a mega-diversity nation – hot-spots of biodiversity – threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts – endangered and endemic species of India – conservation of biodiversity: In-situ and ex-situ conservation of biodiversity. Field study of common plants, insects, birds; Field study of simple ecosystems – pond, river, hill slopes, etc.

UNIT II ENVIRONMENTAL POLLUTION**8**

Definition – causes, effects and control measures of: (a) Air pollution (b) Water pollution (c) Soil pollution (d) Marine pollution (e) Noise pollution (f) Thermal pollution (g) Nuclear hazards – solid waste management: causes, effects and control measures of municipal solid wastes – role of an individual in prevention of pollution – pollution case studies – disaster management: floods, earthquake, cyclone and landslides. Field study of local polluted site – Urban / Rural / Industrial / Agricultural.

UNIT III NATURAL RESOURCES

10

Forest resources: Use and over-exploitation, deforestation, case studies- timber extraction, mining, dams and their effects on forests and tribal people – Water resources: Use and over- utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems – Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies – Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies – Energy resources: Growing energy needs, renewable and non renewable energy sources, use of alternate energy sources. case studies – Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification – role of an individual in conservation of natural resources – Equitable use of resources for sustainable lifestyles. Field study of local area to document environmental assets – river / forest / grassland / hill / mountain.

UNIT IV SOCIAL ISSUES AND THE ENVIRONMENT

7

From unsustainable to sustainable development – urban problems related to energy – water conservation, rain water harvesting, watershed management – resettlement and rehabilitation of people; its problems and concerns, case studies – role of non-governmental organization- environmental ethics: Issues and possible solutions – climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust, case studies. – wasteland reclamation – consumerism and waste products – environment production act – Air (Prevention and Control of Pollution) act – Water (Prevention and control of Pollution) act – Wildlife protection act – Forest conservation act – enforcement machinery involved in environmental legislation- central and state pollution control boards- Public awareness.

UNIT V HUMAN POPULATION AND THE ENVIRONMENT

6

Population growth, variation among nations – population explosion – family welfare programme – environment and human health – human rights – value education – HIV / AIDS – women and child welfare – role of information technology in environment and human health – Case studies.

TOTAL: 45 PERIODS

OUTCOMES:

- Environmental Pollution or problems cannot be solved by mere laws. Public participation is an important aspect which serves the environmental Protection. One will obtain knowledge on the following after completing the course.
- Public awareness of environmental is at infant stage.
- Ignorance and incomplete knowledge has lead to misconceptions
- Development and improvement in std. of living has lead to serious environmental disasters

TEXTBOOKS:

1. Benny Joseph, 'Environmental Science and Engineering', Tata McGraw-Hill, New Delhi, 2006.
2. Gilbert M.Masters, 'Introduction to Environmental Engineering and Science', 2nd edition, Pearson Education, 2004.

REFERENCES :

1. Dharmendra S. Sengar, 'Environmental law', Prentice hall of India PVT LTD, New Delhi, 2007.
2. Erach Bharucha, "Textbook of Environmental Studies", Universities Press(I) PVT, LTD, Hyderabad, 2015.
3. Rajagopalan, R, 'Environmental Studies-From Crisis to Cure', Oxford University Press, 2005.
4. G. Tyler Miller and Scott E. Spoolman, "Environmental Science", Cengage Learning India PVT, LTD, Delhi, 2014.

OBJECTIVES:

- To develop C Programs using basic programming constructs
- To develop C programs using arrays and strings
- To develop applications in C using functions , pointers and structures
- To do input/output and file handling in C

UNIT I BASICS OF C PROGRAMMING**9**

Introduction to programming paradigms - Structure of C program - C programming: Data Types – Storage classes - Constants – Enumeration Constants - Keywords – Operators: Precedence and Associativity - Expressions - Input/Output statements, Assignment statements – Decision making statements - Switch statement - Looping statements – Pre-processor directives - Compilation process

UNIT II ARRAYS AND STRINGS**9**

Introduction to Arrays: Declaration, Initialization – One dimensional array – Example Program: Computing Mean, Median and Mode - Two dimensional arrays – Example Program: Matrix Operations (Addition, Scaling, Determinant and Transpose) - String operations: length, compare, concatenate, copy – Selection sort, linear and binary search

UNIT III FUNCTIONS AND POINTERS**9**

Introduction to functions: Function prototype, function definition, function call, Built-in functions (string functions, math functions) – Recursion – Example Program: Computation of Sine series, Scientific calculator using built-in functions, Binary Search using recursive functions – Pointers – Pointer operators – Pointer arithmetic – Arrays and pointers – Array of pointers – Example Program: Sorting of names – Parameter passing: Pass by value, Pass by reference – Example Program: Swapping of two numbers and changing the value of a variable using pass by reference

UNIT IV STRUCTURES**9**

Structure - Nested structures – Pointer and Structures – Array of structures – Example Program using structures and pointers – Self referential structures – Dynamic memory allocation - Singly linked list - typedef

UNIT V FILE PROCESSING**9**

Files – Types of file processing: Sequential access, Random access – Sequential access file - Example Program: Finding average of numbers stored in sequential access file - Random access file - Example Program: Transaction processing using random access files – Command line arguments

OUTCOMES:

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

- Develop simple applications in C using basic constructs
- Design and implement applications using arrays and strings
- Develop and implement applications in C using functions and pointers.
- Develop applications in C using structures.
- Design applications using sequential and random access file processing.

TEXT BOOKS:

1. Reema Thareja, "Programming in C", Oxford University Press, Second Edition, 2016.
2. Kernighan, B.W and Ritchie,D.M, "The C Programming language", Second Edition, Pearson Education, 2006

REFERENCES:

1. Paul Deitel and Harvey Deitel, "C How to Program", Seventh edition, Pearson Publication
2. Juneja, B. L and Anita Seth, "Programming in C", CENGAGE Learning India pvt. Ltd., 2011

3. Pradip Dey, Manas Ghosh, "Fundamentals of Computing and Programming in C", First Edition, Oxford University Press, 2009.
4. Anita Goel and Ajay Mittal, "Computer Fundamentals and Programming in C", Dorling Kindersley (India) Pvt. Ltd., Pearson Education in South Asia, 2011.
5. Byron S. Gottfried, "Schaum's Outline of Theory and Problems of Programming with C", McGraw-Hill Education, 1996.

GE8261

ENGINEERING PRACTICES LABORATORY

L T P C
0 0 4 2

OBJECTIVES:

- To provide exposure to the students with hands on experience on various basic engineering practices in Civil, Mechanical, Electrical and Electronics Engineering.

GROUP A (CIVIL & MECHANICAL)

I CIVIL ENGINEERING PRACTICE

13

BUILDINGS:

- (a) Study of plumbing and carpentry components of residential and industrial buildings. Safety aspects.

PLUMBING WORKS:

- (a) Study of pipeline joints, its location and functions: valves, taps, couplings, unions, reducers, elbows in household fittings.
- (b) Study of pipe connections requirements for pumps and turbines.
- (c) Preparation of plumbing line sketches for water supply and sewage works.
- (d) Hands-on-exercise:
Basic pipe connections – Mixed pipe material connection – Pipe connections with different joining components.
- (e) Demonstration of plumbing requirements of high-rise buildings.

CARPENTRY USING POWER TOOLS ONLY:

- (a) Study of the joints in roofs, doors, windows and furniture.
- (b) Hands-on-exercise:
Wood work, joints by sawing, planing and cutting.

II MECHANICAL ENGINEERING PRACTICE

18

WELDING:

- (a) Preparation of butt joints, lap joints and T- joints by Shielded metal arc welding.
- (b) Gas welding practice

BASIC MACHINING:

- (a) Simple Turning and Taper turning
- (b) Drilling Practice

SHEET METAL WORK:

- (a) Forming & Bending:
- (b) Model making – Trays and funnels.
- (c) Different type of joints.

MACHINE ASSEMBLY PRACTICE:

- (a) Study of centrifugal pump

- Smithy operations, upsetting, swaging, setting down and bending. Example – Exercise – Production of hexagonal headed bolt.
- Foundry operations like mould preparation for gear and step cone pulley.
- Fitting – Exercises – Preparation of square fitting and V – fitting models.

III	ELECTRICAL ENGINEERING PRACTICE	13
	1. Residential house wiring using switches, fuse, indicator, lamp and energy meter. 2. Fluorescent lamp wiring. 3. Stair case wiring 4. Measurement of electrical quantities – voltage, current, power & power factor in RLC circuit. 5. Measurement of energy using single phase energy meter. 6. Measurement of resistance to earth of an electrical equipment.	
IV	ELECTRONICS ENGINEERING PRACTICE	16
	1. Study of Electronic components and equipments – Resistor, colour coding measurement of AC signal parameter (peak-peak, rms period, frequency) using CR. 2. Study of logic gates AND, OR, EX-OR and NOT. 3. Generation of Clock Signal. 4. Soldering practice – Components Devices and Circuits – Using general purpose PCB. 5. Measurement of ripple factor of HWR and FWR.	

OUTCOMES:

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

- Fabricate carpentry components and pipe connections including plumbing works.
- Use welding equipments to join the structures.
- Carry out the basic machining operations
- Make the models using sheet metal works
- Illustrate on centrifugal pump, Air conditioner, operations of smithy, foundry and fittings
- Carry out basic home electrical works and appliances
- Measure the electrical quantities
- Elaborate on the components, gates, soldering practices.

CIVIL

- | | |
|---|----------|
| 1. Assorted components for plumbing consisting of metallic pipes, plastic pipes, flexible pipes, couplings, unions, elbows, plugs and other fittings. | 15 Sets. |
| 2. Carpentry vice (fitted to work bench) | 15 Nos. |
| 3. Standard woodworking tools | 15 Sets. |
| 4. Models of industrial trusses, door joints, furniture joints | 5 each |
| 5. Power Tools: (a) Rotary Hammer | 2 Nos |
| (b) Demolition Hammer | 2 Nos |
| (c) Circular Saw | 2 Nos |
| (d) Planer | 2 Nos |
| (e) Hand Drilling Machine | 2 Nos |
| (f) Jigsaw | 2 Nos |

1. Arc welding transformer with cables and holders 5 Nos.

2. Welding booth with exhaust facility	5 Nos.
3. Welding accessories like welding shield, chipping hammer, wire brush, etc.	5 Sets.
4. Oxygen and acetylene gas cylinders, blow pipe and other welding outfit.	2 Nos.
5. Centre lathe	2 Nos.
6. Hearth furnace, anvil and smithy tools	2 Sets.
7. Moulding table, foundry tools	2 Sets.
8. Power Tool: Angle Grinder	2 Nos
9. Study-purpose items: centrifugal pump, air-conditioner	One each.

ELECTRICAL

1. Assorted electrical components for house wiring	15 Sets
2. Electrical measuring instruments	10 Sets
3. Study purpose items: Iron box, fan and regulator, emergency lamp 1 each	
4. Megger (250V/500V)	1 No.
5. Power Tools: (a) Range Finder	2 Nos
(b) Digital Live-wire detector	2 Nos

ELECTRONICS

1. Soldering guns	10 Nos.
2. Assorted electronic components for making circuits	50 Nos.
3. Small PCBs	10 Nos.
4. Multimeters	10 Nos.
5. Study purpose items: Telephone, FM radio, low-voltage power supply	

CS8261

C PROGRAMMING LABORATORY

L T P C
0 0 4 2

OBJECTIVES:

- To develop programs in C using basic constructs.
- To develop applications in C using strings, pointers, functions, structures.
- To develop applications in C using file processing.

LIST OF EXPERIMENTS:

1. Programs using I/O statements and expressions.
2. Programs using decision-making constructs.
3. Write a program to find whether the given year is leap year or Not? (Hint: not every centurion year is a leap. For example 1700, 1800 and 1900 is not a leap year)
4. Design a calculator to perform the operations, namely, addition, subtraction, multiplication, division and square of a number.
5. Check whether a given number is Armstrong number or not?
6. Given a set of numbers like <10, 36, 54, 89, 12, 27>, find sum of weights based on the following conditions.
 - 5 if it is a perfect cube.
 - 4 if it is a multiple of 4 and divisible by 6.
 - 3 if it is a prime number.

Sort the numbers based on the weight in the increasing order as shown below

<10,its weight>,<36,its weight><89,its weight>

7. Populate an array with height of persons and find how many persons are above the average height.
8. Populate a two dimensional array with height and weight of persons and compute the Body Mass Index of the individuals.
9. Given a string "a\$bcd./fg" find its reverse without changing the position of special characters.
(Example input:a@gh%;j and output:j@hg%;a)

10. Convert the given decimal number into binary, octal and hexadecimal numbers using user defined functions.
11. From a given paragraph perform the following using built-in functions:
 - a. Find the total number of words.
 - b. Capitalize the first word of each sentence.
 - c. Replace a given word with another word.
12. Solve towers of Hanoi using recursion.
13. Sort the list of numbers using pass by reference.
14. Generate salary slip of employees using structures and pointers.
15. Compute internal marks of students for five different subjects using structures and functions.
16. Insert, update, delete and append telephone details of an individual or a company into a telephone directory using random access file.
17. Count the number of account holders whose balance is less than the minimum balance using sequential access file.

Mini project

18. Create a "Railway reservation system" with the following modules
 - Booking
 - Availability checking
 - Cancellation
 - Prepare chart

TOTAL: 60 PERIODS

OUTCOMES:

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

- Develop C programs for simple applications making use of basic constructs, arrays and strings.
- Develop C programs involving functions, recursion, pointers, and structures.
- Design applications using sequential and random access file processing.

MA8351

DISCRETE MATHEMATICS

L	T	P	C
4	0	0	4

OBJECTIVES:

- To extend student's logical and mathematical maturity and ability to deal with abstraction.
- To introduce most of the basic terminologies used in computer science courses and application of ideas to solve practical problems.
- To understand the basic concepts of combinatorics and graph theory.
- To familiarize the applications of algebraic structures.
- To understand the concepts and significance of lattices and boolean algebra which are widely used in computer science and engineering.

UNIT I LOGIC AND PROOFS

12

Propositional logic – Propositional equivalences - Predicates and quantifiers – Nested quantifiers – Rules of inference - Introduction to proofs – Proof methods and strategy.

UNIT II COMBINATORICS

12

Mathematical induction – Strong induction and well ordering – The basics of counting – The pigeonhole principle – Permutations and combinations – Recurrence relations – Solving linear recurrence relations – Generating functions – Inclusion and exclusion principle and its applications

UNIT III GRAPHS

12

Graphs and graph models – Graph terminology and special types of graphs – Matrix representation of graphs and graph isomorphism – Connectivity – Euler and Hamilton paths.

UNIT IV ALGEBRAIC STRUCTURES**12**

Algebraic systems – Semi groups and monoids - Groups – Subgroups – Homomorphism's – Normal subgroup and cosets – Lagrange's theorem – Definitions and examples of Rings and Fields.

UNIT V LATTICES AND BOOLEAN ALGEBRA**12**

Partial ordering – Posets – Lattices as posets – Properties of lattices - Lattices as algebraic systems – Sub lattices – Direct product and homomorphism – Some special lattices – Boolean algebra.

TOTAL: 60 PERIODS**OUTCOMES:****At the end of the course, students would:**

- Have knowledge of the concepts needed to test the logic of a program.
- Have an understanding in identifying structures on many levels.
- Be aware of a class of functions which transform a finite set into another finite set which relates to input and output functions in computer science.
- Be aware of the counting principles.
- Be exposed to concepts and properties of algebraic structures such as groups, rings and fields.

TEXTBOOKS:

1. Rosen, K.H., "Discrete Mathematics and its Applications", 7th Edition, Tata McGraw Hill Pub. Co. Ltd., New Delhi, Special Indian Edition, 2011.
2. Tremblay, J.P. and Manohar.R, " Discrete Mathematical Structures with Applications to Computer Science", Tata McGraw Hill Pub. Co. Ltd, New Delhi, 30th Reprint, 2011.

REFERENCES:

1. Grimaldi, R.P. "Discrete and Combinatorial Mathematics: An Applied Introduction", 4th Edition, Pearson Education Asia, Delhi, 2007.
2. Lipschutz, S. and Mark Lipson., "Discrete Mathematics", Schaum's Outlines, Tata McGraw Hill Pub. Co. Ltd., New Delhi, 3rd Edition, 2010.
3. Koshy, T. "Discrete Mathematics with Applications", Elsevier Publications, 2006.

CS8351**DIGITAL PRINCIPLES AND SYSTEM DESIGN**

L	T	P	C
4	0	0	4

OBJECTIVES:

- To design digital circuits using simplified Boolean functions
- To analyze and design combinational circuits
- To analyze and design synchronous and asynchronous sequential circuits
- To understand Programmable Logic Devices
- To write HDL code for combinational and sequential circuits

UNIT I BOOLEAN ALGEBRA AND LOGIC GATES**12**

Number Systems - Arithmetic Operations - Binary Codes- Boolean Algebra and Logic Gates - Theorems and Properties of Boolean Algebra - Boolean Functions - Canonical and Standard Forms - Simplification of Boolean Functions using Karnaugh Map - Logic Gates – NAND and NOR Implementations.

UNIT II COMBINATIONAL LOGIC**12**

Combinational Circuits – Analysis and Design Procedures - Binary Adder-Subtractor - Decimal Adder - Binary Multiplier - Magnitude Comparator - Decoders – Encoders – Multiplexers - Introduction to HDL – HDL Models of Combinational circuits.

UNIT III SYNCHRONOUS SEQUENTIAL LOGIC 12

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

UNIT IV ASYNCHRONOUS SEQUENTIAL LOGIC 12

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

UNIT V MEMORY AND PROGRAMMABLE LOGIC 12

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

TOTAL : 60 PERIODS

OUTCOMES:

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

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

TEXT BOOK:

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

REFERENCES:

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

CS8391

DATA STRUCTURES

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

OBJECTIVES:

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

UNIT I LINEAR DATA STRUCTURES – LIST 9

Abstract Data Types (ADTs) – List ADT – array-based implementation – linked list implementation —singly linked lists- circularly linked lists- doubly-linked lists – applications of lists –Polynomial Manipulation – All operations (Insertion, Deletion, Merge, Traversal).

UNIT II LINEAR DATA STRUCTURES – STACKS, QUEUES 9

Stack ADT – Operations - Applications - Evaluating arithmetic expressions- Conversion of Infix to postfix expression - Queue ADT – Operations - Circular Queue – Priority Queue - deQueue – applications of queues.

UNIT III	NON LINEAR DATA STRUCTURES – TREES	9
Tree ADT – tree traversals - Binary Tree ADT – expression trees – applications of trees – binary search tree ADT – Threaded Binary Trees- AVL Trees – B-Tree - B+ Tree - Heap – Applications of heap.		
UNIT IV	NON LINEAR DATA STRUCTURES - GRAPHS	9
Definition – Representation of Graph – Types of graph - Breadth-first traversal - Depth-first traversal – Topological Sort – Bi-connectivity – Cut vertex – Euler circuits – Applications of graphs.		
UNIT V	SEARCHING, SORTING AND HASHING TECHNIQUES	9
Searching- Linear Search - Binary Search. Sorting - Bubble sort - Selection sort - Insertion sort - Shell sort – Radix sort. Hashing- Hash Functions – Separate Chaining – Open Addressing – Rehashing – Extendible Hashing.		

TOTAL: 45 PERIODS

OUTCOMES:

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

- Implement abstract data types for linear data structures.
- Apply the different linear and non-linear data structures to problem solutions.
- Critically analyze the various sorting algorithms.

TEXT BOOKS:

1. Mark Allen Weiss, "Data Structures and Algorithm Analysis in C", 2nd Edition, Pearson Education, 1997.
2. Reema Thareja, "Data Structures Using C", Second Edition, Oxford University Press, 2011

REFERENCES:

1. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein, "Introduction to Algorithms", Second Edition, McGraw Hill, 2002.
2. Aho, Hopcroft and Ullman, "Data Structures and Algorithms", Pearson Education, 1983.
3. Stephen G. Kochan, "Programming in C", 3rd edition, Pearson Education.
4. Ellis Horowitz, Sartaj Sahni, Susan Anderson-Freed, "Fundamentals of Data Structures in C", Second Edition, University Press, 2008

CS8392

OBJECT ORIENTED PROGRAMMING

L T P C
3 0 0 3

OBJECTIVES:

- To understand Object Oriented Programming concepts and basic characteristics of Java
- To know the principles of packages, inheritance and interfaces
- To define exceptions and use I/O streams
- To develop a java application with threads and generics classes
- To design and build simple Graphical User Interfaces

UNIT I INTRODUCTION TO OOP AND JAVA FUNDAMENTALS 10

Object Oriented Programming - Abstraction – objects and classes - Encapsulation- Inheritance - Polymorphism- OOP in Java – Characteristics of Java – The Java Environment - Java Source File -Structure – Compilation. Fundamental Programming Structures in Java – Defining classes in Java – constructors, methods -access specifiers - static members -Comments, Data Types, Variables, Operators, Control Flow, Arrays, Packages - JavaDoc comments.

UNIT II INHERITANCE AND INTERFACES 9

Inheritance – Super classes- sub classes –Protected members – constructors in sub classes- the Object class – abstract classes and methods- final methods and classes – Interfaces – defining an interface, implementing interface, differences between classes and interfaces and extending

interfaces - Object cloning -inner classes, Array Lists - Strings

UNIT III EXCEPTION HANDLING AND I/O 9

Exceptions - exception hierarchy - throwing and catching exceptions – built-in exceptions, creating own exceptions, Stack Trace Elements. Input / Output Basics – Streams – Byte streams and Character streams – Reading and Writing Console – Reading and Writing Files

UNIT IV MULTITHREADING AND GENERIC PROGRAMMING 8

Differences between multi-threading and multitasking, thread life cycle, creating threads, synchronizing threads, Inter-thread communication, daemon threads, thread groups. Generic Programming – Generic classes – generic methods – Bounded Types – Restrictions and Limitations.

UNIT V EVENT DRIVEN PROGRAMMING 9

Graphics programming - Frame – Components - working with 2D shapes - Using color, fonts, and images - Basics of event handling - event handlers - adapter classes - actions - mouse events - AWT event hierarchy - Introduction to Swing – layout management - Swing Components – Text Fields , Text Areas – Buttons- Check Boxes – Radio Buttons – Lists- choices- Scrollbars – Windows –Menus – Dialog Boxes.

TOTAL: 45 PERIODS

OUTCOMES:

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

- Develop Java programs using OOP principles
- Develop Java programs with the concepts inheritance and interfaces
- Build Java applications using exceptions and I/O streams
- Develop Java applications with threads and generics classes
- Develop interactive Java programs using swings

TEXT BOOKS:

1. Herbert Schildt, "Java The complete reference", 8th Edition, McGraw Hill Education, 2011.
2. Cay S. Horstmann, Gary cornell, "Core Java Volume –I Fundamentals", 9th Edition, Prentice Hall, 2013.

REFERENCES:

1. Paul Deitel, Harvey Deitel, "Java SE 8 for programmers", 3rd Edition, Pearson, 2015.
2. Steven Holzner, "Java 2 Black book", Dreamtech press, 2011.
3. Timothy Budd, "Understanding Object-oriented programming with Java", Updated Edition, Pearson Education, 2000.

EC8395

COMMUNICATION ENGINEERING

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

OBJECTIVES:

- To introduce the relevance of this course to the existing technology through demonstrations, case studies, simulations, contributions of scientist, national/international policies with a futuristic vision along with socio-economic impact and issues
- To study the various analog and digital modulation techniques
- To study the principles behind information theory and coding
- To study the various digital communication techniques

UNIT I ANALOG MODULATION 9

Amplitude Modulation – AM, DSBSC, SSBSC, VSB – PSD, modulators and demodulators – Angle modulation – PM and FM – PSD, modulators and demodulators – Superheterodyne receivers

UNIT II	PULSE MODULATION	9
Low pass sampling theorem – Quantization – PAM – Line coding – PCM, DPCM, DM, and ADPCM And ADM, Channel Vocoder - Time Division Multiplexing, Frequency Division Multiplexing		
UNIT III	DIGITAL MODULATION AND TRANSMISSION	9
Phase shift keying – BPSK, DPSK, QPSK – Principles of M-ary signaling M-ary PSK & QAM – Comparison, ISI – Pulse shaping – Duo binary encoding – Cosine filters – Eye pattern, equalizers		
UNIT IV	INFORMATION THEORY AND CODING	9
Measure of information – Entropy – Source coding theorem – Shannon–Fano coding, Huffman Coding, LZ Coding – Channel capacity – Shannon-Hartley law – Shannon's limit – Error control codes – Cyclic codes, Syndrome calculation – Convolution Coding, Sequential and Viterbi decoding		
UNIT V	SPREAD SPECTRUM AND MULTIPLE ACCESS	9
PN sequences – properties – m-sequence – DSSS – Processing gain, Jamming – FHSS – Synchronisation and tracking – Multiple Access – FDMA, TDMA, CDMA,		
		TOTAL: 45 PERIODS

OUTCOMES:

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

- Ability to comprehend and appreciate the significance and role of this course in the present contemporary world
- Apply analog and digital communication techniques.
- Use data and pulse communication techniques.
- Analyze Source and Error control coding.

TEXT BOOKS:

1. H Taub, D L Schilling, G Saha, "Principles of Communication Systems" 3/e, TMH 2007
2. S. Haykin "Digital Communications" John Wiley 2005

REFERENCES:

1. B.P.Lathi, "Modern Digital and Analog Communication Systems", 3rd edition, Oxford University Press, 2007
2. H P Hsu, Schaum Outline Series – "Analog and Digital Communications" TMH 2006
3. B.Sklar, Digital Communications Fundamentals and Applications" 2/e Pearson Education 2007.

