

**DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY LUCKNOW**



**Evaluation Scheme & Syllabus**

**For**

**B.Tech. 3<sup>rd</sup> Year**

**Computer Science (Hindi)**

**(Effective from the Session: 2023-24)**

## **General Guidelines for Computer Science (Hindi)**

- 1. The Internal and External examination papers may be bilingual (Hindi & English)*
- 2. Students may write the assessment (internal and external) either in Hindi, English or both.*
- 3. The subject teacher may use Hindi and English both as instruction medium.*
- 4. Students may be motivated to develop application for Hindi language as mini or major projects.*



### SEMESTER- VI

Sl. No.	Subject Codes	Subject	Periods			Evaluation Scheme				End Semester		Total	Credit
			L	T	P	CT	TA	Total	PS	TE	PE		
1	KCS601H	Software Engineering	3	1	0	30	20	50		100		150	4
2	KCS602H	Web Technology	3	1	0	30	20	50		100		150	4
3	KCS603H	Computer Networks	3	1	0	30	20	50		100		150	4
4	Deptt. Elective-III	Departmental Elective-III	3	0	0	30	20	50		100		150	3
5	KOE06XH	Open Elective-I	3	0	0	30	20	50		100		150	3
6	KCS651H	Software Engineering Lab	0	0	2				25		25	50	1
7	KCS652H	Web Technology Lab	0	0	2				25		25	50	1
8	KCS653H	Computer Networks Lab	0	0	2				25		25	50	1
9	KNC601H/ KNC602H	Constitution of India. Law and Engineering / Indian Tradition, Culture and Society	2	0	0	15	10	25		50			
10		MOOCs (Essential for Hons. Degree)											
		<b>Total</b>	<b>0</b>	<b>3</b>	<b>6</b>							<b>900</b>	<b>21</b>

#### Departmental Elective-I

1. KCS051H Data Analytics
2. KCS052H Web Designing
3. KCS053H Computer Graphics
4. KCS054H Object Oriented System Design

#### Departmental Elective-II

1. KCS055H Machine Learning Techniques
2. KCS056H Application of Soft Computing
3. KCS057H Augmented & Virtual Reality
4. KCS058H Human Computer Interface

#### Departmental Elective-III

1. KCS061H Big Data
2. KCS062H Image Processing
3. KCS063H Real Time Systems
4. KCS064H Data Compression

**B.TECH. 3<sup>rd</sup> Year****COMPUTER SCIENCE (HINDI)****FIFTH SEMESTER (DETAILED SYLLABUS)**

<b>KCS501H Database Management System</b>		
<b>Course Outcome ( CO)</b>		<b>Bloom's Knowledge Level (KL)</b>
<b>At the end of course , the student will be able to:</b>		
CO 1	Apply knowledge of database for real life applications.	K <sub>3</sub>
CO 2	Apply query processing techniques to automate the real time problems of databases.	K <sub>3</sub> , K <sub>4</sub>
CO 3	Identify and solve the redundancy problem in database tables using normalization.	K <sub>2</sub> , K <sub>3</sub>
CO 4	Understand the concepts of transactions, their processing so they will familiar with broad range of database management issues including data integrity, security and recovery.	K <sub>2</sub> , K <sub>4</sub>
CO 5	Design, develop and implement a small database project using database tools.	K <sub>3</sub> , K <sub>6</sub>
<b>DETAILED SYLLABUS</b>		<b>3-1-0</b>
<b>Unit</b>	<b>Topic</b>	<b>Proposed Lecture</b>
<b>I</b>	<b>Introduction:</b> Overview, Database System vs File System, Database System Concept and Architecture, Data Model Schema and Instances, Data Independence and Database Language and Interfaces, Data Definitions Language, DML, Overall Database Structure. Data Modeling Using the Entity Relationship Model: ER Model Concepts, Notation for ER Diagram, Mapping Constraints, Keys, Concepts of Super Key, Candidate Key, Primary Key, Generalization, Aggregation, Reduction of an ER Diagrams to Tables, Extended ER Model, Relationship of Higher Degree.	<b>08</b>
<b>II</b>	<b>Relational data Model and Language:</b> Relational Data Model Concepts, Integrity Constraints, Entity Integrity, Referential Integrity, Keys Constraints, Domain Constraints, Relational Algebra, Relational Calculus, Tuple and Domain Calculus. Introduction on SQL: Characteristics of SQL, Advantage of SQL. SQL Data Type and Literals. Types of SQL Commands. SQL Operators and Their Procedure. Tables, Views and Indexes. Queries and Sub Queries. Aggregate Functions. Insert, Update and Delete Operations, Joins, Unions, Intersection, Minus, Cursors, Triggers, Procedures in SQL/PL SQL	<b>08</b>
<b>III</b>	<b>Data Base Design &amp; Normalization:</b> Functional dependencies, normal forms, first, second, 8 third normal forms, BCNF, inclusion dependence, loss less join decompositions, normalization using FD, MVD, and JDs, alternative approaches to database design	<b>08</b>
<b>IV</b>	<b>Transaction Processing Concept:</b> Transaction System, Testing of Serializability, Serializability of Schedules, Conflict & View Serializable Schedule, Recoverability, Recovery from Transaction Failures, Log Based Recovery, Checkpoints, Deadlock Handling. Distributed Database: Distributed Data Storage, Concurrency Control, Directory System.	<b>08</b>
<b>V</b>	<b>Concurrency Control Techniques:</b> Concurrency Control, Locking Techniques for Concurrency Control, Time Stamping Protocols for Concurrency Control, Validation Based Protocol, Multiple Granularity, Multi Version Schemes, Recovery with Concurrent Transaction, Case Study of Oracle.	<b>08</b>
<b>Text books:</b> <ol style="list-style-type: none"> <li>1. Korth, Silbertz, Sudarshan," Database Concepts", McGraw Hill</li> <li>2. Date C J, "An Introduction to Database Systems", Addison Wesley</li> <li>3. Elmasri, Navathe, " Fundamentals of Database Systems", Addison Wesley</li> <li>4. O'Neil, Databases, Elsevier Pub.</li> <li>5. RAMAKRISHNAN"Database Management Systems",McGraw Hill</li> <li>6. Leon &amp; Leon,"Database Management Systems", Vikas Publishing House</li> <li>7. Bipin C. Desai, " An Introduction to Database Systems", Gagotia Publications</li> <li>8. Majumdar &amp; Bhattacharya, "Database Management System", TMH</li> </ol>		