CS8381	DATA STRUCTURES LABORATORY	L T P C
		0 0 4 2

OBJECTIVES

- To implement linear and non-linear data structures
 - To understand the different operations of search trees
 - To implement graph traversal algorithms
 - To get familiarized to sorting and searching algorithms
1. Array implementation of Stack and Queue ADTs
 2. Array implementation of List ADT
 3. Linked list implementation of List, Stack and Queue ADTs
 4. Applications of List, Stack and Queue ADTs
 5. Implementation of Binary Trees and operations of Binary Trees
 6. Implementation of Binary Search Trees
 7. Implementation of AVL Trees
 8. Implementation of Heaps using Priority Queues.

9. Graph representation and Traversal algorithms
10. Applications of Graphs
11. Implementation of searching and sorting algorithms
12. Hashing – any two collision techniques

TOTAL: 60 PERIODS

OUTCOMES:

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

- Write functions to implement linear and non-linear data structure operations
- Suggest appropriate linear / non-linear data structure operations for solving a given problem
- Appropriately use the linear / non-linear data structure operations for a given problem
- Apply appropriate hash functions that result in a collision free scenario for data storage and retrieval

CS8383

OBJECT ORIENTED PROGRAMMING LABORATORY

**L T P C
0 0 4 2**

OBJECTIVES

- To build software development skills using java programming for real-world applications.
- To understand and apply the concepts of classes, packages, interfaces, arraylist, exception handling and file processing.
- To develop applications using generic programming and event handling.

LIST OF EXPERIMENTS

1. Develop a Java application to generate Electricity bill. Create a class with the following members: Consumer no., consumer name, previous month reading, current month reading, type of EB connection (i.e domestic or commercial). Compute the bill amount using the following tariff.

If the type of the EB connection is domestic, calculate the amount to be paid as follows:

- First 100 units - Rs. 1 per unit
- 101-200 units - Rs. 2.50 per unit
- 201 -500 units - Rs. 4 per unit
- > 501 units - Rs. 6 per unit

If the type of the EB connection is commercial, calculate the amount to be paid as follows:

- First 100 units - Rs. 2 per unit
- 101-200 units - Rs. 4.50 per unit
- 201 -500 units - Rs. 6 per unit
- > 501 units - Rs. 7 per unit

2. Develop a java application to implement currency converter (Dollar to INR, EURO to INR, Yen to INR and vice versa), distance converter (meter to KM, miles to KM and vice versa) , time converter (hours to minutes, seconds and vice versa) using packages.
3. Develop a java application with Employee class with Emp_name, Emp_id, Address, Mail_id, Mobile_no as members. Inherit the classes, Programmer, Assistant Professor, Associate Professor and Professor from employee class. Add Basic Pay (BP) as the member of all the inherited classes with 97% of BP as DA, 10 % of BP as HRA, 12% of BP as PF, 0.1% of BP for staff club fund. Generate pay slips for the employees with their gross and net salary.
4. Design a Java interface for ADT Stack. Implement this interface using array. Provide necessary exception handling in both the implementations.

5. Write a program to perform string operations using ArrayList. Write functions for the following
 - a. Append - add at end
 - b. Insert – add at particular index
 - c. Search
 - d. List all string starts with given letter
6. Write a Java Program to create an abstract class named Shape that contains two integers and an empty method named print Area(). Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape.
7. Write a Java program to implement user defined exception handling.
8. Write a Java program that reads a file name from the user, displays information about whether the file exists, whether the file is readable, or writable, the type of file and the length of the file in bytes.
9. Write a java program that implements a multi-threaded application that has three threads. First thread generates a random integer every 1 second and if the value is even, second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of cube of the number.
10. Write a java program to find the maximum value from the given type of elements using a generic function.
11. Design a calculator using event-driven programming paradigm of Java with the following options.
 - a) Decimal manipulations
 - b) Scientific manipulations
12. Develop a mini project for any application using Java concepts.

TOTAL : 60 PERIODS

OUTCOMES

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

- Develop and implement Java programs for simple applications that make use of classes, packages and interfaces.
- Develop and implement Java programs with arraylist, exception handling and multithreading .
- Design applications using file processing, generic programming and event handling.

CS8382

DIGITAL SYSTEMS LABORATORY

L	T	P	C
0	0	4	2

OBJECTIVES:

- To understand the various basic logic gates
- To design and implement the various combinational circuits
- To design and implement combinational circuits using MSI devices.
- To design and implement sequential circuits
- To understand and code with HDL programming

LIST OF EXPERIMENTS

1. Verification of Boolean Theorems using basic gates.
2. Design and implementation of combinational circuits using basic gates for arbitrary

- functions, code converters.
3. Design and implement Half/Full Adder and Subtractor.
 4. Design and implement combinational circuits using MSI devices:
 - 4 – bit binary adder / subtractor
 - Parity generator / checker
 - Magnitude Comparator
 - Application using multiplexers
 5. Design and implement shift-registers.
 6. Design and implement synchronous counters.
 7. Design and implement asynchronous counters.
 8. Coding combinational circuits using HDL.
 9. Coding sequential circuits using HDL.
 10. Design and implementation of a simple digital system (Mini Project).

TOTAL: 60 PERIODS

OUTCOMES:

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

- Implement simplified combinational circuits using basic logic gates
- Implement combinational circuits using MSI devices
- Implement sequential circuits like registers and counters
- Simulate combinational and sequential circuits using HDL

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

LABORATORY REQUIREMENT FOR BATCH OF 30 STUDENTS HARDWARE:

1. Digital trainer kits - 30
2. Digital ICs required for the experiments in sufficient numbers

SOFTWARE:

1. HDL simulator.

		L	T	P	C
HS8381	INTERPERSONAL SKILLS/LISTENING&SPEAKING	0	0	2	1

OBJECTIVES:

The Course will enable learners to:

- Equip students with the English language skills required for the successful undertaking of academic studies with primary emphasis on academic speaking and listening skills.
- Provide guidance and practice in basic general and classroom conversation and to engage in specific academic speaking activities.
- improve general and academic listening skills
- Make effective presentations.

UNIT I

Listening as a key skill- its importance- speaking - give personal information - ask for personal information - express ability - enquire about ability - ask for clarification Improving pronunciation - pronunciation basics taking lecture notes - preparing to listen to a lecture - articulate a complete idea as opposed to producing fragmented utterances.

UNIT II

Listen to a process information- give information, as part of a simple explanation - conversation starters: small talk - stressing syllables and speaking clearly - intonation patterns - compare and contrast information and ideas from multiple sources- converse with reasonable accuracy over a wide range of everyday topics.

UNIT III

Lexical chunking for accuracy and fluency- factors influence fluency, deliver a five-minute informal talk - greet - respond to greetings - describe health and symptoms - invite and offer - accept - decline - take leave - listen for and follow the gist- listen for detail

UNIT IV

Being an active listener: giving verbal and non-verbal feedback - participating in a group discussion - summarizing academic readings and lectures conversational speech listening to and participating in conversations - persuade.

UNIT V

Formal and informal talk - listen to follow and respond to explanations, directions and instructions in academic and business contexts - strategies for presentations and interactive communication - group/pair presentations - negotiate disagreement in group work.

TOTAL :30PERIODS

OUTCOMES:

At the end of the course Learners will be able to:

- Listen and respond appropriately.
- Participate in group discussions
- Make effective presentations
- Participate confidently and appropriately in conversations both formal and informal

TEXT BOOKS:

1. Brooks,Margret. Skills for Success. Listening and Speaking. Level 4 Oxford University Press, Oxford: 2011.
2. Richards,C. Jack. & David Bholke. Speak Now Level 3. Oxford University Press, Oxford: 2010

REFERENCES:

1. Bhatnagar, Nitin and MamtaBhatnagar. Communicative English for Engineers and Professionals. Pearson: New Delhi, 2010.
2. Hughes, Glyn and Josephine Moate. Practical English Classroom. Oxford University Press: Oxford, 2014.
3. Vargo, Mari. Speak Now Level 4. Oxford University Press: Oxford, 2013.
4. Richards C. Jack. Person to Person (Starter). Oxford University Press: Oxford, 2006.
5. Ladousse, Gillian Porter. Role Play. Oxford University Press: Oxford, 2014

MA8402

PROBABILITY AND QUEUING THEORY

L	T	P	C
4	0	0	4

OBJECTIVES:

- To provide necessary basic concepts in probability and random processes for applications such as random signals, linear systems in communication engineering.
- To understand the basic concepts of probability, one and two dimensional random variables and to introduce some standard distributions applicable to engineering which can describe real life phenomenon.
- To understand the basic concepts of random processes which are widely used in IT fields.
- To understand the concept of queueing models and apply in engineering.
- To understand the significance of advanced queueing models.
- To provide the required mathematical support in real life problems and develop probabilistic models which can be used in several areas of science and engineering.

Probability – Axioms of probability – Conditional probability – Baye's theorem - Discrete and continuous random variables – Moments – Moment generating functions – Binomial, Poisson, Geometric, Uniform, Exponential and Normal distributions.

Joint distributions – Marginal and conditional distributions – Covariance – Correlation and linear regression – Transformation of random variables – Central limit theorem (for independent and identically distributed random variables).

Classification – Stationary process – Markov process - Poisson process – Discrete parameter
Markov chain – Chapman Kolmogorov equations – Limiting distributions.

Markovian queues – Birth and death processes – Single and multiple server queueing models – Little's formula - Queues with finite waiting rooms – Queues with impatient customers : Balking and reneging.

Finite source models - M/G/1 queue – Pollaczek Khinchin formula - M/D/1 and M/E_K/1 as special cases – Series queues – Open Jackson networks.

OUTCOMES:

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

- Understand the fundamental knowledge of the concepts of probability and have knowledge of standard distributions which can describe real life phenomenon.
- Understand the basic concepts of one and two dimensional random variables and apply in engineering applications.
- Apply the concept of random processes in engineering disciplines.
- Acquire skills in analyzing queueing models.
- Understand and characterize phenomenon which evolve with respect to time in a probabilistic manner

1. Gross, D., Shortle, J.F, Thompson, J.M and Harris. C.M., "Fundamentals of Queueing Theory", Wiley Student 4th Edition, 2014.
2. Ibe, O.C., "Fundamentals of Applied Probability and Random Processes", Elsevier, 1st Indian Reprint, 2007.

1. Hwei Hsu, "Schaum's Outline of Theory and Problems of Probability, Random Variables and Random Processes", Tata McGraw Hill Edition, New Delhi, 2004.
2. Taha, H.A., "Operations Research", 9th Edition, Pearson India Education Services, Delhi, 2016.
3. Trivedi, K.S., "Probability and Statistics with Reliability, Queueing and Computer Science Applications", 2nd Edition, John Wiley and Sons, 2002.
4. Yates, R.D. and Goodman. D. J., "Probability and Stochastic Processes", 2nd Edition, Wiley India Pvt. Ltd., Bangalore, 2012.

OBJECTIVES:

- To learn the basic structure and operations of a computer.
- To learn the arithmetic and logic unit and implementation of fixed-point and floating point arithmetic unit.
- To learn the basics of pipelined execution.
- To understand parallelism and multi-core processors.
- To understand the memory hierarchies, cache memories and virtual memories.
- To learn the different ways of communication with I/O devices.

UNIT I BASIC STRUCTURE OF A COMPUTER SYSTEM 9

Functional Units – Basic Operational Concepts – Performance – Instructions: Language of the Computer – Operations, Operands – Instruction representation – Logical operations – decision making – MIPS Addressing.

UNIT II ARITHMETIC FOR COMPUTERS 9

Addition and Subtraction – Multiplication – Division – Floating Point Representation – Floating Point Operations – Subword Parallelism

UNIT III PROCESSOR AND CONTROL UNIT 9

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

UNIT IV PARALLELISIM 9

Parallel processing challenges – Flynn's classification – SISD, MIMD, SIMD, SPMD, and Vector Architectures - Hardware multithreading – Multi-core processors and other Shared Memory Multiprocessors - Introduction to Graphics Processing Units, Clusters, Warehouse Scale Computers and other Message-Passing Multiprocessors.

UNIT V MEMORY & I/O SYSTEMS 9

Memory Hierarchy - memory technologies – cache memory – measuring and improving cache performance – virtual memory, TLB's – Accessing I/O Devices – Interrupts – Direct Memory Access – Bus structure – Bus operation – Arbitration – Interface circuits - USB.

TOTAL : 45 PERIODS

OUTCOMES:

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

- Understand the basics structure of computers, operations and instructions.
- Design arithmetic and logic unit.
- Understand pipelined execution and design control unit.
- Understand parallel processing architectures.
- Understand the various memory systems and I/O communication.

TEXT BOOKS:

1. David A. Patterson and John L. Hennessy, Computer Organization and Design: The Hardware/Software Interface, Fifth Edition, Morgan Kaufmann / Elsevier, 2014.
2. Carl Hamacher, Zvonko Vranesic, Safwat Zaky and Naraig Manjikian, Computer Organization and Embedded Systems, Sixth Edition, Tata McGraw Hill, 2012.

REFERENCES:

1. William Stallings, Computer Organization and Architecture – Designing for Performance, Eighth Edition, Pearson Education, 2010.
2. John P. Hayes, Computer Architecture and Organization, Third Edition, Tata

- McGraw Hill, 2012.
3. John L. Hennessey and David A. Patterson, Computer Architecture – A Quantitative Approach, Morgan Kaufmann / Elsevier Publishers, Fifth Edition, 2012.

CS8492

DATABASE MANAGEMENT SYSTEMS

L T P C
3 0 0 3

OBJECTIVES

- To learn the fundamentals of data models and to represent a database system using ER diagrams.
- To study SQL and relational database design.
- To understand the internal storage structures using different file and indexing techniques which will help in physical DB design.
- To understand the fundamental concepts of transaction processing- concurrency control techniques and recovery procedures.
- To have an introductory knowledge about the Storage and Query processing Techniques

UNIT I RELATIONAL DATABASES

10

Purpose of Database System – Views of data – Data Models – Database System Architecture – Introduction to relational databases – Relational Model – Keys – Relational Algebra – SQL fundamentals – Advanced SQL features – Embedded SQL– Dynamic SQL

UNIT II DATABASE DESIGN

8

Entity-Relationship model – E-R Diagrams – Enhanced-ER Model – ER-to-Relational Mapping – Functional Dependencies – Non-loss Decomposition – First, Second, Third Normal Forms, Dependency Preservation – Boyce/Codd Normal Form – Multi-valued Dependencies and Fourth Normal Form – Join Dependencies and Fifth Normal Form

UNIT III TRANSACTIONS

9

Transaction Concepts – ACID Properties – Schedules – Serializability – Concurrency Control – Need for Concurrency – Locking Protocols – Two Phase Locking – Deadlock – Transaction Recovery - Save Points – Isolation Levels – SQL Facilities for Concurrency and Recovery.

UNIT IV IMPLEMENTATION TECHNIQUES

9

RAID – File Organization – Organization of Records in Files – Indexing and Hashing –Ordered Indices – B+ tree Index Files – B tree Index Files – Static Hashing – Dynamic Hashing – Query Processing Overview – Algorithms for SELECT and JOIN operations – Query optimization using Heuristics and Cost Estimation.

UNIT V ADVANCED TOPICS

9

Distributed Databases: Architecture, Data Storage, Transaction Processing – Object-based Databases: Object Database Concepts, Object-Relational features, ODMG Object Model, ODL, OQL - XML Databases: XML Hierarchical Model, DTD, XML Schema, XQuery – Information Retrieval: IR Concepts, Retrieval Models, Queries in IR systems.

TOTAL: 45 PERIODS

OUTCOMES:

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

- Classify the modern and futuristic database applications based on size and complexity
- Map ER model to Relational model to perform database design effectively
- Write queries using normalization criteria and optimize queries
- Compare and contrast various indexing strategies in different database systems
- Appraise how advanced databases differ from traditional databases.

TEXT BOOKS:

1. Abraham Silberschatz, Henry F. Korth, S. Sudharshan, "Database System Concepts", Sixth Edition, Tata McGraw Hill, 2011.
2. Ramez Elmasri, Shamkant B. Navathe, "Fundamentals of Database Systems", Sixth Edition, Pearson Education, 2011.

REFERENCES:

1. C.J.Date, A.Kannan, S.Swamynathan, "An Introduction to Database Systems", Eighth Edition, Pearson Education, 2006.
2. Raghu Ramakrishnan, —Database Management SystemsII, Fourth Edition, McGraw-Hill College Publications, 2015.
3. G.K.Gupta, "Database Management Systems", Tata McGraw Hill, 2011.

CS8451**DESIGN AND ANALYSIS OF ALGORITHMS****L T P C
3 0 0 3****OBJECTIVES:**

- To understand and apply the algorithm analysis techniques.
- To critically analyze the efficiency of alternative algorithmic solutions for the same problem
- To understand different algorithm design techniques.
- To understand the limitations of Algorithmic power.

UNIT I INTRODUCTION**9**

Notion of an Algorithm – Fundamentals of Algorithmic Problem Solving – Important Problem Types – Fundamentals of the Analysis of Algorithmic Efficiency –Asymptotic Notations and their properties. Analysis Framework – Empirical analysis - Mathematical analysis for Recursive and Non-recursive algorithms - Visualization

UNIT II BRUTE FORCE AND DIVIDE-AND-CONQUER**9**

Brute Force – Computing a^n – String Matching - Closest-Pair and Convex-Hull Problems - Exhaustive Search - Travelling Salesman Problem - Knapsack Problem - Assignment problem. Divide and Conquer Methodology – Binary Search – Merge sort – Quick sort – Heap Sort - Multiplication of Large Integers – Closest-Pair and Convex - Hull Problems.

UNIT III DYNAMIC PROGRAMMING AND GREEDY TECHNIQUE**9**

Dynamic programming – Principle of optimality - Coin changing problem, Computing a Binomial Coefficient – Floyd's algorithm – Multi stage graph - Optimal Binary Search Trees – Knapsack Problem and Memory functions.

Greedy Technique – Container loading problem - Prim's algorithm and Kruskal's Algorithm – 0/1 Knapsack problem, Optimal Merge pattern - Huffman Trees.

UNIT IV ITERATIVE IMPROVEMENT**9**

The Simplex Method - The Maximum-Flow Problem – Maximum Matching in Bipartite Graphs, Stable marriage Problem.

UNIT V COPING WITH THE LIMITATIONS OF ALGORITHM POWER**9**

Lower - Bound Arguments - P, NP NP- Complete and NP Hard Problems. Backtracking – n-Queen problem - Hamiltonian Circuit Problem – Subset Sum Problem. Branch and Bound – LIFO Search and FIFO search - Assignment problem – Knapsack Problem – Travelling Salesman Problem - Approximation Algorithms for NP-Hard Problems – Travelling Salesman problem – Knapsack problem.

TOTAL: 45 PERIODS

OUTCOMES:

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

- Design algorithms for various computing problems.
- Analyze the time and space complexity of algorithms.
- Critically analyze the different algorithm design techniques for a given problem.
- Modify existing algorithms to improve efficiency.

TEXT BOOKS:

1. Anany Levitin, "Introduction to the Design and Analysis of Algorithms", Third Edition, Pearson Education, 2012.
2. Ellis Horowitz, Sartaj Sahni and Sanguthevar Rajasekaran, Computer Algorithms/ C++, Second Edition, Universities Press, 2007.

REFERENCES:

1. Thomas H.Cormen, Charles E.Leiserson, Ronald L. Rivest and Clifford Stein, "Introduction to Algorithms", Third Edition, PHI Learning Private Limited, 2012.
2. Alfred V. Aho, John E. Hopcroft and Jeffrey D. Ullman, "Data Structures and Algorithms", Pearson Education, Reprint 2006.
3. Harsh Bhasin, "Algorithms Design and Analysis", Oxford university press, 2016.
4. S. Sridhar, "Design and Analysis of Algorithms", Oxford university press, 2014.
5. <http://nptel.ac.in/>

CS8493**OPERATING SYSTEMS****L T P C
3 0 0 3****OBJECTIVES:**

- To understand the basic concepts and functions of operating systems.
- To understand Processes and Threads
- To analyze Scheduling algorithms.
- To understand the concept of Deadlocks.
- To analyze various memory management schemes.
- To understand I/O management and File systems.
- To be familiar with the basics of Linux system and Mobile OS like iOS and Android.

UNIT I OPERATING SYSTEM OVERVIEW**7**

Computer System Overview-Basic Elements, Instruction Execution, Interrupts, Memory Hierarchy, Cache Memory, Direct Memory Access, Multiprocessor and Multicore Organization. Operating system overview-objectives and functions, Evolution of Operating System.- Computer System Organization Operating System Structure and Operations- System Calls, System Programs, OS Generation and System Boot.

UNIT II PROCESS MANAGEMENT**11**

Processes - Process Concept, Process Scheduling, Operations on Processes, Inter-process Communication; CPU Scheduling - Scheduling criteria, Scheduling algorithms, Multiple-processor scheduling, Real time scheduling; Threads- Overview, Multithreading models, Threading issues; Process Synchronization - The critical-section problem, Synchronization hardware, Mutex locks, Semaphores, Classic problems of synchronization, Critical regions, Monitors; Deadlock - System model, Deadlock characterization, Methods for handling deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from deadlock.

UNIT III STORAGE MANAGEMENT**9**

Main Memory – Background, Swapping, Contiguous Memory Allocation, Paging, Segmentation, Segmentation with paging, 32 and 64 bit architecture Examples; Virtual Memory – Background,

Demand Paging, Page Replacement, Allocation, Thrashing; Allocating Kernel Memory, OS Examples.

UNIT IV FILE SYSTEMS AND I/O SYSTEMS 9

Mass Storage system – Overview of Mass Storage Structure, Disk Structure, Disk Scheduling and Management, swap space management; File-System Interface - File concept, Access methods, Directory Structure, Directory organization, File system mounting, File Sharing and Protection; File System Implementation- File System Structure, Directory implementation, Allocation Methods, Free Space Management, Efficiency and Performance, Recovery; I/O Systems – I/O Hardware, Application I/O interface, Kernel I/O subsystem, Streams, Performance.

UNIT V CASE STUDY 9

Linux System - Design Principles, Kernel Modules, Process Management, Scheduling, Memory Management, Input-Output Management, File System, Inter-process Communication; Mobile OS - iOS and Android - Architecture and SDK Framework, Media Layer, Services Layer, Core OS Layer, File System.

TOTAL : 45 PERIODS

OUTCOMES:

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

- Analyze various scheduling algorithms.
- Understand deadlock, prevention and avoidance algorithms.
- Compare and contrast various memory management schemes.
- Understand the functionality of file systems.
- Perform administrative tasks on Linux Servers.
- Compare iOS and Android Operating Systems.

TEXT BOOK :

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

REFERENCES :

1. Ramaz Elmasri, A. Gil Carrick, David Levine, "Operating Systems – A Spiral Approach", Tata McGraw Hill Edition, 2010.
2. Achyut S.Godbole, Atul Kahate, "Operating Systems", McGraw Hill Education, 2016.
3. Andrew S. Tanenbaum, "Modern Operating Systems", Second Edition, Pearson Education, 2004.
4. Gary Nutt, "Operating Systems", Third Edition, Pearson Education, 2004.
5. Harvey M. Deitel, "Operating Systems", Third Edition, Pearson Education, 2004.
6. Daniel P Bovet and Marco Cesati, "Understanding the Linux kernel", 3rd edition, O'Reilly, 2005.
7. Neil Smyth, "iPhone iOS 4 Development Essentials – Xcode", Fourth Edition, Payload media, 2011.

CS8494

SOFTWARE ENGINEERING

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the phases in a software project
- To understand fundamental concepts of requirements engineering and Analysis Modeling.
- To understand the various software design methodologies
- To learn various testing and maintenance measures

UNIT I SOFTWARE PROCESS AND AGILE DEVELOPMENT 9

Introduction to Software Engineering, Software Process, Perspective and Specialized Process Models –Introduction to Agility-Agile process-Extreme programming-XP Process.

UNIT II REQUIREMENTS ANALYSIS AND SPECIFICATION 9

Software Requirements: Functional and Non-Functional, User requirements, System requirements, Software Requirements Document – Requirement Engineering Process: Feasibility Studies, Requirements elicitation and analysis, requirements validation, requirements management- Classical analysis: Structured system Analysis, Petri Nets- Data Dictionary.

UNIT III SOFTWARE DESIGN 9

Design process – Design Concepts-Design Model– Design Heuristic – Architectural Design - Architectural styles, Architectural Design, Architectural Mapping using Data Flow- User Interface Design: Interface analysis, Interface Design –Component level Design: Designing Class based components, traditional Components.

UNIT IV TESTING AND MAINTENANCE 9

Software testing fundamentals-Internal and external views of Testing-white box testing - basis path testing-control structure testing-black box testing- Regression Testing – Unit Testing – Integration Testing – Validation Testing – System Testing And Debugging –Software Implementation Techniques: Coding practices-Refactoring-Maintenance and Reengineering-BPR model-Reengineering process model-Reverse and Forward Engineering.