KCS502H		Compiler Design	
Course Outcome ( CO)		Bloom's Knowledge Level (KL)	
At the end of course , the student will be able to:			
CO 1	Acquire knowledge of different phases and passes of the compiler and also able to use the compiler tools like LEX, YACC, etc. Students will also be able to design different types of compiler tools to meet the requirements of the realistic constraints of compilers.		K <sub>3</sub> , K <sub>6</sub>
CO 2	Understand the parser and its types i.e. Top-Down and Bottom-up parsers and construction of LL, SLR, CLR, and LALR parsing table.		K <sub>2</sub> , K <sub>6</sub>
CO 3	Implement the compiler using syntax-directed translation method and get knowledge about the synthesized and inherited attributes.		K <sub>4</sub> , K <sub>5</sub>
CO 4	Acquire knowledge about run time data structure like symbol table organization and different techniques used in that.		K <sub>2</sub> , K <sub>3</sub>
CO 5	Understand the target machine's run time environment, its instruction set for code generation and techniques used for code optimization.		K <sub>2</sub> , K <sub>4</sub>
DETAILED SYLLABUS			3-0-0
Unit	Topic		Proposed Lecture
I	Introduction to Compiler: Phases and passes, Bootstrapping, Finite state machines and regular expressions and their applications to lexical analysis, Optimization of DFA-Based Pattern Matchers implementation of lexical analyzers, lexical-analyzer generator, LEX compiler, Formal grammars and their application to syntax analysis, BNF notation, ambiguity, YACC. The syntactic specification of programming languages: Context free grammars, derivation and parse trees, capabilities of CFG.		08
II	Basic Parsing Techniques: Parsers, Shift reduce parsing, operator precedence parsing, top down parsing, predictive parsers Automatic Construction of efficient Parsers: LR parsers, the canonical Collection of LR(0) items, constructing SLR parsing tables, constructing Canonical LR parsing tables, Constructing LALR parsing tables, using ambiguous grammars, an automatic parser generator, implementation of LR parsing tables.		08
III	Syntax-directed Translation: Syntax-directed Translation schemes, Implementation of Syntax-directed Translators, Intermediate code, postfix notation, Parse trees & syntax trees, three address code, quadruple & triples, translation of assignment statements, Boolean expressions, statements that alter the flow of control, postfix translation, translation with a top down parser. More about translation: Array references in arithmetic expressions, procedures call, declarations and case statements.		08
IV	Symbol Tables: Data structure for symbols tables, representing scope information. Run-Time Administration: Implementation of simple stack allocation scheme, storage allocation in block structured language. Error Detection & Recovery: Lexical Phase errors, syntactic phase errors semantic errors.		08
V	Code Generation: Design Issues, the Target Language. Addresses in the Target Code, Basic Blocks and Flow Graphs, Optimization of Basic Blocks, Code Generator. Code optimization: Machine-Independent Optimizations, Loop optimization, DAG representation of basic blocks, value numbers and algebraic laws, Global Data-Flow analysis.		08
Text books:			
1. K. Muneeswaran,Compiler Design,First Edition,Oxford University Press.			
2. J.P. Bennet, "Introduction to Compiler Techniques", Second Edition, Tata McGraw-Hill,2003.			
3. Henk Alblas and Albert Nymeyer, "Practice and Principles of Compiler Building with C", PHI, 2001.			
4. Aho, Sethi & Ullman, "Compilers: Principles, Techniques and Tools", Pearson Education			
5. V Raghvan, " Principles of Compiler Design", TMH			
6. Kenneth Louden," Compiler Construction", Cengage Learning.			
7. Charles Fischer and Ricard LeBlanc," Crafting a Compiler with C", Pearson Education			

KCS503H Design and Analysis of Algorithm		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to:		
CO 1	Design new algorithms, prove them correct, and analyze their asymptotic and absolute runtime and memory demands.	K <sub>4</sub> , K <sub>6</sub>
CO 2	Find an algorithm to solve the problem (create) and prove that the algorithm solves the problem correctly (validate).	K <sub>5</sub> , K <sub>6</sub>
CO 3	Understand the mathematical criterion for deciding whether an algorithm is efficient, and know many practically important problems that do not admit any efficient algorithms.	K <sub>2</sub> , K <sub>5</sub>
CO 4	Apply classical sorting, searching, optimization and graph algorithms.	K <sub>2</sub> , K <sub>4</sub>
CO 5	Understand basic techniques for designing algorithms, including the techniques of recursion, divide-and-conquer, and greedy.	K <sub>2</sub> , K <sub>3</sub>
DETAILED SYLLABUS		3-1-0
Unit	Topic	Proposed Lecture
I	<b>Introduction:</b> Algorithms, Analyzing Algorithms, Complexity of Algorithms, Growth of Functions, Performance Measurements, Sorting and Order Statistics - Shell Sort, Quick Sort, Merge Sort, Heap Sort, Comparison of Sorting Algorithms, Sorting in Linear Time.	08
II	<b>Advanced Data Structures:</b> Red-Black Trees, B – Trees, Binomial Heaps, Fibonacci Heaps, Tries, Skip List	08
III	<b>Divide and Conquer</b> with Examples Such as Sorting, Matrix Multiplication, Convex Hull and Searching. <b>Greedy Methods</b> with Examples Such as Optimal Reliability Allocation, Knapsack, Minimum Spanning Trees – Prim's and Kruskal's Algorithms, Single Source Shortest Paths - Dijkstra's and Bellman Ford Algorithms.	08
IV	<b>Dynamic Programming</b> with Examples Such as Knapsack. All Pair Shortest Paths – Warshal's and Floyd's Algorithms, Resource Allocation Problem. Backtracking, Branch and Bound with Examples Such as Travelling Salesman Problem, Graph Coloring, n-Queen Problem, Hamiltonian Cycles and Sum of Subsets.	08
V	<b>Selected Topics:</b> Algebraic Computation, Fast Fourier Transform, String Matching, Theory of NP-Completeness, Approximation Algorithms and Randomized Algorithms	08
<b>Text books:</b> <ol style="list-style-type: none"> <li>1. Thomas H. Cormen, Charles E. Leiserson and Ronald L. Rivest, "Introduction to Algorithms", Printice Hall of India.</li> <li>2. E. Horowitz &amp; S Sahni, "Fundamentals of Computer Algorithms",</li> <li>3. Aho, Hopcraft, Ullman, "The Design and Analysis of Computer Algorithms" Pearson Education, 2008.</li> <li>4. LEE "Design &amp; Analysis of Algorithms (POD)", McGraw Hill</li> <li>5. Richard E. Neapolitan "Foundations of Algorithms" Jones &amp; Bartlett Learning</li> <li>6. Jon Kleinberg and Éva Tardos, Algorithm Design, Pearson, 2005.</li> <li>7. Michael T Goodrich and Roberto Tamassia, Algorithm Design: Foundations, Analysis, and Internet Examples, Second Edition, Wiley, 2006.</li> <li>8. Harry R. Lewis and Larry Denenberg, Data Structures and Their Algorithms, Harper Collins, 1997</li> <li>9. Robert Sedgewick and Kevin Wayne, Algorithms, fourth edition, Addison Wesley, 2011.</li> <li>10. Harsh Bhasin, "Algorithm Design and Analysis", First Edition, Oxford University Press.</li> <li>11. Gilles Brassard and Paul Bratley, Algorithmics: Theory and Practice, Prentice Hall, 1995.</li> </ol>		

KCS051H Data Analytics		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to :		
CO 1	Describe the life cycle phases of Data Analytics through discovery, planning and building.	K1,K2
CO 2	Understand and apply Data Analysis Techniques.	K2, K3
CO 3	Implement various Data streams.	K3
CO 4	Understand item sets, Clustering, frame works & Visualizations.	K2
CO 5	Apply R tool for developing and evaluating real time applications.	K3,K5,K6
DETAILED SYLLABUS		3-0-0
Unit	Topic	Proposed Lecture
I	<b>Introduction to Data Analytics:</b> Sources and nature of data, classification of data (structured, semi-structured, unstructured), characteristics of data, introduction to Big Data platform, need of data analytics, evolution of analytic scalability, analytic process and tools, analysis vs reporting, modern data analytic tools, applications of data analytics. <b>Data Analytics Lifecycle:</b> Need, key roles for successful analytic projects, various phases of data analytics lifecycle – discovery, data preparation, model planning, model building, communicating results, operationalization.	08
II	<b>Data Analysis:</b> Regression modeling, multivariate analysis, Bayesian modeling, inference and Bayesian networks, support vector and kernel methods, analysis of time series: linear systems analysis & nonlinear dynamics, rule induction, neural networks: learning and generalisation, competitive learning, principal component analysis and neural networks, fuzzy logic: extracting fuzzy models from data, fuzzy decision trees, stochastic search methods.	08
III	<b>Mining Data Streams:</b> 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.	08
IV	<b>Frequent Itemsets and Clustering:</b> Mining frequent itemsets, market based modelling, Apriori algorithm, handling large data sets in main memory, limited pass algorithm, counting frequent itemsets in a stream, clustering techniques: hierarchical, K-means, clustering high dimensional data, CLIQUE and ProCLUS, frequent pattern based clustering methods, clustering in non-euclidean space, clustering for streams and parallelism.	08
V	<b>Frame Works and Visualization:</b> MapReduce, Hadoop, Pig, Hive, HBase, MapR, Sharding, NoSQL Databases, S3, Hadoop Distributed File Systems, Visualization: visual data analysis techniques, interaction techniques, systems and applications. <b>Introduction to R - R</b> graphical user interfaces, data import and export, attribute and data types, descriptive statistics, exploratory data analysis, visualization before analysis, analytics for unstructured data.	08
<b>Text books and References:</b> <ol style="list-style-type: none"> <li>1. Michael Berthold, David J. Hand, Intelligent Data Analysis, Springer</li> <li>2. Anand Rajaraman and Jeffrey David Ullman, Mining of Massive Datasets, Cambridge University Press.</li> <li>3. Bill Franks, Taming the Big Data Tidal wave: Finding Opportunities in Huge Data Streams with Advanced Analytics, John Wiley &amp; Sons.</li> <li>4. Michael Minelli, Michelle Chambers, and Ambiga Dhiraj, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses", Wiley</li> <li>5. David Dietrich, Barry Heller, Beibei Yang, "Data Science and Big Data Analytics", EMC Education Series, John</li> </ol>		



Wiley

6. Frank J Ohlhorst, “Big Data Analytics: Turning Big Data into Big Money”, Wiley and SAS Business Series
7. Colleen Mccue, “Data Mining and Predictive Analysis: Intelligence Gathering and Crime Analysis”, Elsevier
8. Anil Maheshwari, “Data Analytics”, McGraw Hill Education
9. Paul Zikopoulos, Chris Eaton, Paul Zikopoulos, “Understanding Big Data: Analytics for Enterprise Class Hadoop and Streaming Data”, McGraw Hill
10. Trevor Hastie, Robert Tibshirani, Jerome Friedman, "The Elements of Statistical Learning", Springer
11. Mark Gardner, “Beginning R: The Statistical Programming Language”, Wrox Publication
12. Pete Warden, Big Data Glossary, O'Reilly
13. Glenn J. Myatt, Making Sense of Data, John Wiley & Sons
14. Pete Warden, Big Data Glossary, O'Reilly.
15. Peter Bühlmann, Petros Drineas, Michael Kane, Mark van der Laan, "Handbook of Big Data", CRC Press
16. Jiawei Han, Micheline Kamber “Data Mining Concepts and Techniques”, Second Edition, Elsevier

KCS052H Web Designing		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to:		
CO 1	Understand principle of Web page design and about types of websites	K <sub>3</sub> , K <sub>4</sub>
CO 2	Visualize and Recognize the basic concept of HTML and application in web designing.	K <sub>1</sub> , K <sub>2</sub>
CO 3	Recognize and apply the elements of Creating Style Sheet (CSS).	K <sub>2</sub> , K <sub>4</sub>
CO 4	Understand the basic concept of Java Script and its application.	K <sub>2</sub> , K <sub>3</sub>
CO 5	Introduce basics concept of Web Hosting and apply the concept of SEO	K <sub>2</sub> , K <sub>3</sub>
DETAILED SYLLABUS		3-0-0
Unit	Topic	Proposed Lecture
I	<b>Introduction :</b> Basic principles involved in developing a web site, Planning process , Domains and Hosting, Responsive Web Designing , Types of Websites (Static and Dynamic Websites), Web Standards and W3C recommendations, <b>Introduction to HTML:</b> What is HTML , HTML Documents, Basic structure of an HTML document , Creating an HTML document , Mark up Tags , Heading-Paragraphs , Line Breaks	08
II	<b>Elements of HTML:</b> HTML Tags., Working with Text , Working with Lists, Tables and Frames, Working with Hyperlinks, Images and Multimedia, Working with Forms and controls	08
III	<b>Concept of CSS:</b> Creating Style Sheet, CSS Properties , CSS Styling(Background, Text Format, Controlling Fonts) , Working with block elements and objects , Working with Lists and Tables , CSS Id and Class, Box Model(Introduction, Border properties, Padding Properties, Margin properties) CSS Advanced(Grouping, Dimension, Display, Positioning, Floating, Align, Pseudo class, Navigation Bar, Image Sprites, Attribute sector) , CSS Color , Creating page Layout and Site Designs.	08
IV	Introduction to Client Side Scripting , Introduction to Java Script , Javascript Types , Variables in JS, Operators in JS , Conditions Statements , Java Script Loops, JS Popup Boxes , JS Events , JS Arrays, Working with Arrays, JS Objects ,JS Functions , Using Java Script in Real time , Validation of Forms, Related Examples	08
V	<b>Web Hosting:</b> Web Hosting Basics , Types of Hosting Packages, Registering domains , Defining Name Servers , Using Control Panel, Creating Emails in Cpanel , Using FTP Client, Maintaining a Website <b>Concepts of SEO :</b> Basics of SEO, Importance of SEO, Onpage Optimization Basics	08
<b>Text Books:</b> <ol style="list-style-type: none"> <li>Steven M. Schafer, "HTML, XHTML, and CSS Bible, 5ed", Wiley India</li> <li>Ian Pouncey, Richard York, "Beginning CSS: Cascading Style Sheets for Web Design", Wiley India</li> </ol>		