UNIT V PROJECT MANAGEMENT 9

Software Project Management: Estimation – LOC, FP Based Estimation, Make/Buy Decision COCOMO I & II Model – Project Scheduling – Scheduling, Earned Value Analysis Planning – Project Plan, Planning Process, RFP Risk Management – Identification, Projection - Risk Management-Risk Identification-RMMM Plan-CASE TOOLS

TOTAL :45 PERIODS

OUTCOMES:

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

- Identify the key activities in managing a software project.
- Compare different process models.
- Concepts of requirements engineering and Analysis Modeling.
- Apply systematic procedure for software design and deployment.
- Compare and contrast the various testing and maintenance.
- Manage project schedule, estimate project cost and effort required.

TEXT BOOKS:

1. Roger S. Pressman, "Software Engineering – A Practitioner's Approach", Seventh Edition, Mc Graw-Hill International Edition, 2010.
2. Ian Sommerville, "Software Engineering", 9th Edition, Pearson Education Asia, 2011.

REFERENCES:

1. Rajib Mall, "Fundamentals of Software Engineering", Third Edition, PHI Learning Private Limited, 2009.
2. Pankaj Jalote, "Software Engineering, A Precise Approach", Wiley India, 2010.
3. Kelkar S.A., "Software Engineering", Prentice Hall of India Pvt Ltd, 2007.
4. Stephen R.Schach, "Software Engineering", Tata McGraw-Hill Publishing Company Limited, 2007.
5. <http://nptel.ac.in/>.

CS8481	DATABASE MANAGEMENT SYSTEMS LABORATORY	L T P C
		0 0 4 2

AIM:

The aim of this laboratory is to inculcate the abilities of applying the principles of the database management systems. This course aims to prepare the students for projects where a proper implementation of databases will be required.

OBJECTIVES:

- To understand data definitions and data manipulation commands
 - To learn the use of nested and join queries
 - To understand functions, procedures and procedural extensions of data bases
 - To be familiar with the use of a front end tool
 - To understand design and implementation of typical database applications
1. Data Definition Commands, Data Manipulation Commands for inserting, deleting, updating and retrieving Tables and Transaction Control statements
 2. Database Querying – Simple queries, Nested queries, Sub queries and Joins
 3. Views, Sequences, Synonyms
 4. Database Programming: Implicit and Explicit Cursors
 5. Procedures and Functions
 6. Triggers
 7. Exception Handling
 8. Database Design using ER modeling, normalization and Implementation for any application
 9. Database Connectivity with Front End Tools
 10. Case Study using real life database applications

TOTAL: 60 PERIODS

OUTCOMES:

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

- Use typical data definitions and manipulation commands.
- Design applications to test Nested and Join Queries
- Implement simple applications that use Views
- Implement applications that require a Front-end Tool
- Critically analyze the use of Tables, Views, Functions and Procedures

CS8461

OPERATING SYSTEMS LABORATORY

L T P C
0 0 4 2

OBJECTIVES

- To learn Unix commands and shell programming
- To implement various CPU Scheduling Algorithms
- To implement Process Creation and Inter Process Communication.
- To implement Deadlock Avoidance and Deadlock Detection Algorithms
- To implement Page Replacement Algorithms
- To implement File Organization and File Allocation Strategies

LIST OF EXPERIMENTS

1. Basics of UNIX commands
2. Write programs using the following system calls of UNIX operating system
fork, exec, getpid, exit, wait, close, stat, opendir, readdir
3. Write C programs to simulate UNIX commands like cp, ls, grep, etc.
4. Shell Programming
5. Write C programs to implement the various CPU Scheduling Algorithms
6. Implementation of Semaphores
7. Implementation of Shared memory and IPC
8. Bankers Algorithm for Deadlock Avoidance
9. Implementation of Deadlock Detection Algorithm
10. Write C program to implement Threading & Synchronization Applications
11. Implementation of the following Memory Allocation Methods for fixed partition
 - a) First Fit
 - b) Worst Fit
 - c) Best Fit
12. Implementation of Paging Technique of Memory Management
13. Implementation of the following Page Replacement Algorithms
 - a) FIFO
 - b) LRU
 - c) LFU

14. Implementation of the various File Organization Techniques
 15. Implementation of the following File Allocation Strategies
 a) Sequential b) Indexed c) Linked

TOTAL: 60 PERIODS

OUTCOMES:

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

- Compare the performance of various CPU Scheduling Algorithms
- Implement Deadlock avoidance and Detection Algorithms
- Implement Semaphores
- Create processes and implement IPC
- Analyze the performance of the various Page Replacement Algorithms
- Implement File Organization and File Allocation Strategies

HS8461

ADVANCED READING AND WRITING

L	T	P	C
0	0	2	1

OBJECTIVES:

- Strengthen the reading skills of students of engineering.
- Enhance their writing skills with specific reference to technical writing.
- Develop students' critical thinking skills.
- Provide more opportunities to develop their project and proposal writing skills.

UNIT I

Reading - Strategies for effective reading-Use glosses and footnotes to aid reading comprehension- Read and recognize different text types-Predicting content using photos and title
Writing-Plan before writing- Develop a paragraph: topic sentence, supporting sentences, concluding sentence –Write a descriptive paragraph

UNIT II

Reading-Read for details-Use of graphic organizers to review and aid comprehension **Writing**- State reasons and examples to support ideas in writing- Write a paragraph with reasons and examples- Write an opinion paragraph

UNIT III

Reading- Understanding pronoun reference and use of connectors in a passage- speed reading techniques-**Writing**- Elements of a good essay-Types of essays- descriptive-narrative- issue-based-argumentative-analytical.

UNIT IV

Reading- Genre and Organization of Ideas- **Writing**- Email writing- visumes – Job application-project writing-writing convincing proposals.

UNIT V

Reading- Critical reading and thinking- understanding how the text positions the reader- identify
Writing- Statement of Purpose- letter of recommendation- Vision statement

TOTAL: 30 PERIODS

OUTCOMES:

At the end of the course Learners will be able to:

- Write different types of essays.
- Write winning job applications.

- Read and evaluate texts critically.
- Display critical thinking in various professional contexts.

TEXT BOOKS:

1. Gramer F. Margot and Colin S. Ward **Reading and Writing (Level 3)** Oxford University Press: Oxford, 2011
2. Debra Daise, CharlNorloff, and Paul Carne **Reading and Writing (Level 4)** Oxford University Press: Oxford, 2011

REFERENCES:

1. Davis, Jason and Rhonda Liss. **Effective Academic Writing (Level 3)** Oxford University Press: Oxford, 2006
2. E. Suresh Kumar and et al. **Enriching Speaking and Writing Skills**. Second Edition. Orient Black swan: Hyderabad, 2012
3. Withrow, Jeans and et al. **Inspired to Write. Readings and Tasks to develop writing skills**. Cambridge University Press: Cambridge, 2004
4. Goatly, Andrew. **Critical Reading and Writing**. Routledge: United States of America, 2000
5. Petelin, Roslyn and Marsh Durham. **The Professional Writing Guide: Knowing Well and Knowing Why**. Business & Professional Publishing: Australia, 2004

MA8551

ALGEBRA AND NUMBER THEORY

L	T	P	C
4	0	0	4

OBJECTIVES:

- To introduce the basic notions of groups, rings, fields which will then be used to solve related problems.
- To introduce and apply the concepts of rings, finite fields and polynomials.
- To understand the basic concepts in number theory
- To examine the key questions in the Theory of Numbers.
- To give an integrated approach to number theory and abstract algebra, and provide a firm basis for further reading and study in the subject.

UNIT I GROUPS AND RINGS

12

Groups : Definition - Properties - Homomorphism - Isomorphism - Cyclic groups - Cosets - Lagrange's theorem. Rings: Definition - Sub rings - Integral domain - Field - Integer modulo n - Ring homomorphism.

UNIT II FINITE FIELDS AND POLYNOMIALS

12

Rings - Polynomial rings - Irreducible polynomials over finite fields - Factorization of polynomials over finite fields.

UNIT III DIVISIBILITY THEORY AND CANONICAL DECOMPOSITIONS

12

Division algorithm – Base - b representations – Number patterns – Prime and composite numbers – GCD – Euclidean algorithm – Fundamental theorem of arithmetic – LCM.

UNIT IV DIOPHANTINE EQUATIONS AND CONGRUENCES

12

Linear Diophantine equations – Congruence's – Linear Congruence's - Applications: Divisibility tests - Modular exponentiation-Chinese remainder theorem – 2 x 2 linear systems.

UNIT V CLASSICAL THEOREMS AND MULTIPLICATIVE FUNCTIONS

12

Wilson's theorem – Fermat's little theorem – Euler's theorem – Euler's Phi functions – Tau and Sigma functions.

TOTAL: 60 PERIODS

OUTCOMES:

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

- Apply the basic notions of groups, rings, fields which will then be used to solve related problems.
- Explain the fundamental concepts of advanced algebra and their role in modern mathematics and applied contexts.
- Demonstrate accurate and efficient use of advanced algebraic techniques.
- Demonstrate their mastery by solving non - trivial problems related to the concepts, and by proving simple theorems about the, statements proven by the text.
- Apply integrated approach to number theory and abstract algebra, and provide a firm basis for further reading and study in the subject.

TEXTBOOKS:

1. Grimaldi, R.P and Ramana, B.V., "Discrete and Combinatorial Mathematics", Pearson Education, 5th Edition, New Delhi, 2007.
2. Koshy, T., "Elementary Number Theory with Applications", Elsevier Publications, New Delhi, 2002.

REFERENCES:

1. Lidl, R. and Pitz, G, "Applied Abstract Algebra", Springer Verlag, New Delhi, 2nd Edition, 2006.
2. Niven, I., Zuckerman.H.S., and Montgomery, H.L., "An Introduction to Theory of Numbers", John Wiley and Sons , Singapore, 2004.
3. San Ling and Chaoping Xing, "Coding Theory – A first Course", Cambridge Publications, Cambridge, 2004.

CS8591**COMPUTER NETWORKS**

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the protocol layering and physical level communication.
- To analyze the performance of a network.
- To understand the various components required to build different networks.
- To learn the functions of network layer and the various routing protocols.
- To familiarize the functions and protocols of the Transport layer.

UNIT I INTRODUCTION AND PHYSICAL LAYER 9

Networks – Network Types – Protocol Layering – TCP/IP Protocol suite – OSI Model – Physical Layer: Performance – Transmission media – Switching – Circuit-switched Networks – Packet Switching.

UNIT II DATA-LINK LAYER & MEDIA ACCESS 9

Introduction – Link-Layer Addressing – DLC Services – Data-Link Layer Protocols – HDLC – PPP - Media Access Control - Wired LANs: Ethernet - Wireless LANs – Introduction – IEEE 802.11, Bluetooth – Connecting Devices.

UNIT III NETWORK LAYER 9

Network Layer Services – Packet switching – Performance – IPV4 Addresses – Forwarding of IP Packets - Network Layer Protocols: IP, ICMP v4 – Unicast Routing Algorithms – Protocols – Multicasting Basics – IPV6 Addressing – IPV6 Protocol.

UNIT IV TRANSPORT LAYER 9

Introduction – Transport Layer Protocols – Services – Port Numbers – User Datagram Protocol – Transmission Control Protocol – SCTP.

UNIT V APPLICATION LAYER 9

WWW and HTTP – FTP – Email –Telnet –SSH – DNS – SNMP.

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

- Understand the basic layers and its functions in computer networks.
- Evaluate the performance of a network.
- Understand the basics of how data flows from one node to another.
- Analyze and design routing algorithms.
- Design protocols for various functions in the network.
- Understand the working of various application layer protocols.

TEXT BOOK:

1. Behrouz A. Forouzan, Data Communications and Networking, Fifth Edition TMH, 2013.

REFERENCES

1. Larry L. Peterson, Bruce S. Davie, Computer Networks: A Systems Approach, Fifth Edition, Morgan Kaufmann Publishers Inc., 2012.
2. William Stallings, Data and Computer Communications, Tenth Edition, Pearson Education, 2013.
3. Nader F. Mir, Computer and Communication Networks, Second Edition, Prentice Hall, 2014.
4. Ying-Dar Lin, Ren-Hung Hwang and Fred Baker, Computer Networks: An Open Source Approach, McGraw Hill Publisher, 2011.
5. James F. Kurose, Keith W. Ross, Computer Networking, A Top-Down Approach Featuring the Internet, Sixth Edition, Pearson Education, 2013.

EC8691**MICROPROCESSORS AND MICROCONTROLLERS****L T P C
3 0 0 3****OBJECTIVES:**

- To understand the Architecture of 8086 microprocessor.
- To learn the design aspects of I/O and Memory Interfacing circuits.
- To interface microprocessors with supporting chips.
- To study the Architecture of 8051 microcontroller.
- To design a microcontroller based system

UNIT I THE 8086 MICROPROCESSOR**9**

Introduction to 8086 – Microprocessor architecture – Addressing modes - Instruction set and assembler directives – Assembly language programming – Modular Programming - Linking and Relocation - Stacks - Procedures – Macros – Interrupts and interrupt service routines – Byte and String Manipulation.

UNIT II 8086 SYSTEM BUS STRUCTURE**9**

8086 signals – Basic configurations – System bus timing –System design using 8086 – I/O programming – Introduction to Multiprogramming – System Bus Structure – Multiprocessor configurations – Coprocessor, Closely coupled and loosely Coupled configurations – Introduction to advanced processors.

UNIT III I/O INTERFACING**9**

Memory Interfacing and I/O interfacing - Parallel communication interface – Serial communication interface – D/A and A/D Interface - Timer – Keyboard /display controller – Interrupt controller – DMA controller – Programming and applications Case studies: Traffic Light control, LED display , LCD display, Keyboard display interface and Alarm Controller.

UNIT IV MICROCONTROLLER**9**

Architecture of 8051 – Special Function Registers(SFRs) - I/O Pins Ports and Circuits - Instruction set - Addressing modes - Assembly language programming.

UNIT V INTERFACING MICROCONTROLLER**9**

Programming 8051 Timers - Serial Port Programming - Interrupts Programming – LCD & Keyboard Interfacing - ADC, DAC & Sensor Interfacing - External Memory Interface- Stepper Motor and Waveform generation - Comparison of Microprocessor, Microcontroller, PIC and ARM processors

TOTAL: 45 PERIODS**OUTCOMES:**

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

- Understand and execute programs based on 8086 microprocessor.
- Design Memory Interfacing circuits.
- Design and interface I/O circuits.
- Design and implement 8051 microcontroller based systems.

TEXT BOOKS:

1. Yu-Cheng Liu, Glenn A.Gibson, "Microcomputer Systems: The 8086 / 8088 Family - Architecture, Programming and Design", Second Edition, Prentice Hall of India, 2007. (UNIT I- III)
2. Mohamed Ali Mazidi, Janice Gillispie Mazidi, Rolin McKinlay, "The 8051 Microcontroller and Embedded Systems: Using Assembly and C", Second Edition, Pearson education, 2011. (UNIT IV-V)

REFERENCES:

1. Douglas V.Hall, "Microprocessors and Interfacing, Programming and Hardware", TMH, 2012
2. A.K.Ray, K.M.Bhurchandi, "Advanced Microprocessors and Peripherals "3rd edition, Tata McGrawHill, 2012

CS8501**THEORY OF COMPUTATION****L T P C
3 0 0 3****OBJECTIVES:**

- To understand the language hierarchy
- To construct automata for any given pattern and find its equivalent regular expressions
- To design a context free grammar for any given language
- To understand Turing machines and their capability
- To understand undecidable problems and NP class problems

UNIT I AUTOMATA FUNDAMENTALS**9**

Introduction to formal proof – Additional forms of Proof – Inductive Proofs –Finite Automata – Deterministic Finite Automata – Non-deterministic Finite Automata – Finite Automata with Epsilon Transitions

UNIT II REGULAR EXPRESSIONS AND LANGUAGES**9**

Regular Expressions – FA and Regular Expressions – Proving Languages not to be regular – Closure Properties of Regular Languages – Equivalence and Minimization of Automata.

UNIT III CONTEXT FREE GRAMMAR AND LANGUAGES**9**

CFG – Parse Trees – Ambiguity in Grammars and Languages – Definition of the Pushdown Automata – Languages of a Pushdown Automata – Equivalence of Pushdown Automata and CFG, Deterministic Pushdown Automata.

UNIT IV PROPERTIES OF CONTEXT FREE LANGUAGES 9
 Normal Forms for CFG – Pumping Lemma for CFL – Closure Properties of CFL – Turing Machines – Programming Techniques for TM.

UNIT V UNDECIDABILITY 9
 Non Recursive Enumerable (RE) Language – Undecidable Problem with RE – Undecidable Problems about TM – Post's Correspondence Problem, The Class P and NP.

TOTAL :45PERIODS

OUTCOMES:

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

- Construct automata, regular expression for any pattern.
- Write Context free grammar for any construct.
- Design Turing machines for any language.
- Propose computation solutions using Turing machines.
- Derive whether a problem is decidable or not.

TEXT BOOK:

1. J.E.Hopcroft, R.Motwani and J.D Ullman, "Introduction to Automata Theory, Languages and Computations", Second Edition, Pearson Education, 2003.

REFERENCES:

1. H.R.Lewis and C.H.Papadimitriou, "Elements of the theory of Computation", Second Edition, PHI, 2003.
2. J.Martin, "Introduction to Languages and the Theory of Computation", Third Edition, TMH, 2003.
3. Micheal Sipser, "Introduction of the Theory and Computation", Thomson Brokecole, 1997.

CS8592 OBJECT ORIENTED ANALYSIS AND DESIGN L T P C
3 0 0 3

OBJECTIVES:

- To understand the fundamentals of object modeling
- To understand and differentiate Unified Process from other approaches.
- To design with static UML diagrams.
- To design with the UML dynamic and implementation diagrams.
- To improve the software design with design patterns.
- To test the software against its requirements specification

UNIT I UNIFIED PROCESS AND USE CASE DIAGRAMS 9
 Introduction to OOAD with OO Basics - Unified Process – UML diagrams – Use Case –Case study – the Next Gen POS system, Inception -Use case Modelling – Relating Use cases – include, extend and generalization – When to use Use-cases

UNIT II STATIC UML DIAGRAMS 9
 Class Diagram— Elaboration – Domain Model – Finding conceptual classes and description classes – Associations – Attributes – Domain model refinement – Finding conceptual class Hierarchies – Aggregation and Composition - Relationship between sequence diagrams and use cases – When to use Class Diagrams

UNIT III DYNAMIC AND IMPLEMENTATION UML DIAGRAMS 9
Dynamic Diagrams – UML interaction diagrams - System sequence diagram – Collaboration diagram – When to use Communication Diagrams - State machine diagram and Modelling –When to use State Diagrams - Activity diagram – When to use activity diagrams

Implementation Diagrams - UML package diagram - When to use package diagrams - Component and Deployment Diagrams – When to use Component and Deployment diagrams

UNIT IV DESIGN PATTERNS 9

GRASP: Designing objects with responsibilities – Creator – Information expert – Low Coupling – High Cohesion – Controller

Design Patterns – **creational** – factory method – **structural** – Bridge – Adapter – **behavioural** – Strategy – observer –Applying GoF design patterns – Mapping design to code

UNIT V TESTING 9

Object Oriented Methodologies – Software Quality Assurance – Impact of object orientation on Testing – Develop Test Cases and Test Plans

TOTAL: 45 PERIODS

OUTCOMES:

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

- Express software design with UML diagrams
- Design software applications using OO concepts.
- Identify various scenarios based on software requirements
- Transform UML based software design into pattern based design using design patterns
- Understand the various testing methodologies for OO software

TEXT BOOKS:

1. Craig Larman, “Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development”, Third Edition, Pearson Education, 2005.
2. Ali Bahrami - Object Oriented Systems Development - McGraw Hill International Edition - 1999

REFERENCES:

1. Erich Gamma, and Richard Helm, Ralph Johnson, John Vlissides, “Design patterns: Elements of Reusable Object-Oriented Software”, Addison-Wesley, 1995.
2. Martin Fowler, “UML Distilled: A Brief Guide to the Standard Object Modeling Language”, Third edition, Addison Wesley, 2003.

EC8681	MICROPROCESSORS AND MICROCONTROLLERS LABORATORY	L T P C
		0 0 4 2

OBJECTIVES:

- To Introduce ALP concepts, features and Coding methods
- Write ALP for arithmetic and logical operations in 8086 and 8051
- Differentiate Serial and Parallel Interface
- Interface different I/Os with Microprocessors
- Be familiar with MASM

LIST OF EXPERIMENTS:

8086 Programs using kits and MASM

1. Basic arithmetic and Logical operations
2. Move a data block without overlap
3. Code conversion, decimal arithmetic and Matrix operations.
4. Floating point operations, string manipulations, sorting and searching
5. Password checking, Print RAM size and system date
6. Counters and Time Delay

Peripherals and Interfacing Experiments

7. Traffic light controller
8. Stepper motor control

9. Digital clock
10. Key board and Display
11. Printer status
12. Serial interface and Parallel interface
13. A/D and D/A interface and Waveform Generation

8051 Experiments using kits and MASM

14. Basic arithmetic and Logical operations
15. Square and Cube program, Find 2's complement of a number
16. Unpacked BCD to ASCII

TOTAL: 60 PERIODS

OUTCOMES:

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

- Write ALP Programmes for fixed and Floating Point and Arithmetic operations
- Interface different I/Os with processor
- Generate waveforms using Microprocessors
- Execute Programs in 8051
- Explain the difference between simulator and Emulator

LAB EQUIPMENT FOR A BATCH OF 30 STUDENTS:

HARDWARE:

8086 development kits - 30 nos
 Interfacing Units - Each 10 nos
 Microcontroller - 30 nos

SOFTWARE:

Intel Desktop Systems with MASM - 30 nos
 8086 Assembler
 8051 Cross Assembler

CS8582 OBJECT ORIENTED ANALYSIS AND DESIGN LABORATORY

L T P C
0 0 4 2

OBJECTIVES:

- To capture the requirements specification for an intended software system
- To draw the UML diagrams for the given specification
- To map the design properly to code
- To test the software system thoroughly for all scenarios
- To improve the design by applying appropriate design patterns.

Draw standard UML diagrams using an UML modeling tool for a given case study and map design to code and implement a 3 layered architecture. Test the developed code and validate whether the SRS is satisfied.

1. Identify a software system that needs to be developed.
2. Document the Software Requirements Specification (SRS) for the identified system.
3. Identify use cases and develop the Use Case model.
4. Identify the conceptual classes and develop a Domain Model and also derive a Class Diagram from that.
5. Using the identified scenarios, find the interaction between objects and represent them using UML Sequence and Collaboration Diagrams
6. Draw relevant State Chart and Activity Diagrams for the same system.
7. Implement the system as per the detailed design
8. Test the software system for all the scenarios identified as per the usecase diagram
9. Improve the reusability and maintainability of the software system by applying appropriate

- design patterns.
10. Implement the modified system and test it for various scenarios

SUGGESTED DOMAINS FOR MINI-PROJECT:

1. Passport automation system.
2. Book bank
3. Exam registration
4. Stock maintenance system.
5. Online course reservation system
6. Airline/Railway reservation system
7. Software personnel management system
8. Credit card processing
9. e-book management system
10. Recruitment system
11. Foreign trading system
12. Conference management system
13. BPO management system
14. Library management system
15. Student information system

TOTAL: 60 PERIODS

OUTCOMES:

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

- Perform OO analysis and design for a given problem specification.
- Identify and map basic software requirements in UML mapping.
- Improve the software quality using design patterns and to explain the rationale behind applying specific design patterns
- Test the compliance of the software with the SRS.

HARDWARE REQUIREMENTS

Standard PC

SOFTWARE REQUIREMENTS

1. Windows 7 or higher
2. ArgoUML that supports UML 1.4 and higher
3. Selenium, JUnit or Apache JMeter

CS8581

NETWORKS LABORATORY

L	T	P	C
0	0	4	2

OBJECTIVES:

- To learn and use network commands.
- To learn socket programming.
- To implement and analyze various network protocols.
- To learn and use simulation tools.
- To use simulation tools to analyze the performance of various network protocols.

LIST OF EXPERIMENTS

1. Learn to use commands like tcpdump, netstat, ifconfig, nslookup and traceroute. Capture ping and traceroute PDUs using a network protocol analyzer and examine.
2. Write a HTTP web client program to download a web page using TCP sockets.
3. Applications using TCP sockets like:
 - Echo client and echo server
 - Chat
 - File Transfer

4. Simulation of DNS using UDP sockets.
5. Write a code simulating ARP /RARP protocols.
6. Study of Network simulator (NS) and Simulation of Congestion Control Algorithms using NS.
7. Study of TCP/UDP performance using Simulation tool.
8. Simulation of Distance Vector/ Link State Routing algorithm.
9. Performance evaluation of Routing protocols using Simulation tool.
10. Simulation of error correction code (like CRC).

TOTAL: 60 PERIODS

OUTCOMES:

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

- Implement various protocols using TCP and UDP.
- Compare the performance of different transport layer protocols.
- Use simulation tools to analyze the performance of various network protocols.
- Analyze various routing algorithms.
- Implement error correction codes.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

LABORATORY REQUIREMENT FOR BATCH OF 30 STUDENTS:

HARDWARE:

- | | |
|------------------------|--------|
| 1. Standalone desktops | 30 Nos |
|------------------------|--------|

SOFTWARE:

- | | |
|--|----|
| 1. C / C++ / Java / Python / Equivalent Compiler | 30 |
| 2. Network simulator like NS2/Glomosim/OPNET/ Packet Tracer / Equivalent | |

CS8651

INTERNET PROGRAMMING

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand different Internet Technologies.
- To learn java-specific web services architecture

UNIT I WEBSITE BASICS, HTML 5, CSS 3, WEB 2.0 9

Web Essentials: Clients, Servers and Communication – The Internet – Basic Internet protocols – World wide web – HTTP Request Message – HTTP Response Message – Web Clients – Web Servers – HTML5 – Tables – Lists – Image – HTML5 control elements – Semantic elements – Drag and Drop – Audio – Video controls - CSS3 – Inline, embedded and external style sheets – Rule cascading – Inheritance – Backgrounds – Border Images – Colors – Shadows – Text – Transformations – Transitions – Animations.