KCS053H Computer Graphics		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to:		
CO 1	Understand the graphics hardware used in field of computer graphics.	K <sub>2</sub>
CO 2	Understand the concept of graphics primitives such as lines and circle based on different algorithms.	K <sub>2</sub> , K <sub>4</sub>
CO 3	Apply the 2D graphics transformations, composite transformation and Clipping concepts.	K <sub>4</sub>
CO 4	Apply the concepts of and techniques used in 3D computer graphics, including viewing transformations.	K <sub>2</sub> , K <sub>3</sub>
CO 5	Perform the concept of projections, curve and hidden surfaces in real life.	K <sub>2</sub> , K <sub>3</sub>
DETAILED SYLLABUS		3-0-0
Unit	Topic	Proposed Lecture
I	<b>Introduction and Line Generation:</b> Types of computer graphics, Graphic Displays- Random scan displays, Raster scan displays, Frame buffer and video controller, Points and lines, Line drawing algorithms, Circle generating algorithms, Mid-point circle generating algorithm, and parallel version of these algorithms.	08
II	<b>Transformations:</b> Basic transformation, Matrix representations and homogenous coordinates, Composite transformations, Reflections and shearing. <b>Windowing and Clipping:</b> Viewing pipeline, Viewing transformations, 2-D Clipping algorithms- Line clipping algorithms such as Cohen Sutherland line clipping algorithm, Liang Barsky algorithm, Line clipping against non rectangular clip windows; Polygon clipping – Sutherland Hodgeman polygon clipping, Weiler and Atherton polygon clipping, Curve clipping, Text clipping	08
III	<b>Three Dimensional:</b> 3-D Geometric Primitives, 3-D Object representation, 3-D Transformation, 3-D viewing, projections, 3-D Clipping.	08
IV	<b>Curves and Surfaces:</b> Quadric surfaces, Spheres, Ellipsoid, Blobby objects, Introductory concepts of Spline, Bspline and Bezier curves and surfaces.	08
V	<b>Hidden Lines and Surfaces:</b> Back Face Detection algorithm, Depth buffer method, A- buffer method, Scan line method, basic illumination models– Ambient light, Diffuse reflection, Specular reflection and Phong model, Combined approach, Warn model, Intensity Attenuation, Color consideration, Transparency and Shadows.	08
<b>Text books:</b> <ol style="list-style-type: none"> <li>1. Donald Hearn and M Pauline Baker, “Computer Graphics C Version”, Pearson Education</li> <li>2. Foley, Vandam, Feiner, Hughes – “Computer Graphics principle”, Pearson Education.</li> <li>3. Rogers, “ Procedural Elements of Computer Graphics”, McGraw Hill</li> <li>4. W. M. Newman, R. F. Sproull – “Principles of Interactive computer Graphics” – Tata MCGraw Hill.</li> <li>5. Amrendra N Sinha and Arun D Udai,” Computer Graphics”, Tata MCGraw Hill.</li> <li>6. R.K. Maurya, “Computer Graphics ” Wiley Dreamtech Publication.</li> <li>7. Mukherjee, Fundamentals of Computer graphics &amp; Multimedia, PHI Learning Private Limited.</li> <li>8. Donald Hearn and M Pauline Baker, “Computer Graphics with OpenGL”, Pearson education</li> </ol>		

KCS054H Object Oriented System Design		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
<b>At the end of course , the student will be able to:</b>		
CO 1	Understand the application development and analyze the insights of object oriented programming to implement application	K <sub>2</sub> , K <sub>4</sub>
CO 2	Understand, analyze and apply the role of overall modeling concepts (i.e. System, structural)	K <sub>2</sub> , K <sub>3</sub>
CO 3	Understand, analyze and apply oops concepts (i.e. abstraction, inheritance)	K <sub>2</sub> , K <sub>3</sub> , K <sub>4</sub>
CO 4	Understand the basic concepts of C++ to implement the object oriented concepts	K <sub>2</sub> , K <sub>3</sub>
CO 5	To understand the object oriented approach to implement real world problem.	K <sub>2</sub> , K <sub>3</sub>
<b>DETAILED SYLLABUS</b>		<b>3-0-0</b>
Unit	Topic	Proposed Lecture
I	<b>Introduction:</b> The meaning of Object Orientation, object identity, Encapsulation, information hiding, polymorphism, generosity, importance of modelling, principles of modelling, object oriented modelling, Introduction to UML, conceptual model of the UML, Architecture.	08
II	<b>Basic Structural Modeling:</b> Classes, Relationships, common Mechanisms, and diagrams. Class & Object Diagrams: Terms, concepts, modelling techniques for Class & Object Diagrams. <b>Collaboration Diagrams:</b> Terms, Concepts, depicting a message, polymorphism in collaboration Diagrams, iterated messages, use of self in messages. Sequence Diagrams: Terms, concepts, depicting asynchronous messages with/without priority, call-back mechanism, broadcast messages. <b>Basic Behavioural Modeling:</b> Use cases, Use case Diagrams, Activity Diagrams, State Machine , Process and thread, Event and signals, Time diagram, interaction diagram, Package diagram. <b>Architectural Modeling:</b> Component, Deployment, Component diagrams and Deployment diagrams.	08
III	Object Oriented Analysis: Object oriented design, Object design, Combining three models, Designing algorithms, design optimization, Implementation of control, Adjustment of inheritance, Object representation, Physical packaging, Documenting design considerations. <b>Structured analysis and structured design (SA/SD),</b> Jackson Structured Development (JSD). Mapping object oriented concepts using non-object oriented language, Translating classes into data structures, Passing arguments to methods, Implementing inheritance, associations encapsulation. <b>Object oriented programming style:</b> reusability, extensibility, robustness, programming in the large. Procedural v/s OOP, Object oriented language features. Abstraction and Encapsulation.	08
IV	<b>C++ Basics :</b> Overview, Program structure, namespace, identifiers, variables, constants, enum, operators, typecasting, control structures <b>C++ Functions :</b> Simple functions, Call and Return by reference, Inline functions, Macro Vs. Inline functions, Overloading of functions, default arguments, friend functions, virtual functions	08
V	<b>Objects and Classes :</b> Basics of object and class in C++, Private and public members, static data and function members, constructors and their types, destructors, operator overloading, type conversion. Inheritance : Concept of Inheritance, types of inheritance: single, multiple, multilevel, hierarchical, hybrid, protected members, overriding, virtual base class <b>Polymorphism :</b> Pointers in C++, Pointers and Objects, this pointer, virtual and pure virtual functions, Implementing polymorphism	08
Text Books		
<ol style="list-style-type: none"> <li>1. James Rumbaugh et. al, "Object Oriented Modeling and Design", PHI</li> <li>2. Grady Booch, James Rumbaugh, Ivar Jacobson, "The Unified Modeling Language User Guide", Pearson Education</li> <li>3. Object Oriented Programming With C++, E Balagurusamy, TMH</li> <li>4. C++ Programming, Black Book, Steven Holzner, dreamtech</li> <li>5. Object Oriented Programming in Turbo C++, Robert Lafore, Galgotia</li> <li>6. Object Oriented Programming with ANSI and Turbo C++, Ashok Kamthane, Pearson</li> <li>7. The Compete Reference C++, Herbert Schlitz, TMH</li> </ol>		