UNIT II CLIENT SIDE PROGRAMMING 9

Java Script: An introduction to JavaScript–JavaScript DOM Model-Date and Objects,- Regular Expressions- Exception Handling-Validation-Built-in objects-Event Handling-DHTML with JavaScript- JSON introduction – Syntax – Function Files – Http Request – SQL.

UNIT III SERVER SIDE PROGRAMMING 9

Servlets: Java Servlet Architecture- Servlet Life Cycle- Form GET and POST actions- Session Handling- Understanding Cookies- Installing and Configuring Apache Tomcat Web Server- DATABASE CONNECTIVITY: JDBC perspectives, JDBC program example - JSP: Understanding Java Server Pages-JSP Standard Tag Library (JSTL)-Creating HTML forms by embedding JSP code.

9

UNIT V INTRODUCTION TO AJAX and WEB SERVICES

9

TOTAL 45 PERIODS

9

OBJECTIVES:

- To understand the basic concepts of mobile computing.
- To learn the basics of mobile telecommunication system .
- To be familiar with the network layer protocols and Ad-Hoc networks.
- To know the basis of transport and application layer protocols.
- To gain knowledge about different mobile platforms and application development.

UNIT I INTRODUCTION**9**

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

UNIT II MOBILE TELECOMMUNICATION SYSTEM**9**

Introduction to Cellular Systems - GSM – Services & Architecture – Protocols – Connection Establishment – Frequency Allocation – Routing – Mobility Management – Security – GPRS- UMTS – Architecture – Handover - Security

UNIT III MOBILE NETWORK LAYER**9**

Mobile IP – DHCP – AdHoc– Proactive protocol-DSDV, Reactive Routing Protocols – DSR, AODV , Hybrid routing –ZRP, Multicast Routing- ODMRP, Vehicular Ad Hoc networks (VANET) –MANET Vs VANET – Security.

UNIT IV MOBILE TRANSPORT AND APPLICATION LAYER**9**

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

UNIT V MOBILE PLATFORMS AND APPLICATIONS**9**

Mobile Device Operating Systems – Special Constraints & Requirements – Commercial Mobile Operating Systems – Software Development Kit: iOS, Android, BlackBerry, Windows Phone – MCommerce – Structure – Pros & Cons – Mobile Payment System – Security Issues

TOTAL 45 PERIODS**OUTCOMES:**

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

- Explain the basics of mobile telecommunication systems
- Illustrate the generations of telecommunication systems in wireless networks
- Determine the functionality of MAC, network layer and Identify a routing protocol for a given Ad hoc network
- Explain the functionality of Transport and Application layers
- Develop a mobile application using android/blackberry/ios/Windows SDK

TEXT BOOKS:

1. Jochen Schiller, "Mobile Communications", PHI, Second Edition, 2003.
2. Prasant Kumar Pattnaik, Rajib Mall, "Fundamentals of Mobile Computing", PHI Learning Pvt.Ltd, New Delhi – 2012

REFERENCES

1. Dharma Prakash Agarwal, Qing and An Zeng, "Introduction to Wireless and Mobile systems", Thomson Asia Pvt Ltd, 2005.
2. Uwe Hansmann, Lothar Merk, Martin S. Nicklons and Thomas Stober, "Principles of Mobile Computing", Springer, 2003.
3. William.C.Y.Lee, "Mobile Cellular Telecommunications-Analog and Digital Systems", Second Edition, TataMcGraw Hill Edition ,2006.
4. C.K.Toth, "AdHoc Mobile Wireless Networks", First Edition, Pearson Education, 2002.

5. Android Developers : <http://developer.android.com/index.html>
6. Apple Developer : <https://developer.apple.com/>
7. Windows Phone DevCenter : <http://developer.windowsphone.com>
8. BlackBerry Developer : <http://developer.blackberry.com>

CS8602

COMPILER DESIGN

L	T	P	C
3	0	2	4

OBJECTIVES:

- To learn the various phases of compiler.
- To learn the various parsing techniques.
- To understand intermediate code generation and run-time environment.
- To learn to implement front-end of the compiler.
- To learn to implement code generator.

UNIT I INTRODUCTION TO COMPILERS 9

Structure of a compiler – Lexical Analysis – Role of Lexical Analyzer – Input Buffering – Specification of Tokens – Recognition of Tokens – Lex – Finite Automata – Regular Expressions to Automata – Minimizing DFA.

UNIT II SYNTAX ANALYSIS 12

Role of Parser – Grammars – Error Handling – Context-free grammars – Writing a grammar – Top Down Parsing - General Strategies Recursive Descent Parser Predictive Parser-LL(1) Parser-Shift Reduce Parser-LR Parser-LR (0)Item Construction of SLR Parsing Table - Introduction to LALR Parser - Error Handling and Recovery in Syntax Analyzer-YACC.

UNIT III INTERMEDIATE CODE GENERATION 8

Syntax Directed Definitions, Evaluation Orders for Syntax Directed Definitions, Intermediate Languages: Syntax Tree, Three Address Code, Types and Declarations, Translation of Expressions, Type Checking.

UNIT IV RUN-TIME ENVIRONMENT AND CODE GENERATION 8

Storage Organization, Stack Allocation Space, Access to Non-local Data on the Stack, Heap Management - Issues in Code Generation - Design of a simple Code Generator.

UNIT V CODE OPTIMIZATION 8

Principal Sources of Optimization – Peep-hole optimization - DAG- Optimization of Basic Blocks- Global Data Flow Analysis - Efficient Data Flow Algorithm.

LIST OF EXPERIMENTS:

1. Develop a lexical analyzer to recognize a few patterns in C. (Ex. identifiers, constants, comments, operators etc.). Create a symbol table, while recognizing identifiers.
2. Implement a Lexical Analyzer using Lex Tool
3. Implement an Arithmetic Calculator using LEX and YACC
4. Generate three address code for a simple program using LEX and YACC.
5. Implement simple code optimization techniques (Constant folding, Strength reduction and Algebraic transformation)
6. Implement back-end of the compiler for which the three address code is given as input and the 8086 assembly language code is produced as output.

PRACTICALS	30	PERIODS
THEORY	45	PERIODS
TOTAL :	75	PERIODS

OUTCOMES:

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

- Understand the different phases of compiler.
- Design a lexical analyzer for a sample language.

- Apply different parsing algorithms to develop the parsers for a given grammar.
- Understand syntax-directed translation and run-time environment.
- Learn to implement code optimization techniques and a simple code generator.
- Design and implement a scanner and a parser using LEX and YACC tools.

TEXT BOOK:

1. Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, Compilers: Principles, Techniques and Tools, Second Edition, Pearson Education, 2009.

REFERENCES

1. Randy Allen, Ken Kennedy, Optimizing Compilers for Modern Architectures: A Dependence based Approach, Morgan Kaufmann Publishers, 2002.
2. Steven S. Muchnick, Advanced Compiler Design and Implementation, Morgan Kaufmann Publishers - Elsevier Science, India, Indian Reprint 2003.
3. Keith D Cooper and Linda Torczon, Engineering a Compiler, Morgan Kaufmann Publishers Elsevier Science, 2004.
4. V. Raghavan, Principles of Compiler Design, Tata McGraw Hill Education Publishers, 2010.
5. Allen I. Holub, Compiler Design in C, Prentice-Hall Software Series, 1993.

CS8603

DISTRIBUTED SYSTEMS

LT P C
3 0 0 3

OBJECTIVES:

- To understand the foundations of distributed systems.
- To learn issues related to clock Synchronization and the need for global state in distributed systems.
- To learn distributed mutual exclusion and deadlock detection algorithms.
- To understand the significance of agreement, fault tolerance and recovery protocols in Distributed Systems.
- To learn the characteristics of peer-to-peer and distributed shared memory systems.

UNIT I INTRODUCTION

9

Introduction: Definition –Relation to computer system components –Motivation –Relation to parallel systems – Message-passing systems versus shared memory systems –Primitives for distributed communication –Synchronous versus asynchronous executions –Design issues and challenges. **A model of distributed computations:** A distributed program –A model of distributed executions –Models of communication networks –Global state – Cuts –Past and future cones of an event –Models of process communications. **Logical Time:** A framework for a system of logical clocks –Scalar time –Vector time – Physical clock synchronization: NTP.

UNIT II MESSAGE ORDERING & SNAPSHOTS

9

Message ordering and group communication: Message ordering paradigms –Asynchronous execution with synchronous communication –Synchronous program order on an asynchronous system –Group communication – Causal order (CO) - Total order. **Global state and snapshot recording algorithms:** Introduction –System model and definitions –Snapshot algorithms for FIFO channels

UNIT III DISTRIBUTED MUTEX & DEADLOCK

9

Distributed mutual exclusion algorithms: Introduction – Preliminaries – Lamport's algorithm – Ricart-Agrawala algorithm – Maekawa's algorithm – Suzuki-Kasami's broadcast algorithm. **Deadlock detection in distributed systems:** Introduction – System model – Preliminaries – Models of deadlocks – Knapp's classification – Algorithms for the single resource model, the AND model and the OR model.

UNIT IV RECOVERY & CONSENSUS**9**

Checkpointing and rollback recovery: Introduction – Background and definitions – Issues in failure recovery – Checkpoint-based recovery – Log-based rollback recovery – Coordinated checkpointing algorithm – Algorithm for asynchronous checkpointing and recovery. **Consensus and agreement algorithms:** Problem definition – Overview of results – Agreement in a failure – free system – Agreement in synchronous systems with failures.

UNIT V P2P & DISTRIBUTED SHARED MEMORY**9**

Peer-to-peer computing and overlay graphs: Introduction – Data indexing and overlays – Chord – Content addressable networks – Tapestry. **Distributed shared memory:** Abstraction and advantages – Memory consistency models – Shared memory Mutual Exclusion.

TOTAL: 45 PERIODS**OUTCOMES:**

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

- Elucidate the foundations and issues of distributed systems
- Understand the various synchronization issues and global state for distributed systems.
- Understand the Mutual Exclusion and Deadlock detection algorithms in distributed systems
- Describe the agreement protocols and fault tolerance mechanisms in distributed systems.
- Describe the features of peer-to-peer and distributed shared memory systems

TEXT BOOKS:

1. Kshemkalyani, Ajay D., and Mukesh Singhal. Distributed computing: principles, algorithms, and systems. Cambridge University Press, 2011.
2. George Coulouris, Jean Dollimore and Tim Kindberg, "Distributed Systems Concepts and Design", Fifth Edition, Pearson Education, 2012.

REFERENCES:

1. Pradeep K Sinha, "Distributed Operating Systems: Concepts and Design", Prentice Hall of India, 2007.
2. Mukesh Singhal and Niranjana G. Shivaratri. Advanced concepts in operating systems. McGraw-Hill, Inc., 1994.
3. Tanenbaum A.S., Van Steen M., "Distributed Systems: Principles and Paradigms", Pearson Education, 2007.
4. Liu M.L., "Distributed Computing, Principles and Applications", Pearson Education, 2004.
5. Nancy A Lynch, "Distributed Algorithms", Morgan Kaufman Publishers, USA, 2003.

CS8661**INTERNET PROGRAMMING LABORATORY**

L	T	P	C
0	0	4	2

OBJECTIVES:

- To be familiar with Web page design using HTML/XML and style sheets
- To be exposed to creation of user interfaces using Java frames and applets.
- To learn to create dynamic web pages using server side scripting.
- To learn to write Client Server applications.
- To be familiar with the PHP programming.
- To be exposed to creating applications with AJAX

LIST OF EXPERIMENTS

1. Create a web page with the following using HTML
 - a. To embed a map in a web page
 - b. To fix the hot spots in that map
 - c. Show all the related information when the hot spots are clicked.

2. Create a web page with the following.
 - a. Cascading style sheets.
 - b. Embedded style sheets.
 - c. Inline style sheets. Use our college information for the web pages.
3. Validate the Registration, user login, user profile and payment by credit card pages using JavaScript.
4. Write programs in Java using Servlets:
 - i. To invoke servlets from HTML forms
 - ii. Session tracking using hidden form fields and Session tracking for a hit count
5. Write programs in Java to create three-tier applications using servlets for conducting on-line examination for displaying student mark list. Assume that student information is available in a database which has been stored in a database server.
6. Install TOMCAT web server. Convert the static web pages of programs into dynamic web pages using servlets (or JSP) and cookies. Hint: Users information (user id, password, credit card number) would be stored in web.xml. Each user should have a separate Shopping Cart.
7. Redo the previous task using JSP by converting the static web pages into dynamic web pages. Create a database with user information and books information. The books catalogue should be dynamically loaded from the database.
8. Create and save an XML document at the server, which contains 10 users Information. Write a Program, which takes user Id as an input and returns the User details by taking the user information from the XML document
9.
 - i. Validate the form using PHP regular expression.
 - ii. PHP stores a form data into database.
10. Write a web service for finding what people think by asking 500 people's opinion for any consumer product.

TOTAL: 60PERIODS

OUTCOMES:

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

- Construct Web pages using HTML/XML and style sheets.
- Build dynamic web pages with validation using Java Script objects and by applying different event handling mechanisms.
- Develop dynamic web pages using server side scripting.
- Use PHP programming to develop web applications.
- Construct web applications using AJAX and web services.

SOFTWARE REQUIRED:

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

CS8662	MOBILE APPLICATION DEVELOPMENT LABORATORY	L	T	P	C
		0	0	4	2

OBJECTIVES:

- To understand the components and structure of mobile application development frameworks for Android and windows OS based mobiles.
- To understand how to work with various mobile application development frameworks.
- To learn the basic and important design concepts and issues of development of mobile applications.
- To understand the capabilities and limitations of mobile devices.

LIST OF EXPERIMENTS

1. Develop an application that uses GUI components, Font and Colours
2. Develop an application that uses Layout Managers and event listeners.
3. Write an application that draws basic graphical primitives on the screen.
4. Develop an application that makes use of databases.
5. Develop an application that makes use of Notification Manager
6. Implement an application that uses Multi-threading
7. Develop a native application that uses GPS location information
8. Implement an application that writes data to the SD card.
9. Implement an application that creates an alert upon receiving a message
10. Write a mobile application that makes use of RSS feed
11. Develop a mobile application to send an email.
12. Develop a Mobile application for simple needs (Mini Project)

TOTAL: 60 PERIODS

OUTCOMES:

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

- Develop mobile applications using GUI and Layouts.
- Develop mobile applications using Event Listener.
- Develop mobile applications using Databases.
- Develop mobile applications using RSS Feed, Internal/External Storage, SMS, Multi-threading and GPS.
- Analyze and discover own mobile app for simple needs.

REFERENCES:

1. Build Your Own Security Lab, Michael Gregg, Wiley India

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS

Standalone desktops with Windows or Android or

iOS or Equivalent Mobile Application Development

Tools with appropriate emulators and debuggers - 30 Nos.

HS8581

PROFESSIONAL COMMUNICATION

L	T	P	C
0	0	2	1

OBJECTIVES:

The course aims to:

- Enhance the Employability and Career Skills of students
- Orient the students towards grooming as a professional
- Make them Employable Graduates
- Develop their confidence and help them attend interviews successfully.

UNIT I

Introduction to Soft Skills-- Hard skills & soft skills - employability and career Skills—Grooming as a professional with values—Time Management—General awareness of Current Affairs

UNIT II

Self-Introduction-organizing the material - Introducing oneself to the audience – introducing the topic – answering questions – individual presentation practice— presenting the visuals effectively – 5 minute presentations

UNIT III

Introduction to Group Discussion— Participating in group discussions – understanding group dynamics - brainstorming the topic -- questioning and clarifying –GD strategies- activities to improve GD skills

UNIT IV

Interview etiquette – dress code – body language – attending job interviews– telephone/skype interview -one to one interview &panel interview – FAQs related to job interviews

UNIT V

Recognizing differences between groups and teams- managing time-managing stress- networking professionally- respecting social protocols-understanding career management-developing a long-term career plan-making career changes

TOTAL : 30 PERIODS

OUTCOMES:

At the end of the course Learners will be able to:

- Make effective presentations
- Participate confidently in Group Discussions.
- Attend job interviews and be successful in them.
- Develop adequate Soft Skills required for the workplace

Recommended Software

1. Open Source Software
2. Win English

REFERENCES:

1. Butterfield, Jeff Soft Skills for Everyone. Cengage Learning: New Delhi, 2015
2. E. Suresh Kumar et al. Communication for Professional Success. Orient Blackswan: Hyderabad, 2015
3. Interact English Lab Manual for Undergraduate Students,. OrientBlackSwan: Hyderabad, 2016.
4. Raman, Meenakshi and Sangeeta Sharma. Professional Communication. Oxford University Press: Oxford, 2014
5. S. Hariharanetal. Soft Skills. MJP Publishers: Chennai, 2010.

MG8591

PRINCIPLES OF MANAGEMENT

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

OBJECTIVES:

- To enable the students to study the evolution of Management, to study the functions and principles of management and to learn the application of the principles in an organization .

UNIT I INTRODUCTION TO MANAGEMENT AND ORGANIZATIONS

9

Definition of Management – Science or Art – Manager Vs Entrepreneur - types of managers - managerial roles and skills – Evolution of Management – Scientific, human relations , system and contingency approaches – Types of Business organization - Sole proprietorship, partnership, company-public and private sector enterprises - Organization culture and Environment – Current trends and issues in Management.

UNIT II PLANNING

9

Nature and purpose of planning – planning process – types of planning – objectives – setting objectives – policies – Planning premises – Strategic Management – Planning Tools and Techniques – Decision making steps and process.

UNIT III ORGANISING

9

Nature and purpose – Formal and informal organization – organization chart – organization structure – types – Line and staff authority – departmentalization – delegation of authority –

centralization and decentralization – Job Design - Human Resource Management – HR Planning, Recruitment, selection, Training and Development, Performance Management , Career planning and management

UNIT IV DIRECTING

9

Foundations of individual and group behaviour – motivation – motivation theories – motivational techniques – job satisfaction – job enrichment – leadership – types and theories of leadership – communication – process of communication – barrier in communication – effective communication – communication and IT.

UNIT V CONTROLLING

9

System and process of controlling – budgetary and non-budgetary control techniques – use of computers and IT in Management control – Productivity problems and management – control and performance – direct and preventive control – reporting.

TOTAL: 45 PERIODS

OUTCOMES:

- Upon completion of the course, students will be able to have clear understanding of managerial functions like planning, organizing, staffing, leading & controlling and have same basic knowledge on international aspect of management

TEXTBOOKS:

1. Stephen P. Robbins & Mary Coulter, "Management", Prentice Hall (India) Pvt. Ltd., 10th Edition, 2009.
2. JAF Stoner, Freeman R.E and Daniel R Gilbert "Management", Pearson Education, 6th Edition, 2004.

REFERENCES:

1. Stephen A. Robbins & David A. Decenzo & Mary Coulter, "Fundamentals of Management" Pearson Education, 7th Edition, 2011.
2. Robert Kreitner & Mamata Mohapatra, " Management", Biztantra, 2008.
3. Harold Koontz & Heinz Weihrich "Essentials of management" Tata McGraw Hill, 1998.
4. Tripathy PC & Reddy PN, "Principles of Management", Tata McGraw Hill, 1999

CS8792

CRYPTOGRAPHY AND NETWORK SECURITY

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand Cryptography Theories, Algorithms and Systems.
- To understand necessary Approaches and Techniques to build protection mechanisms in order to secure computer networks.

UNIT I INTRODUCTION

9

Security trends - Legal, Ethical and Professional Aspects of Security, Need for Security at Multiple levels, Security Policies - Model of network security – Security attacks, services and mechanisms – OSI security architecture – Classical encryption techniques: substitution techniques, transposition techniques, steganography- Foundations of modern cryptography: perfect security – information theory – product cryptosystem – cryptanalysis.

UNIT II SYMMETRIC KEY CRYPTOGRAPHY

9

MATHEMATICS OF SYMMETRIC KEY CRYPTOGRAPHY: Algebraic structures - Modular arithmetic-Euclid's algorithm- Congruence and matrices - Groups, Rings, Fields- Finite fields- SYMMETRIC KEY CIPHERS: SDES – Block cipher Principles of DES – Strength of DES – Differential and linear cryptanalysis - Block cipher design principles – Block cipher mode of operation – Evaluation criteria for AES – Advanced Encryption Standard - RC4 –

Key distribution.

UNIT III PUBLIC KEY CRYPTOGRAPHY 9

MATHEMATICS OF ASYMMETRIC KEY CRYPTOGRAPHY: Primes – Primality Testing – Factorization – Euler's totient function, Fermat's and Euler's Theorem - Chinese Remainder Theorem – Exponentiation and logarithm - ASYMMETRIC KEY CIPHERS: RSA cryptosystem – Key distribution – Key management – Diffie Hellman key exchange - ElGamal cryptosystem – Elliptic curve arithmetic-Elliptic curve cryptography.

UNIT IV MESSAGE AUTHENTICATION AND INTEGRITY 9

Authentication requirement – Authentication function – MAC – Hash function – Security of hash function and MAC – SHA – Digital signature and authentication protocols – DSS- Entity Authentication: Biometrics, Passwords, Challenge Response protocols- Authentication applications - Kerberos, X.509

UNIT V SECURITY PRACTICE AND SYSTEM SECURITY 9

Electronic Mail security – PGP, S/MIME – IP security – Web Security - SYSTEM SECURITY: Intruders – Malicious software – viruses – Firewalls.

TOTAL 45 PERIODS

OUTCOMES:

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

- Understand the fundamentals of networks security, security architecture, threats and vulnerabilities
- Apply the different cryptographic operations of symmetric cryptographic algorithms
- Apply the different cryptographic operations of public key cryptography
- Apply the various Authentication schemes to simulate different applications.
- Understand various Security practices and System security standards

TEXT BOOK:

1. William Stallings, Cryptography and Network Security: Principles and Practice, PHI 3rd Edition, 2006.

REFERENCES:

1. C K Shyamala, N Harini and Dr. T R Padmanabhan: Cryptography and Network Security, Wiley India Pvt.Ltd
2. Behrouz A. Forouzan, Cryptography and Network Security, Tata McGraw Hill 2007.
3. Charlie Kaufman, Radia Perlman, and Mike Speciner, Network Security: PRIVATE Communication in a PUBLIC World, Prentice Hall, ISBN 0-13-046019-2

CS8791

CLOUD COMPUTING

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

OBJECTIVES:

- To understand the concept of cloud computing.
- To appreciate the evolution of cloud from the existing technologies.
- To have knowledge on the various issues in cloud computing.
- To be familiar with the lead players in cloud.
- To appreciate the emergence of cloud as the next generation computing paradigm.

UNIT I INTRODUCTION 9

Introduction to Cloud Computing – Definition of Cloud – Evolution of Cloud Computing – Underlying Principles of Parallel and Distributed Computing – Cloud Characteristics – Elasticity in Cloud – On-demand Provisioning.

UNIT II	CLOUD ENABLING TECHNOLOGIES	10
Service Oriented Architecture – REST and Systems of Systems – Web Services – Publish-Subscribe Model – Basics of Virtualization – Types of Virtualization – Implementation Levels of Virtualization – Virtualization Structures – Tools and Mechanisms – Virtualization of CPU – Memory – I/O Devices –Virtualization Support and Disaster Recovery.		
UNIT III	CLOUD ARCHITECTURE, SERVICES AND STORAGE	8
Layered Cloud Architecture Design – NIST Cloud Computing Reference Architecture – Public, Private and Hybrid Clouds - IaaS – PaaS – SaaS – Architectural Design Challenges – Cloud Storage – Storage-as-a-Service – Advantages of Cloud Storage – Cloud Storage Providers – S3.		
UNIT IV	RESOURCE MANAGEMENT AND SECURITY IN CLOUD	10
Inter Cloud Resource Management – Resource Provisioning and Resource Provisioning Methods – Global Exchange of Cloud Resources – Security Overview – Cloud Security Challenges – Software-as-a-Service Security – Security Governance – Virtual Machine Security – IAM – Security Standards.		
UNIT V	CLOUD TECHNOLOGIES AND ADVANCEMENTS	8
Hadoop – MapReduce – Virtual Box -- Google App Engine – Programming Environment for Google App Engine — Open Stack – Federation in the Cloud – Four Levels of Federation – Federated Services and Applications – Future of Federation.		

TOTAL: 45 PERIODS

OUTCOMES:

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

- Articulate the main concepts, key technologies, strengths and limitations of cloud computing.
- Learn the key and enabling technologies that help in the development of cloud.
- Develop the ability to understand and use the architecture of compute and storage cloud, service and delivery models.
- Explain the core issues of cloud computing such as resource management and security.
- Be able to install and use current cloud technologies.
- Evaluate and choose the appropriate technologies, algorithms and approaches for implementation and use of cloud.

TEXT BOOKS:

1. Kai Hwang, Geoffrey C. Fox, Jack G. Dongarra, "Distributed and Cloud Computing, From Parallel Processing to the Internet of Things", Morgan Kaufmann Publishers, 2012.
2. Rittinghouse, John W., and James F. Ransome, "Cloud Computing: Implementation, Management and Security", CRC Press, 2017.

REFERENCES:

1. Rajkumar Buyya, Christian Vecchiola, S. ThamaraiSelvi, "Mastering Cloud Computing", Tata Mcgraw Hill, 2013.
2. Toby Velte, Anthony Velte, Robert Elsenpeter, "Cloud Computing - A Practical Approach", Tata Mcgraw Hill, 2009.
3. George Reese, "Cloud Application Architectures: Building Applications and Infrastructure in the Cloud: Transactional Systems for EC2 and Beyond (Theory in Practice)", O'Reilly, 2009.

OBJECTIVES:

- To develop web applications in cloud
 - To learn the design and development process involved in creating a cloud based application
 - To learn to implement and use parallel programming using Hadoop
1. Install Virtualbox/VMware Workstation with different flavours of linux or windows OS on top of windows7 or 8.
 2. Install a C compiler in the virtual machine created using virtual box and execute Simple Programs
 3. Install Google App Engine. Create *hello world* app and other simple web applications using python/java.
 4. Use GAE launcher to launch the web applications.
 5. Simulate a cloud scenario using CloudSim and run a scheduling algorithm that is not present in CloudSim.
 6. Find a procedure to transfer the files from one virtual machine to another virtual machine.
 7. Find a procedure to launch virtual machine using trystack (Online Openstack Demo Version)
 8. Install Hadoop single node cluster and run simple applications like wordcount.

TOTAL : 60 PERIODS**OUTCOMES:****On completion of this course, the students will be able to:**

- Configure various virtualization tools such as Virtual Box, VMware workstation.
- Design and deploy a web application in a PaaS environment.
- Learn how to simulate a cloud environment to implement new schedulers.
- Install and use a generic cloud environment that can be used as a private cloud.
- Manipulate large data sets in a parallel environment.

OBJECTIVES:

- To learn different cipher techniques
- To implement the algorithms DES, RSA, MD5, SHA-1
- To use network security tools and vulnerability assessment tools

LIST OF EXPERIMENTS

1. Perform encryption, decryption using the following substitution techniques
(i) Ceaser cipher, (ii) playfair cipher iii) Hill Cipher iv) Vigenere cipher
2. Perform encryption and decryption using following transposition techniques
i) Rail fence ii) row & Column Transformation
3. Apply DES algorithm for practical applications.
4. Apply AES algorithm for practical applications.
5. Implement RSA Algorithm using HTML and JavaScript
6. Implement the Diffie-Hellman Key Exchange algorithm for a given problem.
7. Calculate the message digest of a text using the SHA-1 algorithm.
8. Implement the SIGNATURE SCHEME - Digital Signature Standard.
9. Demonstrate intrusion detection system (ids) using any tool eg. Snort or any other s/w.

10. Automated Attack and Penetration Tools
Exploring N-Stalker, a Vulnerability Assessment Tool
11. Defeating Malware
i) Building Trojans ii) Rootkit Hunter

TOTAL: 60 PERIODS

OUTCOMES:

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

- Develop code for classical Encryption Techniques to solve the problems.
- Build cryptosystems by applying symmetric and public key encryption algorithms.
- Construct code for authentication algorithms.
- Develop a signature scheme using Digital signature standard.
- Demonstrate the network security system using open source tools

REFERENCES:

1. Build Your Own Security Lab, Michael Gregg, Wiley India

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS: SOFTWARE: C / C++ / Java or equivalent compiler GnuPG, Snort, N-Stalker or Equivalent **HARDWARE:** Standalone desktops - 30 Nos. (or) Server supporting 30 terminals or more.

CS8811

PROJECT WORK

L	T	P	C
0	0	20	10

OBJECTIVES:

- To develop the ability to solve a specific problem right from its identification and literature review till the successful solution of the same. To train the students in preparing project reports and to face reviews and viva voce examination.

The students in a group of 3 to 4 works on a topic approved by the head of the department under the guidance of a faculty member and prepares a comprehensive project report after completing the work to the satisfaction of the supervisor. The progress of the project is evaluated based on a minimum of three reviews. The review committee may be constituted by the Head of the Department. A project report is required at the end of the semester. The project work is evaluated based on oral presentation and the project report jointly by external and internal examiners constituted by the Head of the Department.

TOTAL: 300 PERIODS

OUTCOME:

- On Completion of the project work students will be in a position to take up any challenging practical problems and find solution by formulating proper methodology.

CS8075

DATA WAREHOUSING AND DATA MINING

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand data warehouse concepts, architecture, business analysis and tools
- To understand data pre-processing and data visualization techniques
- To study algorithms for finding hidden and interesting patterns in data
- To understand and apply various classification and clustering techniques using tools.

UNIT I	DATA WAREHOUSING, BUSINESS ANALYSIS AND ON-LINE ANALYTICAL PROCESSING (OLAP)	9
Basic Concepts - Data Warehousing Components – Building a Data Warehouse – Database Architectures for Parallel Processing – Parallel DBMS Vendors - Multidimensional Data Model – Data Warehouse Schemas for Decision Support, Concept Hierarchies -Characteristics of OLAP Systems – Typical OLAP Operations, OLAP and OLTP.		
UNIT II	DATA MINING – INTRODUCTION	9
Introduction to Data Mining Systems – Knowledge Discovery Process – Data Mining Techniques – Issues – applications- Data Objects and attribute types, Statistical description of data, Data Preprocessing – Cleaning, Integration, Reduction, Transformation and discretization, Data Visualization, Data similarity and dissimilarity measures.		
UNIT III	DATA MINING - FREQUENT PATTERN ANALYSIS	9
Mining Frequent Patterns, Associations and Correlations – Mining Methods- Pattern Evaluation Method – Pattern Mining in Multilevel, Multi Dimensional Space – Constraint Based Frequent Pattern Mining, Classification using Frequent Patterns		
UNIT IV	CLASSIFICATION AND CLUSTERING	9
Decision Tree Induction - Bayesian Classification – Rule Based Classification – Classification by Back Propagation – Support Vector Machines — Lazy Learners – Model Evaluation and Selection-Techniques to improve Classification Accuracy.		
Clustering Techniques – Cluster analysis-Partitioning Methods - Hierarchical Methods – Density Based Methods - Grid Based Methods – Evaluation of clustering – Clustering high dimensional data- Clustering with constraints, Outlier analysis-outlier detection methods.		
UNIT V	WEKA TOOL	9
Datasets – Introduction, Iris plants database, Breast cancer database, Auto imports database - Introduction to WEKA, The Explorer – Getting started, Exploring the explorer, Learning algorithms, Clustering algorithms, Association–rule learners.		

TOTAL: 45 PERIODS

OUTCOMES:

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

- Design a Data warehouse system and perform business analysis with OLAP tools.
- Apply suitable pre-processing and visualization techniques for data analysis
- Apply frequent pattern and association rule mining techniques for data analysis
- Apply appropriate classification and clustering techniques for data analysis

TEXT BOOK:

1. Jiawei Han and Micheline Kamber, “Data Mining Concepts and Techniques”, Third Edition, Elsevier, 2012.

REFERENCES:

1. Alex Berson and Stephen J.Smith, “Data Warehousing, Data Mining & OLAP”, Tata McGraw – Hill Edition, 35th Reprint 2016.
2. K.P. Soman, Shyam Diwakar and V. Ajay, “Insight into Data Mining Theory and Practice”, Eastern Economy Edition, Prentice Hall of India, 2006.
3. Ian H.Witten and Eibe Frank, “Data Mining: Practical Machine Learning Tools and Techniques”, Elsevier, Second Edition.

OBJECTIVES:

- To learn the criteria for test cases.
- To learn the design of test cases.
- To understand test management and test automation techniques.
- To apply test metrics and measurements.

UNIT I INTRODUCTION**9**

Testing as an Engineering Activity – Testing as a Process – Testing Maturity Model- Testing axioms – Basic definitions – Software Testing Principles – The Tester's Role in a Software Development Organization – Origins of Defects – Cost of defects – Defect Classes – The Defect Repository and Test Design –Defect Examples- Developer/Tester Support of Developing a Defect Repository.

UNIT II TEST CASE DESIGN STRATEGIES**9**

Test case Design Strategies – Using Black Box Approach to Test Case Design – Boundary Value Analysis – Equivalence Class Partitioning – State based testing – Cause-effect graphing – Compatibility testing – user documentation testing – domain testing - Random Testing – Requirements based testing – Using White Box Approach to Test design – Test Adequacy Criteria – static testing vs. structural testing – code functional testing – Coverage and Control Flow Graphs – Covering Code Logic – Paths – code complexity testing – Additional White box testing approaches- Evaluating Test Adequacy Criteria.

UNIT III LEVELS OF TESTING**9**

The need for Levels of Testing – Unit Test – Unit Test Planning – Designing the Unit Tests – The Test Harness – Running the Unit tests and Recording results – Integration tests – Designing Integration Tests – Integration Test Planning – Scenario testing – Defect bash elimination System Testing – Acceptance testing – Performance testing – Regression Testing – Internationalization testing – Ad-hoc testing – Alpha, Beta Tests – Testing OO systems – Usability and Accessibility testing – Configuration testing –Compatibility testing – Testing the documentation – Website testing.

UNIT IV TEST MANAGEMENT**9**

People and organizational issues in testing – Organization structures for testing teams – testing services – Test Planning – Test Plan Components – Test Plan Attachments – Locating Test Items – test management – test process – Reporting Test Results – Introducing the test specialist – Skills needed by a test specialist – Building a Testing Group- The Structure of Testing Group- .The Technical Training Program.

UNIT V TEST AUTOMATION**9**

Software test automation – skills needed for automation – scope of automation – design and architecture for automation – requirements for a test tool – challenges in automation – Test metrics and measurements – project, progress and productivity metrics.

TOTAL: 45 PERIODS**OUTCOMES:**

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

- Design test cases suitable for a software development for different domains.
- Identify suitable tests to be carried out.
- Prepare test planning based on the document.
- Document test plans and test cases designed.
- Use automatic testing tools.
- Develop and validate a test plan.

TEXT BOOKS:

1. Srinivasan Desikan and Gopalaswamy Ramesh, "Software Testing – Principles and Practices", Pearson Education, 2006.
2. Ron Patton, "Software Testing", Second Edition, Sams Publishing, Pearson Education, 2007.
AU Library.com

REFERENCES:

1. Ilene Burnstein, "Practical Software Testing", Springer International Edition, 2003.
2. Edward Kit, "Software Testing in the Real World – Improving the Process", Pearson Education, 1995.
3. Boris Beizer, "Software Testing Techniques" – 2nd Edition, Van Nostrand Reinhold, New York, 1990.
4. Aditya P. Mathur, "Foundations of Software Testing _ Fundamental Algorithms and Techniques", Dorling Kindersley (India) Pvt. Ltd., Pearson Education, 2008.

IT8072**EMBEDDED SYSTEMS****L T P C
3 0 0 3****OBJECTIVES:**

- To learn the architecture and programming of ARM processor.
- To become familiar with the embedded computing platform design and analysis.
- To get thorough knowledge in interfacing concepts
- To design an embedded system and to develop programs

UNIT I INTRODUCTION TO EMBEDDED COMPUTING AND ARM PROCESSORS 9

Complex systems and micro processors– Embedded system design process –Design example: Model train controller- Instruction sets preliminaries - ARM Processor – CPU: programming input and output- supervisor mode, exceptions and traps – Co-processors- Memory system mechanisms – CPU performance- CPU power consumption.

UNIT II EMBEDDED COMPUTING PLATFORM DESIGN 9

The CPU Bus-Memory devices and systems–Designing with computing platforms – consumer electronics architecture – platform-level performance analysis - Components for embedded programs- Models of programs- Assembly, linking and loading – compilation techniques- Program level performance analysis – Software performance optimization – Program level energy and power analysis and optimization – Analysis and optimization of program size- Program validation and testing.

UNIT III SENSOR INTERFACING WITH ARDUINO 9

Basics of hardware design and functions of basic passive components-sensors and actuators-Arduino code - library file for sensor interfacing-construction of basic applications

UNIT IV EMBEDDED FIRMWARE 9

Reset Circuit, Brown-out Protection Circuit-Oscillator Unit - Real Time Clock-Watchdog Timer - Embedded Firmware Design Approaches and Development Languages.

UNIT V EMBEDDED C PROGRAMMING 9

Introduction-Creating 'hardware delays' using Timer 0 and Timer 1-Reading switches-Adding Structure to the code-Generating a minimum and maximum delay-Example: Creating a portable hardware delay- Timeout mechanisms-Creating loop timeouts-Testing loop timeouts- hardware timeouts-Testing a hardware timeout

TOTAL : 45 PERIODS

OUTCOMES:

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

- Describe the architecture and programming of ARM processor.
- Explain the concepts of embedded systems
- Understand the Concepts of peripherals and interfacing of sensors.
- Capable of using the system design techniques to develop firmware
- Illustrate the code for constructing a system

TEXT BOOKS:

1. Marilyn Wolf, "Computers as Components - Principles of Embedded Computing System Design", Third Edition "Morgan Kaufmann Publisher (An imprint from Elsevier), 2012. (unit I & II)
2. <https://www.coursera.org/learn/interface-with-arduino#syllabus> (Unit III)
3. Michael J. Pont, "Embedded C", 2nd Edition, Pearson Education, 2008. (Unit IV & V)

REFERENCES:

1. Shibu K.V, "Introduction to Embedded Systems", McGraw Hill. 2014
2. Jonathan W. Valvano, "Embedded Microcomputer Systems Real Time Interfacing", Third Edition Cengage Learning, 2012
3. Raj Kamal, "Embedded Systems-Architecture, programming and design", 3 edition, TMH. 2015
4. Lyla, "Embedded Systems", Pearson, 2013
6. David E. Simon, "An Embedded Software Primer", Pearson Education, 2000.

CS8072

AGILE METHODOLOGIES

L	T	P	C
3	0	0	3

OBJECTIVES:

- To provide students with a theoretical as well as practical understanding of agile software development practices and how small teams can apply them to create high-quality software.
- To provide a good understanding of software design and a set of software technologies and APIs.
- To do a detailed examination and demonstration of Agile development and testing techniques.
- To understand the benefits and pitfalls of working in an Agile team.
- To understand Agile development and testing.

UNIT I AGILE METHODOLOGY

9

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

UNIT II AGILE PROCESSES

9

Lean Production - SCRUM, Crystal, Feature Driven Development- Adaptive Software Development - Extreme Programming: Method Overview – Lifecycle – Work Products, Roles and Practices.

UNIT III AGILITY AND KNOWLEDGE MANAGEMENT

9

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

9

UNIT V AGILITY AND QUALITY ASSURANCE

9

TOTAL: 45 PERIODS

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

1. David J. Anderson and Eli Schragenheim, "Agile Management for Software Engineering: Applying the Theory of Constraints for Business Results", Prentice Hall, 2003.
2. Hazza and Dubinsky, "Agile Software Engineering, Series: Undergraduate Topics in Computer Science", Springer, 2009.

1. Craig Larman, "Agile and Iterative Development: A Manager's Guide", Addison-Wesley, 2004.
2. Kevin C. Desouza, "Agile Information Systems: Conceptualization, Construction, and Management", Butterworth-Heinemann, 2007.

CS8077	GRAPH THEORY AND APPLICATIONS	L	T	P	C
		3	0	0	3

- To understand fundamentals of graph theory.
- To study proof techniques related to various concepts in graphs.
- To explore modern applications of graph theory.

9

UNIT II

9

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UNIT III **9**
 Network Flows - Planar Graph - Representation - Detection - Dual Graph - Geometric and Combinatorial Dual - Related Theorems - Digraph - Properties - Euler Digraph.

UNIT IV **9**
 Matrix Representation - Adjacency matrix- Incidence matrix- Circuit matrix - Cut-set matrix - Path Matrix- Properties - Related Theorems - Correlations. Graph Coloring - Chromatic Polynomial - Chromatic Partitioning - Matching - Covering - Related Theorems.

UNIT V **9**
 Graph Algorithms- Connectedness and Components- Spanning Tree- Fundamental Circuits- Cut Vertices- Directed Circuits- Shortest Path - Applications overview.

TOTAL : 45 PERIODS

OUTCOMES:

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

- Understand the basic concepts of graphs, and different types of graphs
- Understand the properties, theorems and be able to prove theorems.
- Apply suitable graph model and algorithm for solving applications.

TEXT BOOKS:

1. Narsingh Deo, "Graph Theory with Application to Engineering and Computer Science", Prentice-Hall of India Pvt.Ltd, 2003.
2. L.R.Foulds , "Graph Theory Applications", Springer ,2016.

REFERENCES:

1. Bondy, J. A. and Murty, U.S.R., "Graph Theory with Applications", North Holland Publication,2008.
2. West, D. B., "Introduction to Graph Theory", Pearson Education, 2011.
3. John Clark, Derek Allan Holton, "A First Look at Graph Theory", World Scientific Publishing Company, 1991.
4. Diestel, R, "Graph Theory", Springer,3rd Edition,2006.
5. Kenneth H.Rosen, "Discrete Mathematics and Its Applications", Mc Graw Hill , 2007.

IT8071	DIGITAL SIGNAL PROCESSING	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To understand the basics of discrete time signals, systems and their classifications.
- To analyze the discrete time signals in both time and frequency domain.
- To design lowpass digital IIR filters according to predefined specifications based on analog filter theory and analog-to-digital filter transformation.
- To design Linear phase digital FIR filters using fourier method, window technique
- To realize the concept and usage of DSP in various engineering fields.

UNIT I DISCRETE TIME SIGNALS AND SYSTEMS **9**
 Introduction to DSP – Basic elements of DSP– Sampling of Continuous time signals–Representation, Operation and Classification of Discrete Time Signal–Classification of Discrete Time Systems– Discrete Convolution: Linear and Circular–Correlation.

UNIT II ANALYSIS OF LTI DISCRETE TIME SIGNALS AND SYSTEMS **9**
 Analysis of LTI Discrete Time Systems using DFT–Properties of DFT–Inverse DFT– Analysis of LTI Discrete Time Systems using FFT Algorithms– Inverse DFT using FFT Algorithm.

UNIT III	INFINITE IMPULSE RESPONSE FILTERS	9
Frequency response of Analog and Digital IIR filters–Realization of IIR filter–Design of analog low pass filter–Analog to Digital filter Transformation using Bilinear Transformation and Impulse Invariant method–Design of digital IIR filters (LPF, HPF, BPF, and BRF) using various transformation techniques.		
UNIT IV	FINITE IMPULSE RESPONSE FILTERS	9
Linear Phase FIR filter–Phase delay–Group delay–Realization of FIR filter–Design of Causal and Non-causal FIR filters (LPF, HPF, BPF and BRF) using Window method (Rectangular, Hamming window, Hanning window) –Frequency Sampling Technique.		
UNIT V	APPLICATIONS OF DSP	9
Multirate Signal Processing: Decimation, Interpolation, Spectrum of the sampled signal –Processing of Audio and Radar signal.		

TOTAL: 45 PERIODS

OUTCOMES:

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

- Perform mathematical operations on signals.
- Understand the sampling theorem and perform sampling on continuous-time signals to get discrete time signal by applying advanced knowledge of the sampling theory.
- Transform the time domain signal into frequency domain signal and vice-versa.
- Apply the relevant theoretical knowledge to design the digital IIR/FIR filters for the given analog specifications.

TEXT BOOK:

1. John G. Proakis & Dimitris G. Manolakis, "Digital Signal Processing – Principles, Algorithms & Applications", Fourth Edition, Pearson Education / Prentice Hall, 2007.

REFERENCES

1. Richard G. Lyons, "*Understanding Digital Signal Processing*". Second Edition, Pearson Education.
2. A.V. Oppenheim, R.W. Schaffer and J.R. Buck, "*Discrete-Time Signal Processing*", 8th Indian Reprint, Pearson, 2004.
3. Emmanuel C. Ifeachor, & Barrie.W. Jervis, "*Digital Signal Processing*", Second Edition, Pearson Education / Prentice Hall, 2002.
4. William D. Stanley, "*Digital Signal Processing*", Second Edition, Reston Publications.

GE8075	INTELLECTUAL PROPERTY RIGHTS	L T P C
		3 0 0 3

OBJECTIVE:

- To give an idea about IPR, registration and its enforcement.

UNIT I	INTRODUCTION	9
Introduction to IPRs, Basic concepts and need for Intellectual Property - Patents, Copyrights, Geographical Indications, IPR in India and Abroad – Genesis and Development – the way from WTO to WIPO –TRIPS, Nature of Intellectual Property, Industrial Property, technological Research, Inventions and Innovations – Important examples of IPR.		
UNIT II	REGISTRATION OF IPRs	10
Meaning and practical aspects of registration of Copy Rights, Trademarks, Patents, Geographical Indications, Trade Secrets and Industrial Design registration in India and Abroad		

UNIT III AGREEMENTS AND LEGISLATIONS 10
International Treaties and Conventions on IPRs, TRIPS Agreement, PCT Agreement, Patent Act of India, Patent Amendment Act, Design Act, Trademark Act, Geographical Indication Act.

UNIT IV DIGITAL PRODUCTS AND LAW 9
Digital Innovations and Developments as Knowledge Assets – IP Laws, Cyber Law and Digital Content Protection – Unfair Competition – Meaning and Relationship between Unfair Competition and IP Laws – Case Studies.

UNIT V ENFORCEMENT OF IPRs 7
Infringement of IPRs, Enforcement Measures, Emerging issues – Case Studies.

TOTAL : 45 PERIODS

OUTCOME:

- Ability to manage Intellectual Property portfolio to enhance the value of the firm.

TEXT BOOKS:

1. V. Scople Vinod, Managing Intellectual Property, Prentice Hall of India pvt Ltd, 2012
2. S. V. Satakar, "Intellectual Property Rights and Copy Rights, Ess Ess Publications, New Delhi, 2002

REFERENCES:

1. Deborah E. Bouchoux, "Intellectual Property: The Law of Trademarks, Copyrights, Patents and Trade Secrets", Cengage Learning, Third Edition, 2012.
2. Prabuddha Ganguli, "Intellectual Property Rights: Unleashing the Knowledge Economy", McGraw Hill Education, 2011.
3. Edited by Derek Bosworth and Elizabeth Webster, The Management of Intellectual Property, Edward Elgar Publishing Ltd., 2013.

CS8091	BIG DATA ANALYTICS	L	T	P	C
		3	0	0	3

OBJECTIVES:

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

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

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

UNIT III ASSOCIATION AND RECOMMENDATION SYSTEM 9

Advanced Analytical Theory and Methods: Association Rules - Overview - Apriori Algorithm - Evaluation of Candidate Rules - Applications of Association Rules - Finding Association & finding similarity - Recommendation System: Collaborative Recommendation- Content Based Recommendation - Knowledge Based Recommendation- Hybrid Recommendation Approaches.

UNIT IV STREAM MEMORY 9

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

UNIT V NOSQL DATA MANAGEMENT FOR BIG DATA AND VISUALIZATION 9

NoSQL Databases : Schema-less Models": Increasing Flexibility for Data Manipulation-Key Value Stores- Document Stores - Tabular Stores - Object Data Stores - Graph Databases Hive - Sharding -- Hbase – Analyzing big data with twitter - Big data for E-Commerce Big data for blogs - Review of Basic Data Analytic Methods using R.

TOTAL: 45 PERIODS

OUTCOMES:

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

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

TEXT BOOKS:

1. Anand Rajaraman and Jeffrey David Ullman, "Mining of Massive Datasets", Cambridge University Press, 2012.
2. David Loshin, "Big Data Analytics: From Strategic Planning to Enterprise Integration with Tools, Techniques, NoSQL, and Graph", Morgan Kaufmann/El sevier Publishers, 2013.

REFERENCES:

1. EMC Education Services, "Data Science and Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data", Wiley publishers, 2015.
2. Bart Baesens, "Analytics in a Big Data World: The Essential Guide to Data Science and its Applications", Wiley Publishers, 2015.
3. Dietmar Jannach and Markus Zanker, "Recommender Systems: An Introduction", Cambridge University Press, 2010.
4. Kim H. Pries and Robert Dunnigan, "Big Data Analytics: A Practical Guide for Managers " CRC Press, 2015.
5. Jimmy Lin and Chris Dyer, "Data-Intensive Text Processing with MapReduce", Synthesis Lectures on Human Language Technologies, Vol. 3, No. 1, Pages 1-177, Morgan Claypool publishers, 2010.

OBJECTIVES:

- To understand the need for machine learning for various problem solving
- To study the various supervised, semi-supervised and unsupervised learning algorithms in machine learning
- To understand the latest trends in machine learning
- To design appropriate machine learning algorithms for problem solving

UNIT I INTRODUCTION**9**

Learning Problems – Perspectives and Issues – Concept Learning – Version Spaces and Candidate Eliminations – Inductive bias – Decision Tree learning – Representation – Algorithm – Heuristic Space Search.

UNIT II NEURAL NETWORKS AND GENETIC ALGORITHMS**9**

Neural Network Representation – Problems – Perceptrons – Multilayer Networks and Back Propagation Algorithms – Advanced Topics – Genetic Algorithms – Hypothesis Space Search – Genetic Programming – Models of Evaluation and Learning.

UNIT III BAYESIAN AND COMPUTATIONAL LEARNING**9**

Bayes Theorem – Concept Learning – Maximum Likelihood – Minimum Description Length Principle – Bayes Optimal Classifier – Gibbs Algorithm – Naïve Bayes Classifier – Bayesian Belief Network – EM Algorithm – Probability Learning – Sample Complexity – Finite and Infinite Hypothesis Spaces – Mistake Bound Model.