KCS055H Machine Learning Techniques		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able:		
CO 1	To understand the need for machine learning for various problem solving	K <sub>1</sub> , K <sub>2</sub>
CO 2	To understand a wide variety of learning algorithms and how to evaluate models generated from data	K <sub>1</sub> , K <sub>3</sub>
CO 3	To understand the latest trends in machine learning	K <sub>2</sub> , K <sub>3</sub>
CO 4	To design appropriate machine learning algorithms and apply the algorithms to a real-world problems	K <sub>4</sub> , K <sub>6</sub>
CO 5	To optimize the models learned and report on the expected accuracy that can be achieved by applying the models	K <sub>4</sub> , K <sub>5</sub>
DETAILED SYLLABUS		3-0-0
Unit	Topic	Proposed Lecture
I	<b>INTRODUCTION</b> – Learning, Types of Learning, Well defined learning problems, Designing a Learning System, History of ML, Introduction of Machine Learning Approaches – (Artificial Neural Network, Clustering, Reinforcement Learning, Decision Tree Learning, Bayesian networks, Support Vector Machine, Genetic Algorithm), Issues in Machine Learning and Data Science Vs Machine Learning;	08
II	<b>REGRESSION:</b> Linear Regression and Logistic Regression <b>BAYESIAN LEARNING</b> - Bayes theorem, Concept learning, Bayes Optimal Classifier, Naïve Bayes classifier, Bayesian belief networks, EM algorithm. <b>SUPPORT VECTOR MACHINE:</b> Introduction, Types of support vector kernel – (Linear kernel, polynomial kernel, and Gaussian kernel), Hyperplane – (Decision surface), Properties of SVM, and Issues in SVM.	08
III	<b>DECISION TREE LEARNING</b> - Decision tree learning algorithm, Inductive bias, Inductive inference with decision trees, Entropy and information theory, Information gain, ID-3 Algorithm, Issues in Decision tree learning. <b>INSTANCE-BASED LEARNING</b> – k-Nearest Neighbour Learning, Locally Weighted Regression, Radial basis function networks, Case-based learning.	08
IV	<b>ARTIFICIAL NEURAL NETWORKS</b> – Perceptron's, Multilayer perceptron, Gradient descent and the Delta rule, Multilayer networks, Derivation of Backpropagation Algorithm, Generalization, Unsupervised Learning – SOM Algorithm and its variant; <b>DEEP LEARNING</b> - Introduction, concept of convolutional neural network , Types of layers – (Convolutional Layers , Activation function , pooling , fully connected) , Concept of Convolution (1D and 2D) layers, Training of network, Case study of CNN for eg on Diabetic Retinopathy, Building a smart speaker, Self-driving car etc.	08
V	<b>REINFORCEMENT LEARNING</b> –Introduction to Reinforcement Learning , Learning Task, Example of Reinforcement Learning in Practice, Learning Models for Reinforcement – (Markov Decision process , Q Learning - Q Learning function, Q Learning Algorithm ), Application of Reinforcement Learning, Introduction to Deep Q Learning. <b>GENETIC ALGORITHMS:</b> Introduction, Components, GA cycle of reproduction, Crossover, Mutation, Genetic Programming, Models of Evolution and Learning, Applications.	08
<b>Text books:</b> <ol style="list-style-type: none"> <li>1. Tom M. Mitchell, —Machine Learning, McGraw-Hill Education (India) Private Limited, 2013.</li> <li>2. Ethem Alpaydin, —Introduction to Machine Learning (Adaptive Computation and Machine Learning), MIT Press 2004.</li> <li>3. Stephen Marsland, —Machine Learning: An Algorithmic Perspective, CRC Press, 2009.</li> <li>4. Bishop, C., Pattern Recognition and Machine Learning. Berlin: Springer-Verlag.</li> <li>5. M. Gopal, “Applied Machine Learning”, McGraw Hill Education</li> </ol>		