UNIT IV INSTANT BASED LEARNING**9**

K- Nearest Neighbour Learning – Locally weighted Regression – Radial Basis Functions – Case Based Learning.

UNIT V ADVANCED LEARNING**9**

Learning Sets of Rules – Sequential Covering Algorithm – Learning Rule Set – First Order Rules – Sets of First Order Rules – Induction on Inverted Deduction – Inverting Resolution – Analytical Learning – Perfect Domain Theories – Explanation Base Learning – FOCL Algorithm – Reinforcement Learning – Task – Q-Learning – Temporal Difference Learning

TOTAL :45 PERIODS**OUTCOMES:**

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

- Differentiate between supervised, unsupervised, semi-supervised machine learning approaches
- Discuss the decision tree algorithm and identify and overcome the problem of overfitting
- Discuss and apply the back propagation algorithm and genetic algorithms to various problems
- Apply the Bayesian concepts to machine learning
- Analyse and suggest appropriate machine learning approaches for various types of problems

TEXT BOOK:

1. Tom M. Mitchell, "Machine Learning", McGraw-Hill Education (India) Private Limited, 2013.

REFERENCES:

1. Ethem Alpaydin, "Introduction to Machine Learning (Adaptive Computation and Machine Learning)", The MIT Press 2004.
2. Stephen Marsland, "Machine Learning: An Algorithmic Perspective", CRC Press, 2009.

OBJECTIVES:

- To develop an understanding and awareness how issues such as content, information architecture, motion, sound, design, and technology merge to form effective and compelling interactive experiences for a wide range of audiences and end users.
- To become familiar with various software programs used in the creation and implementation of multi- media
- To appreciate the importance of technical ability and creativity within design practice.
- To gain knowledge about graphics hardware devices and software used.
- To understand the two-dimensional graphics and their transformations.
- To understand the three-dimensional graphics and their transformations.
- To appreciate illumination and color models
- To become familiar with understand clipping techniques
- To become familiar with Blender Graphics

UNIT I ILLUMINATION AND COLOR MODELS**9**

Light sources - basic illumination models – halftone patterns and dithering techniques; Properties of light - Standard primaries and chromaticity diagram; Intuitive colour concepts - RGB colour model - YIQ colour model - CMY colour model - HSV colour model - HLS colour model; Colour selection. Output primitives – points and lines, line drawing algorithms, loading the frame buffer, line function; circle and ellipse generating algorithms; Pixel addressing and object geometry, filled area primitives.

UNIT II TWO-DIMENSIONAL GRAPHICS**9**

Two dimensional geometric transformations – Matrix representations and homogeneous coordinates, composite transformations; Two dimensional viewing – viewing pipeline, viewing coordinate reference frame; window-to-viewport coordinate transformation, Two dimensional viewing functions; clipping operations – point, line, and polygon clipping algorithms.

UNIT III THREE-DIMENSIONAL GRAPHICS**9**

Three dimensional concepts; Three dimensional object representations – Polygon surfaces- Polygon tables- Plane equations - Polygon meshes; Curved Lines and surfaces, Quadratic surfaces; Blobby objects; Spline representations – Bezier curves and surfaces -B-Spline curves and surfaces. TRANSFORMATION AND VIEWING: Three dimensional geometric and modeling transformations – Translation, Rotation, Scaling, composite transformations; Three dimensional viewing – viewing pipeline, viewing coordinates, Projections, Clipping; Visible surface detection methods.

UNIT IV MULTIMEDIA SYSTEM DESIGN & MULTIMEDIA FILE HANDLING**9**

Multimedia basics – Multimedia applications – Multimedia system architecture – Evolving technologies for multimedia – Defining objects for multimedia systems – Multimedia data interface standards – Multimedia databases. Compression and decompression – Data and file format standards – Multimedia I/O technologies – Digital voice and audio – Video image and animation – Full motion video – Storage and retrieval technologies.

UNIT V HYPERMEDIA**9**

Multimedia authoring and user interface - Hypermedia messaging -Mobile messaging – Hypermedia message component – Creating hypermedia message – Integrated multimedia message standards – Integrated document management – Distributed multimedia systems.**CASE STUDY: BLENDER GRAPHICS** Blender Fundamentals – Drawing Basic Shapes – Modelling – Shading & Textures

TOTAL: 45 PERIODS

OUTCOMES:

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

- Design two dimensional graphics.
- Apply two dimensional transformations.
- Design three dimensional graphics.
- Apply three dimensional transformations.
- Apply Illumination and color models.
- Apply clipping techniques to graphics.
- Understood Different types of Multimedia File Format
- Design Basic 3d Scenes using Blender

TEXT BOOKS:

1. Donald Hearn and Pauline Baker M, "Computer Graphics", Prentice Hall, New Delhi, 2007 [UNIT I – III]
2. Andleigh, P. K and Kiran Thakrar, "Multimedia Systems and Design", PHI, 2003. [UNIT IV,V]

REFERENCES:

1. Judith Jeffcoate, "Multimedia in practice: Technology and Applications", PHI, 1998.
2. Foley, Vandam, Feiner and Hughes, "Computer Graphics: Principles and Practice", 2nd Edition, Pearson Education, 2003.
3. Jeffrey McConnell, "Computer Graphics: Theory into Practice", Jones and Bartlett Publishers, 2006.
4. Hill F S Jr., "Computer Graphics", Maxwell Macmillan , 1990.
5. Peter Shirley, Michael Ashikhmin, Michael Gleicher, Stephen R Marschner, Erik Reinhard, Kelvin Sung, and AK Peters, "Fundamentals of Computer Graphics", CRC Press, 2010.
6. William M. Newman and Robert F. Sproull, "Principles of Interactive Computer Graphics", Mc Graw Hill 1978.
<https://www.blender.org/support/tutorials/>

IT8075

SOFTWARE PROJECT MANAGEMENT

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the Software Project Planning and Evaluation techniques.
- To plan and manage projects at each stage of the software development life cycle (SDLC).
- To learn about the activity planning and risk management principles.
- To manage software projects and control software deliverables.
- To develop skills to manage the various phases involved in project management and people management.
- To deliver successful software projects that support organization's strategic goals.

UNIT I PROJECT EVALUATION AND PROJECT PLANNING

9

Importance of Software Project Management – Activities - Methodologies – Categorization of Software Projects – Setting objectives – Management Principles – Management Control – Project portfolio Management – Cost-benefit evaluation technology – Risk evaluation – Strategic program Management – Stepwise Project Planning.

UNIT II PROJECT LIFE CYCLE AND EFFORT ESTIMATION 9

Software process and Process Models – Choice of Process models - Rapid Application development – Agile methods – Dynamic System Development Method – Extreme Programming– Managing interactive processes – Basics of Software estimation – Effort and Cost estimation techniques – COSMIC Full function points - COCOMO II - a Parametric Productivity Model.

UNIT III ACTIVITY PLANNING AND RISK MANAGEMENT 9

Objectives of Activity planning – Project schedules – Activities – Sequencing and scheduling – Network Planning models – Formulating Network Model – Forward Pass & Backward Pass techniques – Critical path (CRM) method – Risk identification – Assessment – Risk Planning –Risk Management – – PERT technique – Monte Carlo simulation – Resource Allocation – Creation of critical paths – Cost schedules.

UNIT IV PROJECT MANAGEMENT AND CONTROL 9

Framework for Management and control – Collection of data – Visualizing progress – Cost monitoring – Earned Value Analysis – Prioritizing Monitoring – Project tracking – Change control – Software Configuration Management – Managing contracts – Contract Management.

UNIT V STAFFING IN SOFTWARE PROJECTS 9

Managing people – Organizational behavior – Best methods of staff selection – Motivation – The Oldham – Hackman job characteristic model – Stress – Health and Safety – Ethical and Professional concerns – Working in teams – Decision making – Organizational structures – Dispersed and Virtual teams – Communications genres – Communication plans – Leadership.

TOTAL 45 PERIODS

OUTCOMES:

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

- Understand Project Management principles while developing software.
- Gain extensive knowledge about the basic project management concepts, framework and the process models.
- Obtain adequate knowledge about software process models and software effort estimation techniques.
- Estimate the risks involved in various project activities.
- Define the checkpoints, project reporting structure, project progress and tracking mechanisms using project management principles.
- Learn staff selection process and the issues related to people management

TEXT BOOK:

1. Bob Hughes, Mike Cotterell and Rajib Mall: Software Project Management – Fifth Edition, Tata McGraw Hill, New Delhi, 2012.

REFERENCES:

1. Robert K. Wysocki “Effective Software Project Management” – Wiley Publication, 2011.
2. Walker Royce: “Software Project Management”- Addison-Wesley, 1998.
3. Gopalaswamy Ramesh, “Managing Global Software Projects” – McGraw Hill Education (India), Fourteenth Reprint 2013.

OBJECTIVES:

- To understand Smart Objects and IoT Architectures
- To learn about various IOT-related protocols
- To build simple IoT Systems using Arduino and Raspberry Pi.
- To understand data analytics and cloud in the context of IoT
- To develop IoT infrastructure for popular applications

UNIT I FUNDAMENTALS OF IoT**9**

Evolution of Internet of Things - Enabling Technologies – IoT Architectures: oneM2M, IoT World Forum (IoTWF) and Alternative IoT models – Simplified IoT Architecture and Core IoT Functional Stack – Fog, Edge and Cloud in IoT – Functional blocks of an IoT ecosystem – Sensors, Actuators, Smart Objects and Connecting Smart Objects

UNIT II IoT PROTOCOLS**9**

IoT Access Technologies: Physical and MAC layers, topology and Security of IEEE 802.15.4, 802.15.4g, 802.15.4e, 1901.2a, 802.11ah and LoRaWAN – Network Layer: IP versions, Constrained Nodes and Constrained Networks – Optimizing IP for IoT: From 6LoWPAN to 6Lo, Routing over Low Power and Lossy Networks – Application Transport Methods: Supervisory Control and Data Acquisition – Application Layer Protocols: CoAP and MQTT

UNIT III DESIGN AND DEVELOPMENT**9**

Design Methodology - Embedded computing logic - Microcontroller, System on Chips - IoT system building blocks - Arduino - Board details, IDE programming - Raspberry Pi - Interfaces and Raspberry Pi with Python Programming.

UNIT IV DATA ANALYTICS AND SUPPORTING SERVICES**9**

Structured Vs Unstructured Data and Data in Motion Vs Data in Rest – Role of Machine Learning – No SQL Databases – Hadoop Ecosystem – Apache Kafka, Apache Spark – Edge Streaming Analytics and Network Analytics – Xively Cloud for IoT, Python Web Application Framework – Django – AWS for IoT – System Management with NETCONF-YANG

UNIT V CASE STUDIES/INDUSTRIAL APPLICATIONS**9**

Cisco IoT system - IBM Watson IoT platform – Manufacturing - Converged Plantwide Ethernet Model (CPwE) – Power Utility Industry – GridBlocks Reference Model - Smart and Connected Cities: Layered architecture, Smart Lighting, Smart Parking Architecture and Smart Traffic Control

TOTAL : 45 PERIODS**OUTCOMES:**

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

- Explain the concept of IoT.
- Analyze various protocols for IoT.
- Design a PoC of an IoT system using Raspberry Pi/Arduino
- Apply data analytics and use cloud offerings related to IoT.
- Analyze applications of IoT in real time scenario

TEXTBOOK:

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

REFERENCES:

1. Arshdeep Bahga, Vijay Madiseti, "Internet of Things – A hands-on approach", Universities Press, 2015
2. Olivier Hersent, David Boswarthick, Omar Elloumi, "The Internet of Things – Key applications and Protocols", Wiley, 2012 (for Unit 2).
3. Jan Ho" Iler, Vlasios Tsiatsis, Catherine Mulligan, Stamatis, Karnouskos, Stefan Avesand. David Boyle, "From Machine-to-Machine to the Internet of Things - Introduction to a New Age of Intelligence", Elsevier, 2014.
4. Dieter Uckelmann, Mark Harrison, Michahelles, Florian (Eds), "Architecting the Internet of Things", Springer, 2011.
5. Michael Margolis, Arduino Cookbook, Recipes to Begin, Expand, and Enhance Your Projects, 2nd Edition, O'Reilly_Media, 2011.
<https://www.arduino.cc/>
https://www.ibm.com/smarterplanet/us/en/?ca=v_smarterplanet

IT8074

SERVICE ORIENTED ARCHITECTURE

L T P C
3 0 0 3

OBJECTIVES:

- To learn fundamentals of XML
- To provide an overview of Service Oriented Architecture and Web services and their importance
- To learn web services standards and technologies
- To learn service oriented analysis and design for developing SOA based applications

UNIT I XML

9

XML document structure – Well-formed and valid documents – DTD – XML Schema – Parsing XML using DOM, SAX – XPath - XML Transformation and XSL – Xquery

UNIT II SERVICE ORIENTED ARCHITECTURE (SOA) BASICS

9

Characteristics of SOA, Benefits of SOA, Comparing SOA with Client-Server and Distributed architectures --- Principles of Service Orientation – Service layers

UNIT III WEB SERVICES (WS) AND STANDARDS

8

Web Services Platform – Service descriptions – WSDL – Messaging with SOAP – Service discovery – UDDI – Service-Level Interaction Patterns – Orchestration and Choreography

UNIT IV WEB SERVICES EXTENSIONS

8

WS-Addressing - WS-ReliableMessaging - WS-Policy – WS-Coordination – WS -Transactions - WS-Security - Examples

UNIT V SERVICE ORIENTED ANALYSIS AND DESIGN

11

SOA delivery strategies – Service oriented analysis – Service Modelling – Service oriented design – Standards and composition guidelines -- Service design – Business process design – Case Study

TOTAL : 45 PERIODS

OUTCOMES:

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

- Understand XML technologies
- Understand service orientation, benefits of SOA
- Understand web services and WS standards
- Use web services extensions to develop solutions
- Understand and apply service modeling, service oriented analysis and design for application development

TEXTBOOKS:

1. Thomas Erl, "Service Oriented Architecture: Concepts, Technology, and Design", Pearson Education, 2005
2. Sandeep Chatterjee and James Webber, "Developing Enterprise Web Services: An Architect's Guide", Prentice Hall, 2004

REFERENCES:

1. James McGovern, Sameer Tyagi, Michael E Stevens, Sunil Mathew, "Java Web Services Architecture", Elsevier, 2003.
2. Ron Schmelzer et al. "XML and Web Services", Pearson Education, 2002.
3. Frank P.Coyle, "XML, Web Services and the Data Revolution", Pearson Education, 2002

GE8077**TOTAL QUALITY MANAGEMENT****L T P C
3 0 0 3****OBJECTIVE:**

- To facilitate the understanding of Quality Management principles and process.

UNIT I INTRODUCTION**9**

Introduction - Need for quality - Evolution of quality - Definitions of quality - Dimensions of product and service quality - Basic concepts of TQM - TQM Framework - Contributions of Deming, Juran and Crosby - Barriers to TQM - Customer focus - Customer orientation, Customer satisfaction, Customer complaints, Customer retention.

UNIT II TQM PRINCIPLES**9**

Leadership - Quality Statements, Strategic quality planning, Quality Councils - Employee involvement - Motivation, Empowerment, Team and Teamwork, Recognition and Reward, Performance appraisal - Continuous process improvement - PDCA cycle, 5S, Kaizen - Supplier partnership - Partnering, Supplier selection, Supplier Rating.

UNIT III TQM TOOLS AND TECHNIQUES I**9**

The seven traditional tools of quality - New management tools - Six sigma: Concepts, Methodology, applications to manufacturing, service sector including IT - Bench marking - Reason to bench mark, Bench marking process - FMEA - Stages, Types.

UNIT IV TQM TOOLS AND TECHNIQUES II**9**

Quality Circles - Cost of Quality - Quality Function Deployment (QFD) - Taguchi quality loss function - TPM - Concepts, improvement needs - Performance measures.

UNIT V QUALITY MANAGEMENT SYSTEM**9**

Introduction—Benefits of ISO Registration—ISO 9000 Series of Standards—Sector-Specific Standards—AS 9100, TS16949 and TL 9000-- ISO 9001 Requirements—Implementation—Documentation—Internal Audits—Registration- **ENVIRONMENTAL MANAGEMENT SYSTEM:** Introduction—ISO 14000 Series Standards—Concepts of ISO 14001—Requirements of ISO 14001—Benefits of EMS.

TOTAL: 45 PERIODS**OUTCOME:**

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

TEXT BOOK:

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

REFERENCES:

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

CS8083**MULTI-CORE ARCHITECTURES AND PROGRAMMING****L T P C
3 0 0 3****OBJECTIVES:**

- To understand the need for multi-core processors, and their architecture.
- To understand the challenges in parallel and multi-threaded programming.
- To learn about the various parallel programming paradigms,
- To develop multicore programs and design parallel solutions.

UNIT I MULTI-CORE PROCESSORS**9**

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

UNIT II PARALLEL PROGRAM CHALLENGES**9**

Performance – Scalability – Synchronization and data sharing – Data races – Synchronization primitives (mutexes, locks, semaphores, barriers) – deadlocks and livelocks – communication between threads (condition variables, signals, message queues and pipes).

UNIT III SHARED MEMORY PROGRAMMING WITH OpenMP**9**

OpenMP Execution Model – Memory Model – OpenMP Directives – Work-sharing Constructs - Library functions – Handling Data and Functional Parallelism – Handling Loops - Performance Considerations.

UNIT IV DISTRIBUTED MEMORY PROGRAMMING WITH MPI**9**

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

UNIT V PARALLEL PROGRAM DEVELOPMENT**9**

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

TOTAL: 45 PERIODS**OUTCOMES:**

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

- Describe multicore architectures and identify their characteristics and challenges.
- Identify the issues in programming Parallel Processors.
- Write programs using OpenMP and MPI.
- Design parallel programming solutions to common problems.
- Compare and contrast programming for serial processors and programming for parallel processors.

TEXT BOOKS:

1. Peter S. Pacheco, "An Introduction to Parallel Programming", Morgan-Kaufman/Elsevier, 2011.
2. Darryl Gove, "Multicore Application Programming for Windows, Linux, and Oracle Solaris", Pearson, 2011 (unit 2)

REFERENCES:

1. Michael J Quinn, "Parallel programming in C with MPI and OpenMP", Tata McGraw Hill, 2003.
2. Victor Alessandrini, Shared Memory Application Programming, 1st Edition, Concepts and Strategies in Multicore Application Programming, Morgan Kaufmann, 2015.
3. Yan Solihin, Fundamentals of Parallel Multicore Architecture, CRC Press, 2015.

CS8079**HUMAN COMPUTER INTERACTION****L T P C
3 0 0 3****OBJECTIVES:**

- To learn the foundations of Human Computer Interaction.
- To become familiar with the design technologies for individuals and persons with disabilities.
- To be aware of mobile HCI.
- To learn the guidelines for user interface.

UNIT I FOUNDATIONS OF HCI**9**

The Human: I/O channels – Memory – Reasoning and problem solving; **The Computer:** Devices – Memory – processing and networks; **Interaction:** Models – frameworks – Ergonomics – styles – elements – interactivity- Paradigms. - **Case Studies**

UNIT II DESIGN & SOFTWARE PROCESS**9**

Interactive Design: Basics – process – scenarios – navigation – screen design – Iteration and prototyping. **HCI in software process:** Software life cycle – usability engineering – Prototyping in practice – design rationale. **Design rules:** principles, standards, guidelines, rules. **Evaluation Techniques – Universal Design**

UNIT III MODELS AND THEORIES**9**

HCI Models: Cognitive models: Socio-Organizational issues and stakeholder requirements – Communication and collaboration models-**Hypertext, Multimedia and WWW.**

UNIT IV MOBILE HCI**9**

Mobile Ecosystem: Platforms, Application frameworks- **Types of Mobile Applications:** Widgets, Applications, Games- Mobile Information Architecture, Mobile 2.0, **Mobile Design:** Elements of Mobile Design, Tools. - **Case Studies**

UNIT V WEB INTERFACE DESIGN**9**

Designing Web Interfaces – Drag & Drop, Direct Selection, Contextual Tools, Overlays, Inlays and Virtual Pages, Process Flow - **Case Studies**

TOTAL :45 PERIODS**OUTCOMES:**

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

- Design effective dialog for HCI
- Design effective HCI for individuals and persons with disabilities.
- Assess the importance of user feedback.
- Explain the HCI implications for designing multimedia/ ecommerce/ e-learning Web sites.
- Develop meaningful user interface.

TEXT BOOKS:

1. Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale, "Human Computer Interaction", 3rd Edition, Pearson Education, 2004 (UNIT I, II & III)
2. Brian Fling, "Mobile Design and Development", First Edition, O'Reilly Media Inc., 2009 (UNIT – IV)
3. Bill Scott and Theresa Neil, "Designing Web Interfaces", First Edition, O'Reilly, 2009. (UNIT-V)

CS8073**C# AND .NET PROGRAMMING**

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OBJECTIVES:

- To learn basic programming in C# and the object oriented programming concepts.
- To update and enhance skills in writing Windows applications, ADO.NET and ASP .NET.
- To study the advanced concepts in data connectivity, WPF, WCF and WWF with C# and .NET 4.5.
- To implement mobile applications using .Net compact framework
- To understand the working of base class libraries, their operations and manipulation of data using XML.

UNIT I C# LANGUAGE BASICS**9**

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

UNIT II C# ADVANCED FEATURES**9**

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

UNIT III BASE CLASS LIBRARIES AND DATA MANIPULATION**9**

Diagnostics -Tasks, Threads and Synchronization - .Net Security - Localization - Manipulating XML- SAX and DOM - Manipulating files and the Registry- Transactions - ADO.NET- Peer-to-Peer Networking - P2P - Building P2P Applications - Windows Presentation Foundation (WPF).

UNIT IV WINDOW BASED APPLICATIONS, WCF AND WWF**9**

Window based applications - Core ASP.NET- ASP.NET Web forms -Windows Communication Foundation (WCF)- Introduction to Web Services - .Net Remoting - Windows Service - Windows Workflow Foundation (WWF) - Activities – Workflows

UNIT V .NET FRAMEWORK AND COMPACT FRAMEWORK**9**

Assemblies - Shared assemblies - Custom Hosting with CLR Objects - Appdomains - Core XAML - Bubbling and Tunneling Events- Reading and Writing XAML - .Net Compact Framework - Compact Edition Data Stores – Errors, Testing and Debugging – Optimizing performance – Packaging and Deployment – Networking and Mobile Devices

TOTAL :45 PERIODS

OUTCOMES:

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

- Write various applications using C# Language in the .NET Framework.
- Develop distributed applications using .NET Framework.
- Create mobile applications using .NET compact Framework.

TEXT BOOKS:

1. Christian Nagel, Bill Evjen, Jay Glynn, Karli Watson, Morgan Skinner . —Professional C# 2012 and .NET 4.5ll, Wiley, 2012
2. Harsh Bhasin, —Programming in C#ll, Oxford University Press, 2014.

REFERENCES

1. Ian Gariffiths, Mathew Adams, Jesse Liberty, —Programming C# 4.0ll, O'Reilly, Fourth Edition, 2010.
2. Andrew Troelsen, Pro C# 5.0 and the .NET 4.5 Framework, Apress publication, 2012.
3. Andy Wigley, Daniel Moth, Peter Foot, —Mobile Development Handbookll, Microsoft Press, 2011.

CS8088**WIRELESS ADHOC AND SENSOR NETWORKS****L T P C
3 0 0 3****OBJECTIVES:**

- To learn about the issues and challenges in the design of wireless ad hoc networks.
- To understand the working of MAC and Routing Protocols for ad hoc and sensor networks
- To learn about the Transport Layer protocols and their QoS for ad hoc and sensor networks.
- To understand various security issues in ad hoc and sensor networks and the corresponding solutions.

UNIT I MAC & ROUTING IN AD HOC NETWORKS**9**

Introduction – Issues and challenges in ad hoc networks – MAC Layer Protocols for wireless ad hoc networks – Contention-Based MAC protocols – MAC Protocols Using Directional Antennas – Multiple-Channel MAC Protocols – Power-Aware MAC Protocols – Routing in Ad hoc Networks – Design Issues – Proactive, Reactive and Hybrid Routing Protocols

UNIT II TRANSPORT & QOS IN AD HOC NETWORKS**9**

TCP's challenges and Design Issues in Ad Hoc Networks – Transport protocols for ad hoc networks – Issues and Challenges in providing QoS – MAC Layer QoS solutions – Network Layer QoS solutions – QoS Model

UNIT III MAC & ROUTING IN WIRELESS SENSOR NETWORKS**9**

Introduction – Applications – Challenges – Sensor network architecture – MAC Protocols for wireless sensor networks – Low duty cycle protocols and wakeup concepts – Contention-Based protocols – Schedule-Based protocols – IEEE 802.15.4 Zigbee – Topology Control – Routing Protocols

UNIT IV TRANSPORT & QOS IN WIRELESS SENSOR NETWORKS**9**

Data-Centric and Contention-Based Networking – Transport Layer and QoS in Wireless Sensor Networks – Congestion Control in network processing – Operating systems for wireless sensor networks – Examples

UNIT V SECURITY IN AD HOC AND SENSOR NETWORKS**9**

Security Attacks – Key Distribution and Management – Intrusion Detection – Software based Anti-tamper techniques – Water marking techniques – Defense against routing attacks - Secure Ad hoc routing protocols – Broadcast authentication WSN protocols – TESLA – Biba – Sensor Network Security Protocols – SPINS

TOTAL :45 PERIODS**OUTCOMES:**

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

- Identify different issues in wireless ad hoc and sensor networks .
- To analyze protocols developed for ad hoc and sensor networks .
- To identify and understand security issues in ad hoc and sensor networks.