KCS056H Application of Soft Computing		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to :		
CO 1	Recognize the feasibility of applying a soft computing methodology for a particular problem	K <sub>2</sub> , K <sub>4</sub>
CO 2	Understand the concepts and techniques of soft computing and foster their abilities in designing and implementing soft computing based solutions for real-world and engineering problems.	K <sub>2</sub> , K <sub>4</sub> , K <sub>6</sub>
CO 3	Apply neural networks to pattern classification and regression problems and compare solutions by various soft computing approaches for a given problem.	K <sub>3</sub> , K <sub>5</sub>
CO 4	Apply fuzzy logic and reasoning to handle uncertainty and solve engineering problems	K <sub>3</sub> , K <sub>4</sub>
CO 5	Apply genetic algorithms to combinatorial optimization problems	K <sub>3</sub> , K <sub>5</sub>
DETAILED SYLLABUS		3-0-0
Unit	Topic	Proposed Lecture
I	<b>Neural Networks-I (Introduction &amp; Architecture)</b> : Neuron, Nerve structure and synapse, Artificial Neuron and its model, activation functions, Neural network architecture: single layer and multilayer feed forward networks, recurrent networks. Various learning techniques; perception and convergence rule, Auto-associative and hetro-associative memory.	08
II	<b>Neural Networks-II (Back propagation networks)</b> : Architecture: perceptron model, solution, single layer artificial neural network, multilayer perceptron model; back propagation learning methods, effect of learning rule co-efficient ;back propagation algorithm, factors affecting backpropagation training, applications.	08
III	<b>Fuzzy Logic-I (Introduction)</b> : Basic concepts of fuzzy logic, Fuzzy sets and Crisp sets, Fuzzy set theory and operations, Properties of fuzzy sets, Fuzzy and Crisp relations, Fuzzy to Crisp conversion.	08
IV	<b>Fuzzy Logic –II (Fuzzy Membership, Rules)</b> : Membership functions, interference in fuzzy logic, fuzzy if-then rules, Fuzzy implications and Fuzzy algorithms, Fuzzyfications & Defuzzificataions, Fuzzy Controller, Industrial applications	08
V	<b>Genetic Algorithm(GA)</b> : Basic concepts, working principle, procedures of GA, flow chart of GA, Genetic representations, (encoding) Initialization and selection, Genetic operators, Mutation, Generational Cycle, applications.	08
<b>Text books:</b> <ol style="list-style-type: none"> <li>1. S. Rajsekaran &amp; G.A. Vijayalakshmi Pai, “Neural Networks,Fuzzy Logic and Genetic Algorithm:Synthesis and Applications” Prentice Hall of India.</li> <li>2. N.P.Padhy,”Artificial Intelligence and Intelligent Systems” Oxford University Press. Reference Books:</li> <li>3. Siman Haykin,”Neural Networks”Prentice Hall of India</li> <li>4. Saroj Kaushik, Sunita Tiwari, “Soft Computing: Fundamentals, Techniques and Applications”, McGraw Hill Education</li> <li>5. Timothy J. Ross, “Fuzzy Logic with Engineering Applications” Wiley India.</li> <li>6. Kumar Satish, “Neural Networks” Tata Mc Graw Hill</li> </ol>		

<b>KCS057H Augmented &amp; Virtual Reality</b>		
<b>Course Outcome ( CO)</b>		<b>Bloom's Knowledge Level (KL)</b>
<b>At the end of course , the student will be able :</b>		
CO 1	To make students know the basic concept and understand the framework of virtual reality.	K <sub>1</sub> , K <sub>2</sub>
CO 2	To understand principles and multidisciplinary features of virtual reality and apply it in developing applications.	K <sub>2</sub> , K <sub>4</sub>
CO 3	To know the technology for multimodal user interaction and perception VR, in particular the visual, audial and haptic interface and behavior.	K <sub>2</sub> , K <sub>3</sub>
CO 4	To understand and apply technology for managing large scale VR environment in real time.	K <sub>2</sub> , K <sub>3</sub>
CO 5	To understand an introduction to the AR system framework and apply AR tools in software development.	K <sub>2</sub> , K <sub>3</sub> ,
<b>DETAILED SYLLABUS</b>		<b>3-0-0</b>
<b>Unit</b>	<b>Topic</b>	<b>Proposed Lecture</b>
<b>I</b>	<b>VIRTUAL REALITY AND VIRTUAL ENVIRONMENTS:</b> The historical development of VR: Scientific landmarks Computer Graphics, Real-time computer graphics, Flight simulation, Virtual environments, Requirements for VR, benefits of Virtual reality.  <b>HARDWARE TECHNOLOGIES FOR 3D USER INTERFACES:</b> Visual Displays Auditory Displays, Haptic Displays, Choosing Output Devices for 3D User Interfaces.	<b>08</b>
<b>II</b>	<b>3D USER INTERFACE INPUT HARDWARE:</b> Input device characteristics, Desktop input devices, Tracking Devices, 3D Mice, Special Purpose Input Devices, Direct Human Input, Home - Brewed Input Devices, Choosing Input Devices for 3D Interfaces.	<b>08</b>
<b>III</b>	<b>SOFTWARE TECHNOLOGIES:</b> Database - World Space, World Coordinate, World Environment, Objects - Geometry, Position / Orientation, Hierarchy, Bounding Volume, Scripts and other attributes, VR Environment - VR Database, Tessellated Data, LODs, Cullers and Occluders, Lights and Cameras, Scripts, Interaction - Simple, Feedback, Graphical User Interface, Control Panel, 2D Controls, Hardware Controls, Room / Stage / Area Descriptions, World Authoring and Playback, VR toolkits, Available software in the market	<b>08</b>
<b>IV</b>	<b>3D INTERACTION TECHNIQUES:</b> 3D Manipulation tasks, Manipulation Techniques and Input Devices, Interaction Techniques for 3D Manipulation, Design Guidelines - 3D Travel Tasks, Travel Techniques, Design Guidelines - Theoretical Foundations of Wayfinding, User Centered Wayfinding Support, Environment Centered Wayfinding Support, Evaluating Wayfinding Aids, Design Guidelines - System Control, Classification, Graphical Menus, Voice Commands, Gestural Commands, Tools, Multimodal System Control Techniques, Design Guidelines, Case Study: Mixing System Control Methods, Symbolic Input Tasks, symbolic Input Techniques, Design Guidelines, Beyond Text and Number entry .  <b>DESIGNING AND DEVELOPING 3D USER INTERFACES:</b> Strategies for Designing and Developing Guidelines and Evaluation.  <b>VIRTUAL REALITY APPLICATIONS:</b> Engineering, Architecture, Education, Medicine,	<b>08</b>

	Entertainment, Science, Training.	
<b>V</b>	Augmented and Mixed Reality, Taxonomy, technology and features of augmented reality, difference between AR and VR, Challenges with AR, AR systems and functionality, Augmented reality methods, visualization techniques for augmented reality, wireless displays in educational augmented reality applications, mobile projection interfaces, marker-less tracking for augmented reality, enhancing interactivity in AR environments, evaluating AR systems.	<b>08</b>

**Text books:**

1. Alan B Craig, William R Sherman and Jeffrey D Will, “Developing Virtual Reality Applications: Foundations of Effective Design”, Morgan Kaufmann, 2009.
2. Gerard Jounghyun Kim, “Designing Virtual Systems: The Structured Approach”, 2005.
3. Doug A Bowman, Ernest Kuijff, Joseph J LaViola, Jr and Ivan Poupyrev, “3D User Interfaces, Theory and Practice”, Addison Wesley, USA, 2005.
4. Chetankumar G Shetty, “Augmented Reality: Theory, Design and Development”, McGraw Hill
5. Oliver Bimber and Ramesh Raskar, “Spatial Augmented Reality: Meging Real and Virtual Worlds”, 2005.
6. Burdea, Grigore C and Philippe Coiffet, “Virtual Reality Technology”, Wiley Interscience, India, 2003.
7. John Vince, “Virtual Reality Systems”, Addison Wesley, 1995.
8. Howard Rheingold, “Virtual Reality: The Revolutionary Technology and how it Promises to Transform Society”, Simon and Schuster, 1991.
9. William R Sherman and Alan B Craig, “Understanding Virtual Reality: Interface, Application and Design (The Morgan Kaufmann Series in Computer Graphics)”. Morgan Kaufmann Publishers, San Francisco, CA, 2002
10. Alan B. Craig, Understanding Augmented Reality, Concepts and Applications, Morgan Kaufmann, 2013.



KCS058H Human Computer Interface		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to		
CO 1	Understand and analyze the common methods in the user-centered design process and the appropriateness of individual methods for a given problem.	K <sub>2</sub> , K <sub>4</sub>
CO 2	Apply , adapt and extend classic design standards, guidelines, and patterns.	K <sub>3</sub> , K <sub>5</sub>
CO 3	Employ selected design methods and evaluation methods at a basic level of competence.	K <sub>4</sub> , K <sub>5</sub>
CO 4	Build prototypes at varying levels of fidelity, from paper prototypes to functional, interactive prototypes.	K <sub>4</sub> , K <sub>5</sub>
CO 5	Demonstrate sufficient theory of human computer interaction, experimental methodology and inferential statistics to engage with the contemporary research literature in interface technology and design.	K <sub>3</sub> , K <sub>4</sub>
DETAILED SYLLABUS		3-0-0
Unit	Topic	Proposed Lecture
I	<b>Introduction:</b> Importance of user Interface – definition, importance of 8 good design. Benefits of good design. A brief history of Screen design. The graphical user interface – popularity of graphics, the concept of direct manipulation, graphical system, Characteristics, Web user – Interface popularity, characteristics- Principles of user interface	08
II	<b>Design process:</b> Human interaction with computers, importance of 8 human characteristics human consideration, Human interaction speeds, understanding business junctions. III Screen Designing : Design goals – Scre	08
III	<b>Screen Designing :</b> Design goals – Screen planning and purpose, 8 organizing screen elements, ordering of screen data and content – screen navigation and flow – Visually pleasing composition – amount of information – focus and emphasis – presentation information simply and meaningfully – information retrieval on web – statistical graphics – Technological consideration in interface design.	08
IV	<b>Windows :</b> New and Navigation schemes selection of window, 8 selection of devices based and screen based controls. Components – text and messages, Icons and increases – Multimedia, colors, uses problems, choosing colors	08
V	<b>Software tools :</b> Specification methods, interface – Building Tools. 8 Interaction Devices – Keyboard and function keys – pointing devices – speech recognition digitization and generation – image and video displays – drivers.	08
<b>Text books:</b> <ol style="list-style-type: none"> <li>1. Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale Human Computer Interaction, 3rd Edition Prentice Hall, 2004.</li> <li>2. Jonathan Lazar Jinjuan Heidi Feng, Harry Hochheiser, Research Methods in HumanComputer Interaction, Wiley, 2010.</li> <li>3. Ben Shneiderman and Catherine Plaisant Designing the User Interface: Strategies for Effective Human-Computer Interaction (5th Edition, pp. 672, ISBN 0- 321-53735-1, March 2009), Reading, MA: Addison-Wesley Publishing Co.</li> <li>4. Samit Bhattacharya, “Human-Computer Interaction: User-Centric Computing for Design”, McGraw Hill</li> </ol>		

KCS551H Database Management Systems Lab		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
<b>At the end of course , the student will be able to:</b>		
CO 1	Understand and apply oracle 11 g products for creating tables, views, indexes, sequences and other database objects.	K <sub>2</sub> , K <sub>4</sub>
CO 2	Design and implement a database schema for company data base, banking data base, library information system, payroll processing system, student information system.	K <sub>3</sub> , K <sub>5</sub> , K <sub>6</sub>
CO 3	Write and execute simple and complex queries using DDL, DML, DCL and TCL	K <sub>4</sub> , K <sub>5</sub>
CO 4	Write and execute PL/SQL blocks, procedure functions, packages and triggers, cursors.	K <sub>4</sub> , K <sub>5</sub>
CO 5	Enforce entity integrity, referential integrity, key constraints, and domain constraints on database.	K <sub>3</sub> , K <sub>4</sub>
<b>DETAILED SYLLABUS</b>		
1. Installing oracle/ MYSQL 2. Creating Entity-Relationship Diagram using case tools. 3. Writing SQL statements Using ORACLE /MYSQL: a)Writing basic SQL SELECT statements. b) Restricting and sorting data. c)Displaying data from multiple tables. d)Aggregating data using group function. e)Manipulating data. e)Creating and managing tables. 4. Normalization 5. Creating cursor 6. Creating procedure and functions 7. Creating packages and triggers 8. Design and implementation of payroll processing system 9. Design and implementation of Library Information System 10. Design and implementation of Student Information System 11. Automatic Backup of Files and Recovery of Files 12. Mini project (Design & Development of Data and Application ) for following : a) Inventory Control System. b) Material Requirement Processing. c) Hospital Management System. d) Railway Reservation System. e) Personal Information System. f) Web Based User Identification System. g) Timetable Management System. h) h) Hotel Management System		
<b>Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner</b> <b>It is also suggested that open source tools should be preferred to conduct the lab (MySQL , SQL server , Oracle ,MongoDB ,Cubrid ,MariaDBetc)</b>		

**Database Management Systems Lab (KCS 551H): Mapping with Virtual Lab**

Name of the Lab	Name of the Experiment
Database Management Lab (KCS-551)	Data Definition Language(DDL) Statements: (Create table, Alter table, Drop table)
	Data Manipulation Language(DML) Statements
	Data Query Language(DQL) Statements: (Select statement with operations like Where clause, Order by, Logical operators, Scalar functions and Aggregate functions)
	Transaction Control Language(TCL) statements: (Commit(make changes permanent), Rollback (undo)
	Describe statement: To view the structure of the table created