TEXT BOOKS:

1. C.Siva Ram Murthy and B.S.Manoj, "Ad Hoc Wireless Networks – Architectures and Protocols", Pearson Education, 2006.
2. Holger Karl, Andreas Willing, "Protocols and Architectures for Wireless Sensor Networks", John Wiley & Sons, Inc., 2005.

REFERENCES

1. Subir Kumar Sarkar, T G Basavaraju, C Puttamadappa, "Ad Hoc Mobile Wireless Networks", Auerbach Publications, 2008.
2. Carlos De Moraes Cordeiro, Dharma Prakash Agrawal, "Ad Hoc and Sensor Networks: Theory and Applications (2nd Edition)", World Scientific Publishing, 2011.
3. Waltenegus Dargie, Christian Poellabauer, "Fundamentals of Wireless Sensor Networks Theory and Practice", John Wiley and Sons, 2010
4. Xiang-Yang Li , "Wireless Ad Hoc and Sensor Networks: Theory and Applications", 1227th edition, Cambridge university Press,2008.

CS8071**ADVANCED TOPICS ON DATABASES****L T P C
3 0 0 3****OBJECTIVES:**

- To learn the modeling and design of databases.
- To acquire knowledge on parallel and distributed databases and their applications.
- To study the usage and applications of Object Oriented and Intelligent databases.
- To understand the usage of advanced data models.
- To learn emerging databases such as XML, Cloud and Big Data.
- To acquire inquisitive attitude towards research topics in databases.

UNIT I PARALLEL AND DISTRIBUTED DATABASES**9**

Database System Architectures: Centralized and Client-Server Architectures – Server System Architectures – Parallel Systems- Distributed Systems – Parallel Databases: I/O Parallelism – Inter and Intra Query Parallelism – Inter and Intra operation Parallelism – Design of Parallel Systems- Distributed Database Concepts - Distributed Data Storage – Distributed Transactions – Commit Protocols – Concurrency Control – Distributed Query Processing – Case Studies

UNIT II OBJECT AND OBJECT RELATIONAL DATABASES**9**

Concepts for Object Databases: Object Identity – Object structure – Type Constructors – Encapsulation of Operations – Methods – Persistence – Type and Class Hierarchies – Inheritance – Complex Objects – Object Database Standards, Languages and Design: ODMG Model – ODL –

OQL – Object Relational and Extended – Relational Systems: Object Relational features in SQL/Oracle – Case Studies.

UNIT III INTELLIGENT DATABASES

9

Active Databases: Syntax and Semantics (Starburst, Oracle, DB2)- Taxonomy- Applications- Design Principles for Active Rules- Temporal Databases: Overview of Temporal Databases- TSQL2- Deductive Databases: Logic of Query Languages – Datalog- Recursive Rules-Syntax and Semantics of Datalog Languages- Implementation of Rules and Recursion- Recursive Queries in SQL- Spatial Databases- Spatial Data Types- Spatial Relationships- Spatial Data Structures- Spatial Access Methods- Spatial DB Implementation.

UNIT IV ADVANCED DATA MODELS

9

Mobile Databases: Location and Handoff Management - Effect of Mobility on Data Management - Location Dependent Data Distribution - Mobile Transaction Models -Concurrency Control - Transaction Commit Protocols- Multimedia Databases- Information Retrieval- Data Warehousing- Data Mining- Text Mining.

UNIT V EMERGING TECHNOLOGIES

9

XML Databases: XML-Related Technologies-XML Schema- XML Query Languages- Storing XML in Databases-XML and SQL- Native XML Databases- Web Databases- Geographic Information Systems- Biological Data Management- Cloud Based Databases: Data Storage Systems on the Cloud- Cloud Storage Architectures-Cloud Data Models- Query Languages- Introduction to Big Data-Storage-Analysis.

TOTAL: 45 PERIODS

OUTCOMES:

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

- To develop in-depth understanding of relational databases and skills to optimize database performance in practice.
- To understand and critique on each type of databases.
- To design faster algorithms in solving practical database problems.
- To implement intelligent databases and various data models.

TEXT BOOKS:

1. Ramez Elmasri, Shamkant B. Navathe, “Fundamentals of Database Systems”, Sixth Edition , Pearson, 2011.
2. Thomas Cannolly and Carolyn Begg, “Database Systems, A Practical Approach to Design, Implementation and Management”, Fourth Edition, Pearson Education, 2008.

REFERENCES:

1. Henry F Korth, Abraham Silberschatz, S. Sudharshan, “Database System Concepts”, Sixth Edition, McGraw Hill, 2011.
2. C.J.Date, A.Kannan, S.Swamynathan, “An Introduction to Database Systems”, Eighth Edition, Pearson Education, 2006.
3. Carlo Zaniolo, Stefano Ceri, Christos Faloutsos, Richard T.Snodgrass, V.S.Subrahmanian, Roberto Zicari, “Advanced Database Systems”, Morgan Kaufmann publishers,2006.

GE8072

**FOUNDATION SKILLS IN INTEGRATED PRODUCT
DEVELOPMENT**

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

OBJECTIVES:

- To understand the global trends and development methodologies of various types of

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

UNIT I FUNDAMENTALS OF PRODUCT DEVELOPMENT 9

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

UNIT II REQUIREMENTS AND SYSTEM DESIGN 9

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

UNIT III DESIGN AND TESTING 9

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

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

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

UNIT V BUSINESS DYNAMICS – ENGINEERING SERVICES INDUSTRY 9

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

TOTAL: 45 PERIODS

OUTCOMES:

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

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

- Manage a project from start to finish

TEXTBOOKS:

1. Book specially prepared by NASSCOM as per the MoU.
2. Karl T Ulrich and Stephen D Eppinger, "Product Design and Development", Tata McGraw Hill, Fifth Edition, 2011.
3. John W Newstorm and Keith Davis, "Organizational Behavior", Tata McGraw Hill, Eleventh Edition, 2005.

REFERENCES:

1. Hiriappa B, "Corporate Strategy – Managing the Business", Author House, 2013.
2. Peter F Drucker, "People and Performance", Butterworth – Heinemann [Elsevier], Oxford, 2004.
3. Vinod Kumar Garg and Venkita Krishnan N K, "Enterprise Resource Planning – Concepts", Second Edition, Prentice Hall, 2003.
4. Mark S Sanders and Ernest J McCormick, "Human Factors in Engineering and Design", McGraw Hill Education, Seventh Edition, 2013

GE8074

HUMAN RIGHTS

L T P C
3 0 0 3

OBJECTIVE :

- To sensitize the Engineering students to various aspects of Human Rights.

UNIT I

9

Human Rights – Meaning, origin and Development. Notion and classification of Rights – Natural, Moral and Legal Rights. Civil and Political Rights, Economic, Social and Cultural Rights; collective / Solidarity Rights.

UNIT II

9

Evolution of the concept of Human Rights Magna carta – Geneva convention of 1864. Universal Declaration of Human Rights, 1948. Theories of Human Rights.

UNIT III

9

Theories and perspectives of UN Laws – UN Agencies to monitor and compliance.

UNIT IV

9

Human Rights in India – Constitutional Provisions / Guarantees.

UNIT V

9

Human Rights of Disadvantaged People – Women, Children, Displaced persons and Disabled persons, including Aged and HIV Infected People. Implementation of Human Rights – National and State Human Rights Commission – Judiciary – Role of NGO's, Media, Educational Institutions, Social Movements.

TOTAL: 45 PERIODS

OUTCOME:

- Engineering students will acquire the basic knowledge of human rights.

REFERENCES:

1. Kapoor S.K., "Human Rights under International law and Indian Laws", Central Law Agency, Allahabad, 2014.
2. Chandra U., "Human Rights", Allahabad Law Agency, Allahabad, 2014.
3. Upendra Baxi, The Future of Human Rights, Oxford University Press, New Delhi.

OBJECTIVES:

- To provide students an exposure to disasters, their significance and types.
- To ensure that students begin to understand the relationship between vulnerability, disasters, disaster prevention and risk reduction
- To gain a preliminary understanding of approaches of Disaster Risk Reduction (DRR)
- To enhance awareness of institutional processes in the country and
- To develop rudimentary ability to respond to their surroundings with potential disaster response in areas where they live, with due sensitivity

UNIT I INTRODUCTION TO DISASTERS**9**

Definition: Disaster, Hazard, Vulnerability, Resilience, Risks – Disasters: Types of disasters – Earthquake, Landslide, Flood, Drought, Fire etc - Classification, Causes, Impacts including social, economic, political, environmental, health, psychosocial, etc.- Differential impacts- in terms of caste, class, gender, age, location, disability - Global trends in disasters: urban disasters, pandemics, complex emergencies, Climate change- Dos and Don'ts during various types of Disasters.

UNIT II APPROACHES TO DISASTER RISK REDUCTION (DRR)**9**

Disaster cycle - Phases, Culture of safety, prevention, mitigation and preparedness community based DRR, Structural- nonstructural measures, Roles and responsibilities of- community, Panchayati Raj

Institutions/Urban Local Bodies (PRIs/ULBs), States, Centre, and other stake-holders- Institutional Processess and Framework at State and Central Level- State Disaster Management Authority(SDMA) – Early Warning System – Advisories from Appropriate Agencies.

UNIT III INTER-RELATIONSHIP BETWEEN DISASTERS AND DEVELOPMENT**9**

Factors affecting Vulnerabilities, differential impacts, impact of Development projects such as dams, embankments, changes in Land-use etc.- Climate Change Adaptation- IPCC Scenario and Scenarios in the context of India - Relevance of indigenous knowledge, appropriate technology and local resources.

UNIT IV DISASTER RISK MANAGEMENT IN INDIA**9**

Hazard and Vulnerability profile of India, Components of Disaster Relief: Water, Food, Sanitation, Shelter, Health, Waste Management, Institutional arrangements (Mitigation, Response and Preparedness, Disaster Management Act and Policy - Other related policies, plans, programmes and legislation – Role of GIS and Information Technology Components in Preparedness, Risk Assessment, Response and Recovery Phases of Disaster – Disaster Damage Assessment.

UNIT V DISASTER MANAGEMENT: APPLICATIONS AND CASE STUDIES AND FIELD WORKS**9**

Landslide Hazard Zonation: Case Studies, Earthquake Vulnerability Assessment of Buildings and Infrastructure: Case Studies, Drought Assessment: Case Studies, Coastal Flooding: Storm Surge Assessment, Floods: Fluvial and Pluvial Flooding: Case Studies; Forest Fire: Case Studies, Man Made disasters: Case Studies, Space Based Inputs for Disaster Mitigation and Management and field works related to disaster management.

TOTAL: 45 PERIODS**OUTCOMES:****The students will be able to**

- Differentiate the types of disasters, causes and their impact on environment and society
- Assess vulnerability and various methods of risk reduction measures as well as mitigation.
- Draw the hazard and vulnerability profile of India, Scenarios in the Indian context, Disaster damage assessment and management.

TEXTBOOKS:

1. Singhal J.P. "Disaster Management", Laxmi Publications, 2010. ISBN-10: 9380386427 ISBN-13: 978-9380386423
2. Tushar Bhattacharya, "Disaster Science and Management", McGraw Hill India Education Pvt. Ltd., 2012. **ISBN-10:** 1259007367, **ISBN-13:** 978-1259007361]
3. Gupta Anil K, Sreeja S. Nair. Environmental Knowledge for Disaster Risk Management, NIDM, New Delhi, 2011
4. Kapur Anu Vulnerable India: A Geographical Study of Disasters, IIAS and Sage Publishers, New Delhi, 2010.

REFERENCES

1. Govt. of India: Disaster Management Act , Government of India, New Delhi, 2005
2. Government of India, National Disaster Management Policy, 2009.

EC8093**DIGITAL IMAGE PROCESSING**

L	T	P	C
3	0	0	3

OBJECTIVES:

- To become familiar with digital image fundamentals
- To get exposed to simple image enhancement techniques in Spatial and Frequency domain.
- To learn concepts of degradation function and restoration techniques.
- To study the image segmentation and representation techniques.
- To become familiar with image compression and recognition methods

UNIT I DIGITAL IMAGE FUNDAMENTALS**9**

Steps in Digital Image Processing – Components – Elements of Visual Perception – Image Sensing and Acquisition – Image Sampling and Quantization – Relationships between pixels - Color image fundamentals - RGB, HSI models, Two-dimensional mathematical preliminaries, 2D transforms - DFT, DCT.

UNIT II IMAGE ENHANCEMENT**9**

Spatial Domain: Gray level transformations – Histogram processing – Basics of Spatial Filtering– Smoothing and Sharpening Spatial Filtering, Frequency Domain: Introduction to Fourier Transform– Smoothing and Sharpening frequency domain filters – Ideal, Butterworth and Gaussian filters, Homomorphic filtering, Color image enhancement.

UNIT III IMAGE RESTORATION**9**

Image Restoration - degradation model, Properties, Noise models – Mean Filters – Order Statistics – Adaptive filters – Band reject Filters – Band pass Filters – Notch Filters – Optimum Notch Filtering – Inverse Filtering – Wiener filtering

UNIT IV IMAGE SEGMENTATION**9**

Edge detection, Edge linking via Hough transform – Thresholding - Region based segmentation – Region growing – Region splitting and merging – Morphological processing- erosion and dilation, Segmentation by morphological watersheds – basic concepts – Dam construction – Watershed segmentation algorithm.

UNIT V IMAGE COMPRESSION AND RECOGNITION**9**

Need for data compression, Huffman, Run Length Encoding, Shift codes, Arithmetic coding, JPEG standard, MPEG. Boundary representation, Boundary description, Fourier Descriptor, Regional Descriptors – Topological feature, Texture - Patterns and Pattern classes - Recognition based on matching.

TOTAL 45 PERIODS

OUTCOMES:

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

- Know and understand the basics and fundamentals of digital image processing, such as digitization, sampling, quantization, and 2D-transforms.
- Operate on images using the techniques of smoothing, sharpening and enhancement.
- Understand the restoration concepts and filtering techniques.
- Learn the basics of segmentation, features extraction, compression and recognition methods for color models.

TEXT BOOKS:

1. Rafael C. Gonzalez, Richard E. Woods, 'Digital Image Processing', Pearson, Third Edition, 2010.
2. Anil K. Jain, 'Fundamentals of Digital Image Processing', Pearson, 2002.

REFERENCES:

1. Kenneth R. Castleman, 'Digital Image Processing', Pearson, 2006.
2. Rafael C. Gonzalez, Richard E. Woods, Steven Eddins, 'Digital Image Processing using MATLAB', Pearson Education, Inc., 2011.
3. D.E. Dudgeon and R.M. Mersereau, 'Multidimensional Digital Signal Processing', Prentice Hall Professional Technical Reference, 1990.
4. William K. Pratt, 'Digital Image Processing', John Wiley, New York, 2002
5. Milan Sonka et al 'Image processing, analysis and machine vision', Brookes/Cole, Vikas Publishing House, 2nd edition, 1999

CS8085**SOCIAL NETWORK ANALYSIS**
L T P C
3 0 0 3
OBJECTIVES:

- To understand the concept of semantic web and related applications.
- To learn knowledge representation using ontology.
- To understand human behaviour in social web and related communities.
- To learn visualization of social networks.

UNIT I INTRODUCTION**9**

Introduction to Semantic Web: Limitations of current Web - Development of Semantic Web - Emergence of the Social Web - Social Network analysis: Development of Social Network Analysis - Key concepts and measures in network analysis - Electronic sources for network analysis: Electronic discussion networks, Blogs and online communities - Web-based networks - Applications of Social Network Analysis.

UNIT II MODELLING, AGGREGATING AND KNOWLEDGE REPRESENTATION**9**

Ontology and their role in the Semantic Web: Ontology-based knowledge Representation - Ontology languages for the Semantic Web: Resource Description Framework - Web Ontology Language - Modelling and aggregating social network data: State-of-the-art in network data representation - Ontological representation of social individuals - Ontological representation of social relationships - Aggregating and reasoning with social network data - Advanced representations.

UNIT III EXTRACTION AND MINING COMMUNITIES IN WEB SOCIAL NETWORKS**9**

Extracting evolution of Web Community from a Series of Web Archive - Detecting communities in social networks - Definition of community - Evaluating communities - Methods for community detection and mining - Applications of community mining algorithms - Tools for detecting

communities social network infrastructures and communities - Decentralized online social networks - Multi-Relational characterization of dynamic social network communities.

UNIT IV PREDICTING HUMAN BEHAVIOUR AND PRIVACY ISSUES 9

Understanding and predicting human behaviour for social communities - User data management - Inference and Distribution - Enabling new human experiences - Reality mining - Context - Awareness - Privacy in online social networks - Trust in online environment - Trust models based on subjective logic - Trust network analysis - Trust transitivity analysis - Combining trust and reputation - Trust derivation based on trust comparisons - Attack spectrum and countermeasures.

UNIT V VISUALIZATION AND APPLICATIONS OF SOCIAL NETWORKS 9

Graph theory - Centrality - Clustering - Node-Edge Diagrams - Matrix representation - Visualizing online social networks, Visualizing social networks with matrix-based representations - Matrix and Node-Link Diagrams - Hybrid representations - Applications - Cover networks - Community welfare - Collaboration networks - Co-Citation networks.

TOTAL: 45 PERIODS

OUTCOMES:

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

- Develop semantic web related applications.
- Represent knowledge using ontology.
- Predict human behaviour in social web and related communities.
- Visualize social networks.

TEXT BOOKS:

1. Peter Mika, "Social Networks and the Semantic Web", First Edition, Springer 2007.
2. Borko Furht, "Handbook of Social Network Technologies and Applications", 1st Edition, Springer, 2010.

REFERENCES:

1. Guandong Xu, Yanchun Zhang and Lin Li, "Web Mining and Social Networking – Techniques and applications", First Edition, Springer, 2011.
2. Dion Goh and Schubert Foo, "Social information Retrieval Systems: Emerging Technologies and Applications for Searching the Web Effectively", IGI Global Snippet, 2008.
3. Max Chevalier, Christine Julien and Chantal Soulé-Dupuy, "Collaborative and Social Information Retrieval and Access: Techniques for Improved user Modelling", IGI Global Snippet, 2009.
4. John G. Breslin, Alexander Passant and Stefan Decker, "The Social Semantic Web", Springer, 2009.

IT8073

INFORMATION SECURITY

L	T	P	C
3	0	0	3

OBJECTIVES:

- To understand the basics of Information Security
- To know the legal, ethical and professional issues in Information Security
- To know the aspects of risk management
- To become aware of various standards in this area
- To know the technological aspects of Information Security

UNIT I INTRODUCTION 9

History, What is Information Security?, Critical Characteristics of Information, NSTISSC Security Model, Components of an Information System, Securing the Components, Balancing Security and Access, The SDLC, The Security SDLC

UNIT II	SECURITY INVESTIGATION	9
Need for Security, Business Needs, Threats, Attacks, Legal, Ethical and Professional Issues - An Overview of Computer Security - Access Control Matrix, Policy-Security policies, Confidentiality policies, Integrity policies and Hybrid policies		
UNIT III	SECURITY ANALYSIS	9
Risk Management: Identifying and Assessing Risk, Assessing and Controlling Risk - Systems: Access Control Mechanisms, Information Flow and Confinement Problem		
UNIT IV	LOGICAL DESIGN	9
Blueprint for Security, Information Security Policy, Standards and Practices, ISO 17799/BS 7799, NIST Models, VISA International Security Model, Design of Security Architecture, Planning for Continuity		
UNIT V	PHYSICAL DESIGN	9
Security Technology, IDS, Scanning and Analysis Tools, Cryptography, Access Control Devices, Physical Security, Security and Personnel		
TOTAL		45 PERIODS

OUTCOMES:

At the end of this course, the students should be able to:

- Discuss the basics of information security
- Illustrate the legal, ethical and professional issues in information security
- Demonstrate the aspects of risk management.
- Become aware of various standards in the Information Security System
- Design and implementation of Security Techniques.

TEXT BOOK:

1. Michael E Whitman and Herbert J Mattord, "Principles of Information Security", Vikas Publishing House, New Delhi, 2003

REFERENCES

1. Micki Krause, Harold F. Tipton, " Handbook of Information Security Management", Vol 1-3 CRCPress LLC, 2004.
2. Stuart McClure, Joel Scrambray, George Kurtz, "Hacking Exposed", Tata McGraw-Hill, 2003
3. Matt Bishop, " Computer Security Art and Science", Pearson/PHI, 2002.

CS8087	SOFTWARE DEFINED NETWORKS	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To learn the fundamentals of software defined networks.
- To understand the separation of the data plane and the control plane.
- To study about the SDN Programming.
- To study about the various applications of SDN

UNIT I	INTRODUCTION	9
History of Software Defined Networking (SDN) – Modern Data Center – Traditional Switch Architecture – Why SDN – Evolution of SDN – How SDN Works – Centralized and Distributed Control and Data Planes		
UNIT II	OPEN FLOW & SDN CONTROLLERS	9
Open Flow Specification – Drawbacks of Open SDN, SDN via APIs, SDN via Hypervisor-		

Based Overlays – SDN via Opening up the Device – SDN Controllers – General Concepts

UNIT III DATA CENTERS

9

Multitenant and Virtualized Multitenant Data Center – SDN Solutions for the Data Center Network – VLANs – EVPN – VxLAN – NVGRE

UNIT IV SDN PROGRAMMING

9

Programming SDNs: Northbound Application Programming Interface, Current Languages and Tools, Composition of SDNs – Network Functions Virtualization (NFV) and Software Defined Networks: Concepts, Implementation and Applications

UNIT V SDN

9

Juniper SDN Framework – IETF SDN Framework – Open Daylight Controller – Floodlight Controller – Bandwidth Calendaring – Data Center Orchestration

TOTAL :45 PERIODS

OUTCOMES:

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

- Analyze the evolution of software defined networks
- Express the various components of SDN and their uses
- Explain the use of SDN in the current networking scenario
- Design and develop various applications of SDN

TEXT BOOKS:

1. Paul Goransson and Chuck Black, —Software Defined Networks: A Comprehensive Approach, First Edition, Morgan Kaufmann, 2014.
2. Thomas D. Nadeau, Ken Gray, —SDN: Software Defined Networks, O'Reilly Media, 2013.

REFERENCES:

1. Siamak Azodolmolky, —Software Defined Networking with Open Flow, Packet Publishing, 2013.
2. Vivek Tiwari, —SDN and Open Flow for BeginnersII, Amazon Digital Services, Inc., 2013.
3. Fei Hu, Editor, —Network Innovation through Open Flow and SDN: Principles and Design, CRC Press, 2014.

CS8074

CYBER FORENSICS

L	T	P	C
3	0	0	3

OBJECTIVES:

- To learn computer forensics
- To become familiar with forensics tools
- To learn to analyze and validate forensics data

UNIT I INTRODUCTION TO COMPUTER FORENSICS

9

Introduction to Traditional Computer Crime, Traditional problems associated with Computer Crime. Introduction to Identity Theft & Identity Fraud. Types of CF techniques - Incident and incident response methodology - Forensic duplication and investigation. Preparation for IR: Creating response tool kit and IR team. - Forensics Technology and Systems - Understanding Computer Investigation – Data Acquisition.

UNIT II EVIDENCE COLLECTION AND FORENSICS TOOLS

9

Processing Crime and Incident Scenes – Working with Windows and DOS Systems. **Current Computer Forensics Tools:** Software/ Hardware Tools.

UNIT III ANALYSIS AND VALIDATION 9
Validating Forensics Data – Data Hiding Techniques – Performing Remote Acquisition – Network Forensics – Email Investigations – Cell Phone and Mobile Devices Forensics

UNIT IV ETHICAL HACKING 9
Introduction to Ethical Hacking - Footprinting and Reconnaissance - Scanning Networks - Enumeration - System Hacking - Malware Threats - Sniffing

UNIT V ETHICAL HACKING IN WEB 9
Social Engineering - Denial of Service - Session Hijacking - Hacking Web servers - Hacking Web Applications – SQL Injection - Hacking Wireless Networks - Hacking Mobile Platforms.

TOTAL 45 PERIODS

OUTCOMES:

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

- Understand the basics of computer forensics
- Apply a number of different computer forensic tools to a given scenario
- Analyze and validate forensics data
- Identify the vulnerabilities in a given network infrastructure
- Implement real-world hacking techniques to test system security

TEXT BOOKS:

1. Bill Nelson, Amelia Phillips, Frank Enfinger, Christopher Steuart, "Computer Forensics and Investigations", Cengage Learning, India Edition, 2016.
2. CEH official Certified Ethical Hacking Review Guide, Wiley India Edition, 2015.

REFERENCES

1. John R.Vacca, "Computer Forensics", Cengage Learning, 2005
2. MarjieT.Britz, "Computer Forensics and Cyber Crime": An Introduction", 3rd Edition, Prentice Hall, 2013.
3. AnkitFadia " Ethical Hacking" Second Edition, Macmillan India Ltd, 2006
4. Kenneth C.Brancik "Insider Computer Fraud" Auerbach Publications Taylor & Francis Group–2008.

CS8086	SOFT COMPUTING	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To learn the basic concepts of Soft Computing
- To become familiar with various techniques like neural networks, genetic algorithms and fuzzy systems.
- To apply soft computing techniques to solve problems.

UNIT I INTRODUCTION TO SOFT COMPUTING 9
Introduction-Artificial Intelligence-Artificial Neural Networks-Fuzzy Systems-Genetic Algorithm and Evolutionary Programming-Swarm Intelligent Systems-Classification of ANNs-McCulloch and Pitts Neuron Model-Learning Rules: Hebbian and Delta- Perceptron Network-Adaline Network-Madaline Network.

UNIT II ARTIFICIAL NEURAL NETWORKS 9
Back propagation Neural Networks - Kohonen Neural Network -Learning Vector Quantization -Hamming Neural Network - Hopfield Neural Network- Bi-directional

Associative Memory -Adaptive Resonance Theory Neural Networks- Support Vector Machines - Spike Neuron Models.

UNIT III FUZZY SYSTEMS 9

Introduction to Fuzzy Logic, Classical Sets and Fuzzy Sets - Classical Relations and Fuzzy Relations -Membership Functions -Defuzzification - Fuzzy Arithmetic and Fuzzy Measures - Fuzzy Rule Base and Approximate Reasoning - Introduction to Fuzzy Decision Making.

UNIT IV GENETIC ALGORITHMS 9

Basic Concepts- Working Principles -Encoding- Fitness Function - Reproduction - Inheritance Operators - Cross Over - Inversion and Deletion -Mutation Operator - Bit-wise Operators -Convergence of Genetic Algorithm.

UNIT V HYBRID SYSTEMS 9

Hybrid Systems -Neural Networks, Fuzzy Logic and Genetic -GA Based Weight Determination - LR-Type Fuzzy Numbers - Fuzzy Neuron - Fuzzy BP Architecture - Learning in Fuzzy BP- Inference by Fuzzy BP - Fuzzy ArtMap: A Brief Introduction - Soft Computing Tools - GA in Fuzzy Logic Controller Design - Fuzzy Logic Controller

TOTAL : 45 PERIODS

OUTCOMES:

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

- Apply suitable soft computing techniques for various applications.
- Integrate various soft computing techniques for complex problems.

TEXT BOOKS:

1. N.P.Padhy, S.P.Simon, "Soft Computing with MATLAB Programming", Oxford University Press, 2015.
2. S.N.Sivanandam, S.N.Deepa, "Principles of Soft Computing", Wiley India Pvt. Ltd., 2nd Edition, 2011.
3. S.Rajasekaran, G.A.Vijayalakshmi Pai, "Neural Networks, Fuzzy Logic and Genetic Algorithm, Synthesis and Applications ", PHI Learning Pvt. Ltd., 2017.

REFERENCES:

1. Jyh-Shing Roger Jang, Chuen-Tsai Sun, Eiji Mizutani, "Neuro-Fuzzy and Soft Computing", Prentice-Hall of India, 2002.
2. Kwang H.Lee, "First course on Fuzzy Theory and Applications", Springer, 2005.
3. George J. Klir and Bo Yuan, "Fuzzy Sets and Fuzzy Logic-Theory and Applications", Prentice Hall, 1996.
4. James A. Freeman and David M. Skapura, "Neural Networks Algorithms, Applications, and Programming Techniques", Addison Wesley, 2003.

GE8076

PROFESSIONAL ETHICS IN ENGINEERING

**LT P C
3 0 0 3**

OBJECTIVES:

- To enable the students to create an awareness on Engineering Ethics and Human Values, to instill Moral and Social Values and Loyalty and to appreciate the rights of others.

UNIT I HUMAN VALUES 10

Morals, values and Ethics – Integrity – Work ethic – Service learning – Civic virtue – Respect for others – Living peacefully – Caring – Sharing – Honesty – Courage – Valuing time – Cooperation – Commitment – Empathy – Self confidence – Character – Spirituality – Introduction to Yoga and meditation for professional excellence and stress management.

UNIT II	ENGINEERING ETHICS	9
Senses of 'Engineering Ethics' – Variety of moral issues – Types of inquiry – Moral dilemmas – Moral Autonomy – Kohlberg's theory – Gilligan's theory – Consensus and Controversy – Models of professional roles - Theories about right action – Self-interest – Customs and Religion – Uses of Ethical Theories.		
UNIT III	ENGINEERING AS SOCIAL EXPERIMENTATION	9
Engineering as Experimentation – Engineers as responsible Experimenters – Codes of Ethics – A Balanced Outlook on Law.		
UNIT IV	SAFETY, RESPONSIBILITIES AND RIGHTS	9
Safety and Risk – Assessment of Safety and Risk – Risk Benefit Analysis and Reducing Risk - Respect for Authority – Collective Bargaining – Confidentiality – Conflicts of Interest – Occupational Crime – Professional Rights – Employee Rights – Intellectual Property Rights (IPR) – Discrimination.		
UNIT V	GLOBAL ISSUES	8
Multinational Corporations – Environmental Ethics – Computer Ethics – Weapons Development – Engineers as Managers – Consulting Engineers – Engineers as Expert Witnesses and Advisors – Moral Leadership –Code of Conduct – Corporate Social Responsibility.		
		TOTAL: 45 PERIODS
OUTCOMES:		
• Upon completion of the course, the student should be able to apply ethics in society, discuss the ethical issues related to engineering and realize the responsibilities and rights in the society.		
TEXT BOOKS:		
1. Mike W. Martin and Roland Schinzinger, "Ethics in Engineering", Tata McGraw Hill, New Delhi, 2003. 2. Govindarajan M, Natarajan S, Senthil Kumar V. S, "Engineering Ethics", Prentice Hall of India, New Delhi, 2004.		
REFERENCES:		
1. Charles B. Fleddermann, "Engineering Ethics", Pearson Prentice Hall, New Jersey, 2004. 2. Charles E. Harris, Michael S. Pritchard and Michael J. Rabins, "Engineering Ethics – Concepts and Cases", Cengage Learning, 2009. 3. John R Boatright, "Ethics and the Conduct of Business", Pearson Education, New Delhi, 2003 4. Edmund G Seebauer and Robert L Barry, "Fundamentals of Ethics for Scientists and Engineers", Oxford University Press, Oxford, 2001. 5. Laura P. Hartman and Joe Desjardins, "Business Ethics: Decision Making for Personal Integrity and Social Responsibility" Mc Graw Hill education, India Pvt. Ltd.,New Delhi, 2013. 6. World Community Service Centre, ' Value Education', Vethathiri publications, Erode, 2011.		
Web sources:		
1. www.onlineethics.org 2. www.nspe.org 3. www.globalethics.org 4. www.ethics.org		

OBJECTIVES:

- To understand the basics of Information Retrieval.
- To understand machine learning techniques for text classification and clustering.
- To understand various search engine system operations.
- To learn different techniques of recommender system.

UNIT I INTRODUCTION**9**

Information Retrieval – Early Developments – The IR Problem – The User's Task – Information versus Data Retrieval - The IR System – The Software Architecture of the IR System – The Retrieval and Ranking Processes - The Web – The e-Publishing Era – How the web changed Search – Practical Issues on the Web – How People Search – Search Interfaces Today – Visualization in Search Interfaces.

UNIT II MODELING AND RETRIEVAL EVALUATION**9**

Basic IR Models - Boolean Model - TF-IDF (Term Frequency/Inverse Document Frequency) Weighting - Vector Model – Probabilistic Model – Latent Semantic Indexing Model – Neural Network Model – Retrieval Evaluation – Retrieval Metrics – Precision and Recall – Reference Collection – User-based Evaluation – Relevance Feedback and Query Expansion – Explicit Relevance Feedback.

UNIT III TEXT CLASSIFICATION AND CLUSTERING**9**

A Characterization of Text Classification – Unsupervised Algorithms: Clustering – Naïve Text Classification – Supervised Algorithms – Decision Tree – k-NN Classifier – SVM Classifier – Feature Selection or Dimensionality Reduction – Evaluation metrics – Accuracy and Error – Organizing the classes – Indexing and Searching – Inverted Indexes – Sequential Searching – Multi-dimensional Indexing.

UNIT IV WEB RETRIEVAL AND WEB CRAWLING**9**

The Web – Search Engine Architectures – Cluster based Architecture – Distributed Architectures – Search Engine Ranking – Link based Ranking – Simple Ranking Functions – Learning to Rank – Evaluations -- Search Engine Ranking – Search Engine User Interaction – Browsing – Applications of a Web Crawler – Taxonomy – Architecture and Implementation – Scheduling Algorithms – Evaluation.

UNIT V RECOMMENDER SYSTEM**9**

Recommender Systems Functions – Data and Knowledge Sources – Recommendation Techniques – Basics of Content-based Recommender Systems – High Level Architecture – Advantages and Drawbacks of Content-based Filtering – Collaborative Filtering – Matrix factorization models – Neighborhood models.

TOTAL: 45 PERIODS**OUTCOMES:**

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

- Use an open source search engine framework and explore its capabilities
- Apply appropriate method of classification or clustering.
- Design and implement innovative features in a search engine.
- Design and implement a recommender system.

TEXT BOOKS:

1. Ricardo Baeza-Yates and Berthier Ribeiro-Neto, —Modern Information Retrieval: The Concepts and Technology behind Search, Second Edition, ACM Press Books, 2011.
2. Ricci, F, Rokach, L. Shapira, B.Kantor, "Recommender Systems Handbook", First Edition, 2011.

REFERENCES:

1. C. Manning, P. Raghavan, and H. Schütze, —Introduction to Information Retrieval, Cambridge University Press, 2008.
2. Stefan Buettcher, Charles L. A. Clarke and Gordon V. Cormack, —Information Retrieval: Implementing and Evaluating Search Engines, The MIT Press, 2010.

CS8078**GREEN COMPUTING**

L	T	P	C
3	0	0	3

OBJECTIVES:

- To learn the fundamentals of Green Computing.
- To analyze the Green computing Grid Framework.
- To understand the issues related with Green compliance.
- To study and develop various case studies.

UNIT I FUNDAMENTALS**9**

Green IT Fundamentals: Business, IT, and the Environment – Green computing: carbon foot print, scoop on power – Green IT Strategies: Drivers, Dimensions, and Goals – Environmentally Responsible Business: Policies, Practices, and Metrics.

UNIT II GREEN ASSETS AND MODELING**9**

Green Assets: Buildings, Data Centers, Networks, and Devices – Green Business Process Management: Modeling, Optimization, and Collaboration – Green Enterprise Architecture – Environmental Intelligence – Green Supply Chains – Green Information Systems: Design and Development Models.

UNIT III GRID FRAMEWORK**9**

Virtualization of IT systems – Role of electric utilities, Telecommuting, teleconferencing and teleporting – Materials recycling – Best ways for Green PC – Green Data center – Green Grid framework.

UNIT IV GREEN COMPLIANCE**9**

Socio-cultural aspects of Green IT – Green Enterprise Transformation Roadmap – Green Compliance: Protocols, Standards, and Audits – Emergent Carbon Issues: Technologies and Future.

UNIT V CASE STUDIES**9**

The Environmentally Responsible Business Strategies (ERBS) – Case Study Scenarios for Trial Runs – Case Studies – Applying Green IT Strategies and Applications to a Home, Hospital, Packaging Industry and Telecom Sector.

TOTAL : 45 PERIODS**OUTCOMES:**

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

- Acquire knowledge to adopt green computing practices to minimize negative impacts on the environment.
- Enhance the skill in energy saving practices in their use of hardware.
- Evaluate technology tools that can reduce paper waste and carbon footprint by the stakeholders.
- Understand the ways to minimize equipment disposal requirements .

TEXT BOOKS:

1. Bhuvan Unhelkar, "Green IT Strategies and Applications-Using Environmental Intelligence", CRC Press, June 2014.
2. Woody Leonhard, Katherine Murray, "Green Home computing for dummies", August 2012.

REFERENCES:

1. Alin Gales, Michael Schaefer, Mike Ebberts, "Green Data Center: steps for the Journey", Shroff/IBM rebook, 2011.
2. John Lamb, "The Greening of IT", Pearson Education, 2009.
3. Jason Harris, "Green Computing and Green IT- Best Practices on regulations & industry", Lulu.com, 2008
4. Carl speshocky, "Empowering Green Initiatives with IT", John Wiley & Sons, 2010.
5. Wu Chun Feng (editor), "Green computing: Large Scale energy efficiency", CRC Press

CS8076**GPU ARCHITECTURE AND PROGRAMMING****L T P C
3 0 0 3****OBJECTIVES:**

- To understand the basics of GPU architectures
- To write programs for massively parallel processors
- To understand the issues in mapping algorithms for GPUs
- To introduce different GPU programming models

UNIT I GPU ARCHITECTURE**12**

Evolution of GPU architectures - Understanding Parallelism with GPU –Typical GPU Architecture - CUDA Hardware Overview - Threads, Blocks, Grids, Warps, Scheduling - Memory Handling with CUDA: Shared Memory, Global Memory, Constant Memory and Texture Memory.

UNIT II CUDA PROGRAMMING**8**

Using CUDA - Multi GPU - Multi GPU Solutions - Optimizing CUDA Applications: Problem Decomposition, Memory Considerations, Transfers, Thread Usage, Resource Contentions.

UNIT III PROGRAMMING ISSUES**8**

Common Problems: CUDA Error Handling, Parallel Programming Issues, Synchronization, Algorithmic Issues, Finding and Avoiding Errors.

UNIT IV OPENCL BASICS**8**

OpenCL Standard – Kernels – Host Device Interaction – Execution Environment – Memory Model – Basic OpenCL Examples.

UNIT V ALGORITHMS ON GPU**9**

Parallel Patterns: Convolution, Prefix Sum, Sparse Matrix - Matrix Multiplication - Programming Heterogeneous Cluster.

TOTAL: 45 PERIODS**OUTCOMES:**

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

- Describe GPU Architecture
- Write programs using CUDA, identify issues and debug them
- Implement efficient algorithms in GPUs for common application kernels, such as matrix multiplication
- Write simple programs using OpenCL
- Identify efficient parallel programming patterns to solve problems

TEXT BOOKS:

1. Shane Cook, CUDA Programming: —A Developer's Guide to Parallel Computing with GPUs (Applications of GPU Computing), First Edition, Morgan Kaufmann, 2012.
2. David R. Kaeli, Perhaad Mistry, Dana Schaa, Dong Ping Zhang, "Heterogeneous computing with OpenCL", 3rd Edition, Morgan Kauffman, 2015.

REFERENCES:

1. Nicholas Wilt, —CUDA Handbook: A Comprehensive Guide to GPU Programming, Addison - Wesley, 2013.
2. Jason Sanders, Edward Kandrot, —CUDA by Example: An Introduction to General Purpose GPU ProgrammingII, Addison - Wesley, 2010.
3. David B. Kirk, Wen-mei W. Hwu, Programming Massively Parallel Processors - A Hands-on Approach, Third Edition, Morgan Kaufmann, 2016.
4. http://www.nvidia.com/object/cuda_home_new.html
5. <http://www.openCL.org>

CS8084**NATURAL LANGUAGE PROCESSING****L T P C
3 0 0 3****OBJECTIVES:**

- To learn the fundamentals of natural language processing
- To understand the use of CFG and PCFG in NLP
- To understand the role of semantics of sentences and pragmatics
- To apply the NLP techniques to IR applications

UNIT I INTRODUCTION**9**

Origins and challenges of NLP – Language Modeling: Grammar-based LM, Statistical LM - Regular Expressions, Finite-State Automata – English Morphology, Transducers for lexicon and rules, Tokenization, Detecting and Correcting Spelling Errors, Minimum Edit Distance

UNIT II WORD LEVEL ANALYSIS**9**

Unsmoothed N-grams, Evaluating N-grams, Smoothing, Interpolation and Backoff – Word Classes, Part-of-Speech Tagging, Rule-based, Stochastic and Transformation-based tagging, Issues in PoS tagging – Hidden Markov and Maximum Entropy models.

UNIT III SYNTACTIC ANALYSIS**9**

Context-Free Grammars, Grammar rules for English, Treebanks, Normal Forms for grammar – Dependency Grammar – Syntactic Parsing, Ambiguity, Dynamic Programming parsing – Shallow parsing – Probabilistic CFG, Probabilistic CYK, Probabilistic Lexicalized CFGs - Feature structures, Unification of feature structures.

UNIT IV SEMANTICS AND PRAGMATICS**10**

Requirements for representation, First-Order Logic, Description Logics – Syntax-Driven Semantic analysis, Semantic attachments – Word Senses, Relations between Senses, Thematic Roles, selectional restrictions – Word Sense Disambiguation, WSD using Supervised, Dictionary & Thesaurus, Bootstrapping methods – Word Similarity using Thesaurus and Distributional methods.

UNIT V DISCOURSE ANALYSIS AND LEXICAL RESOURCES**8**

Discourse segmentation, Coherence – Reference Phenomena, Anaphora Resolution using Hobbs and Centering Algorithm – Coreference Resolution – Resources: Porter Stemmer, Lemmatizer, Penn Treebank, Brill's Tagger, WordNet, PropBank, FrameNet, Brown Corpus, British National Corpus (BNC).

TOTAL :45 PERIODS

OUTCOMES:

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

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

TEXT BOOKS:

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

REFERENCES:

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

CS8001**PARALLEL ALGORITHMS**

L	T	P	C
3	0	0	3

OBJECTIVES:

To understand different parallel architectures and models of computation.

To introduce the various classes of parallel algorithms.

To study parallel algorithms for basic problems.

UNIT I INTRODUCTION**9**

Need for Parallel Processing - Data and Temporal Parallelism - Models of Computation - RAM and PRAM Model – Shared Memory and Message Passing Models- Processor Organisations - PRAM Algorithm – Analysis of PRAM Algorithms- Parallel Programming Languages.

UNIT II PRAM ALGORITHMS**9**

Parallel Algorithms for Reduction – Prefix Sum – List Ranking –Preorder Tree Traversal – Searching -Sorting - Merging Two Sorted Lists – Matrix Multiplication - Graph Coloring - Graph Searching.

UNIT III SIMD ALGORITHMS -I**9**

2D Mesh SIMD Model - Parallel Algorithms for Reduction - Prefix Computation - Selection - Odd-Even Merge Sorting - Matrix Multiplication

UNIT IV SIMD ALGORITHMS -II **9**
 Hypercube SIMD Model - Parallel Algorithms for Selection- Odd-Even Merge Sort- Bitonic Sort- Matrix Multiplication Shuffle Exchange SIMD Model - Parallel Algorithms for Reduction -Bitonic Merge Sort - Matrix Multiplication - Minimum Cost Spanning Tree

UNIT V MIMD ALGORITHMS **9**
 UMA Multiprocessor Model -Parallel Summing on Multiprocessor- Matrix Multiplication on Multiprocessors and Multicomputer - Parallel Quick Sort - Mapping Data to Processors.

TOTAL : 45 PERIODS

OUTCOMES:

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

- Develop parallel algorithms for standard problems and applications.
- Analyse efficiency of different parallel algorithms.

TEXT BOOKS:

1. Michael J. Quinn, "Parallel Computing : Theory & Practice", Tata McGraw Hill Edition, Second edition, 2017.
2. Ellis Horowitz, Sartaj Sahni and Sanguthevar Rajasekaran, "Fundamentals of Computer Algorithms", University press, Second edition , 2011.
3. V Rajaraman, C Siva Ram Murthy, " Parallel computers- Architecture and Programming ", PHI learning, 2016.

REFERENCES:

1. Ananth Grame, George Karpis, Vipin Kumar and Anshul Gupta, "Introduction to Parallel Computing", 2nd Edition, Addison Wesley, 2003.
2. M Sasikumar, Dinesh Shikhare and P Ravi Prakash , " Introduction to Parallel Processing", PHI learning , 2013.
3. S.G.Akl, "The Design and Analysis of Parallel Algorithms", PHI, 1989.

IT8077	SPEECH PROCESSING	L	T	P	C
		3	0	0	3

OBJECTIVES:

- To understand the fundamentals of the speech processing
- Explore the various speech models
- Gather knowledge about the phonetics and pronunciation processing
- Perform wavelet analysis of speech
- To understand the concepts of speech recognition

UNIT I INTRODUCTION **9**
 Introduction - knowledge in speech and language processing - ambiguity - models and algorithms - language - thought - understanding - regular expression and automata - words & transducers – N grams

UNIT II SPEECH MODELLING **9**
 Word classes and part of speech tagging – hidden markov model – computing likelihood: the forward algorithm – training hidden markov model – maximum entropy model – transformation-based tagging – evaluation and error analysis – issues in part of speech tagging – noisy channel model for spelling

UNIT III SPEECH PRONUNCIATION AND SIGNAL PROCESSING **9**
 Phonetics - speech sounds and phonetic transcription - articulatory phonetics - phonological categories and pronunciation variation - acoustic phonetics and signals - phonetic resources - articulatory and gestural phonology

UNIT IV SPEECH IDENTIFICATION 9
 Speech synthesis - text normalization - phonetic analysis - prosodic analysis – diphone waveform synthesis - unit selection waveform synthesis - evaluation

UNIT V SPEECH RECOGNITION 9
 Automatic speech recognition - architecture - applying hidden markov model - feature extraction: mfcc vectors - computing acoustic likelihoods - search and decoding - embedded training - multipass decoding: n-best lists and lattices- a* ('stack') decoding - context-dependent acoustic models: triphones - discriminative training - speech recognition by humans

TOTAL : 45 PERIODS

OUTCOMES:

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

- Create new algorithms with speech processing
- Derive new speech models
- Perform various language phonetic analysis
- Create a new speech identification system
- Generate a new speech recognition system

TEXT BOOK:

1. Daniel Jurafsky and James H. Martin, " Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics and Speech Recognition", Person education,2013.

REFERENCES

1. Kai-Fu Lee, "Automatic Speech Recognition", The Springer International Series in Engineering and Computer Science, 1999.
2. Himanshu Chaurasiya, "Soft Computing Implementation of Automatic Speech Recognition", LAP Lambert Academic Publishing, 2010.
3. Claudio Becchetti, Klucio Prina Ricotti, "Speech Recognition: Theory and C++ implementation",Wiley publications 2008.
4. Ikrami Eldirawy , Wesam Ashour, "Visual Speech Recognition", Wiley publications , 2011

GE8073 FUNDAMENTALS OF NANOSCIENCE LT P C
3 0 0 3

OBJECTIVES:

To learn about basis of nanomaterial science, preparation method, types and application

UNIT I INTRODUCTION 8
 Nanoscale Science and Technology- Implications for Physics, Chemistry, Biology and Engineering-Classifications of nanostructured materials- nano particles- quantum dots, nanowires- ultra-thinfilms-multilayered materials. Length Scales involved and effect on properties: Mechanical, Electronic, Optical, Magnetic and Thermal properties. Introduction to properties and motivation for study (qualitative only).

UNIT II GENERAL METHODS OF PREPARATION 9
 Bottom-up Synthesis-Top-down Approach: Co-Precipitation, Ultrasonication, Mechanical Milling, Colloidal routes, Self-assembly, Vapour phase deposition, MOCVD, Sputtering, Evaporation, Molecular Beam Epitaxy, Atomic Layer Epitaxy, MOMBE.

UNIT III NANOMATERIALS

12

Nanoforms of Carbon - Buckminster fullerene- graphene and carbon nanotube, Single wall carbon Nanotubes (SWCNT) and Multi wall carbon nanotubes (MWCNT)- methods of synthesis(arc-growth, laser ablation, CVD routes, Plasma CVD), structure-property Relationships applications- Nanometal oxides-ZnO, TiO₂, MgO, ZrO₂, NiO, nanoalumina, CaO, AgTiO₂, Ferrites, Nanoclays- functionalization and applications-Quantum wires, Quantum dots-preparation, properties and applications.

UNIT IV CHARACTERIZATION TECHNIQUES

9

X-ray diffraction technique, Scanning Electron Microscopy - environmental techniques, Transmission Electron Microscopy including high-resolution imaging, Surface Analysis techniques- AFM, SPM, STM, SNOM, ESCA, SIMS-Nanoindentation.

UNIT V APPLICATIONS

7

NanoInfoTech: Information storage- nanocomputer, molecular switch, super chip, nanocrystal, Nanobiotechlogy: nanoprobe in medical diagnostics and biotechnology, Nano medicines, Targetted drug delivery, Bioimaging - Micro Electro Mechanical Systems (MEMS), Nano Electro Mechanical Systems (NEMS)- Nanosensors, nano crystalline silver for bacterial inhibition, Nanoparticles for sunbarrier products - In Photostat, printing, solar cell, battery.

TOTAL: 45 PERIODS

OUTCOMES:

- Will familiarize about the science of nanomaterials
- Will demonstrate the preparation of nanomaterials
- Will develop knowledge in characteristic nanomaterial

TEXT BOOKS :

1. A.S. Edelstein and R.C. Cammearata, eds., "Nanomaterials: Synthesis, Properties and Applications", Institute of Physics Publishing, Bristol and Philadelphia, 1996.
2. N John Dinardo, "Nanoscale Charecterisation of surfaces & Interfaces", 2nd edition, Weinheim Cambridge, Wiley-VCH, 2000.

REFERENCES:

1. G Timp, "Nanotechnology", AIP press/Springer, 1999.
2. Akhlesh Lakhtakia, "The Hand Book of Nano Technology, Nanometer Structure, Theory, Modeling and Simulations". Prentice-Hall of India (P) Ltd, New Delhi, 2007.

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