KCS552H		COMPILER DESIGN LAB	
Course Outcome ( CO)		Bloom's Knowledge Level (KL)	
At the end of course , the student will be able to:			
CO 1	Identify patterns, tokens & regular expressions for lexical analysis.	K <sub>2</sub> , K <sub>4</sub>	
CO 2	Design Lexical analyser for given language using C and LEX /YACC tools	K <sub>3</sub> , K <sub>5</sub>	
CO 3	Design and analyze top down and bottom up parsers.	K <sub>4</sub> , K <sub>5</sub>	
CO 4	Generate the intermediate code	K <sub>4</sub> , K <sub>5</sub>	
CO 5	Generate machine code from the intermediate code forms	K <sub>3</sub> , K <sub>4</sub>	
DETAILED SYLLABUS			
<p>1.Design and implement a lexical analyzer for given language using C and the lexical analyzer should ignore redundant spaces, tabs and new lines.</p> <p>2. Implementation of Lexical Analyzer using Lex Tool</p> <p>3. Generate YACC specification for a few syntactic categories.</p> <p>    a) Program to recognize a valid arithmetic expression that uses operator +, − , * and /.</p> <p>    b) Program to recognize a valid variable which starts with a letter followed by any number of letters or digits.</p> <p>    c) Implementation of Calculator using LEX and YACC</p> <p>    d) Convert the BNF rules into YACC form and write code to generate abstract syntax tree</p> <p>4. Write program to find <math>\epsilon</math> – closure of all states of any given NFA with <math>\epsilon</math> transition.</p> <p>5. Write program to convert NFA with <math>\epsilon</math> transition to NFA without <math>\epsilon</math> transition.</p> <p>6. Write program to convert NFA to DFA</p> <p>7. Write program to minimize any given DFA.</p> <p>8. Develop an operator precedence parser for a given language.</p> <p>9. Write program to find Simulate First and Follow of any given grammar.</p> <p>10. Construct a recursive descent parser for an expression.</p> <p>11. Construct a Shift Reduce Parser for a given language.</p> <p>12. Write a program to perform loop unrolling.</p> <p>13. Write a program to perform constant propagation.</p> <p>14. Implement Intermediate code generation for simple expressions.</p> <p>15. Implement the back end of the compiler which takes the three address code and produces the 8086 assembly language instructions that can be assembled and run using an 8086 assembler. The target assembly instructions can be simple move, add, sub, jump etc.</p>			
<p><b>Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner</b></p> <p><b>It is also suggested that open source tools should be preferred to conduct the lab ( C, C++ , Lex or Flex and YACC tools ( Unix/Linux utilities )etc)</b></p>			

<b>KCS553H Design and Analysis of Algorithm Lab</b>		
<b>Course Outcome ( CO)</b>		<b>Bloom's Knowledge Level (KL)</b>
<b>At the end of course , the student will be able to:</b>		
CO 1	Implement algorithm to solve problems by iterative approach.	K <sub>2</sub> , K <sub>4</sub>
CO 2	Implement algorithm to solve problems by divide and conquer approach	K <sub>3</sub> , K <sub>5</sub>
CO 3	Implement algorithm to solve problems by Greedy algorithm approach.	K <sub>4</sub> , K <sub>5</sub>
CO 4	Implement algorithm to solve problems by Dynamic programming, backtracking, branch and bound approach.	K <sub>4</sub> , K <sub>5</sub>
CO 5	Implement algorithm to solve problems by branch and bound approach.	K <sub>3</sub> , K <sub>4</sub>
<b>DETAILED SYLLABUS</b>		
<p>1. Program for Recursive Binary &amp; Linear Search.</p> <p>2. Program for Heap Sort.</p> <p>3. Program for Merge Sort.</p> <p>4. Program for Selection Sort.</p> <p>5. Program for Insertion Sort.</p> <p>6. Program for Quick Sort.</p> <p>7. Knapsack Problem using Greedy Solution</p> <p>8. Perform Travelling Salesman Problem</p> <p>9. Find Minimum Spanning Tree using Kruskal's Algorithm</p> <p>10. Implement N Queen Problem using Backtracking</p> <p>11. Sort a given set of n integer elements using Quick Sort method and compute its time complexity. Run the program for varied values of n&gt; 5000 and record the time taken to sort. Plot a graph of the time taken versus non graph sheet. The elements can be read from a file or can be generated using the random number generator. Demonstrate using Java how the divide and- conquer method works along with its time complexity analysis: worst case, average case and best case.</p> <p>12. Sort a given set of n integer elements using Merge Sort method and compute its time complexity. Run the program for varied values of n&gt; 5000, and record the time taken to sort. Plot a graph of the time taken versus non graph sheet. The elements can be read from a file or can be generated using the random number generator. Demonstrate how the divide and- conquer method works along with its time complexity analysis: worst case, average case and best case.</p> <p>13.6. Implement , the 0/1 Knapsack problem using</p> <p>(a) Dynamic Programming method</p> <p>(b) Greedy method.</p> <p>14. From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.</p> <p>15. Find Minimum Cost Spanning Tree of a given connected undirected graph using Kruskal's algorithm. Use Union-Find algorithms in your program.</p> <p>16. Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm.</p> <p>17. Write programs to (a) Implement All-Pairs Shortest Paths problem using Floyd's algorithm.</p> <p>(b) Implement Travelling Sales Person problem using Dynamic programming.</p> <p>18. Design and implement to find a subset of a given set <math>S = \{S_1, S_2, \dots, S_n\}</math> of n positive integers whose SUM is equal to a given positive integer d. For example, if <math>S = \{1, 2, 5, 6, 8\}</math> and <math>d = 9</math>, there are two solutions <math>\{1,2,6\}</math> and <math>\{1,8\}</math>. Display a suitable message, if the given problem instance doesn't have a solution.</p> <p>19. Design and implement to find all Hamiltonian Cycles in a connected undirected Graph G of n vertices using backtracking principle.</p>		
<p><b>Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner</b></p> <p><b>It is also suggested that open source tools should be preferred to conduct the lab ( C, C++ etc)</b></p>		

KCS601H Software Engineering		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
At the end of course, the student will be able to		
CO 1	Explain various software characteristics and analyze different software Development Models.	K <sub>1</sub> , K <sub>2</sub>
CO 2	Demonstrate the contents of a SRS and apply basic software quality assurance practices to ensure that design, development meet or exceed applicable standards.	K <sub>1</sub> , K <sub>2</sub>
CO 3	Compare and contrast various methods for software design	K <sub>2</sub> , K <sub>3</sub>
CO 4	Formulate testing strategy for software systems, employ techniques such as unit testing, Test driven development and functional testing.	K <sub>3</sub>
CO 5	Manage software development process independently as well as in teams and make use of Various software management tools for development, maintenance and analysis.	K <sub>5</sub>
DETAILED SYLLABUS		3-1-0
Unit	Topic	Proposed Lecture
I	<b>Introduction:</b> Introduction to Software Engineering, Software Components, Software Characteristics, Software Crisis, Software Engineering Processes, Similarity and Differences from Conventional Engineering Processes, Software Quality Attributes. Software Development Life Cycle (SDLC) Models: Water Fall Model, Prototype Model, Spiral Model, Evolutionary Development Models, Iterative Enhancement Models.	08
II	<b>Software Requirement Specifications (SRS):</b> Requirement Engineering Process: Elicitation, Analysis, Documentation, Review and Management of User Needs, Feasibility Study, Information Modelling, Data Flow Diagrams, Entity Relationship Diagrams, Decision Tables, SRS Document, IEEE Standards for SRS. Software Quality Assurance (SQA): Verification and Validation, SQA Plans, Software Quality Frameworks, ISO 9000 Models, SEI-CMM Model.	08
III	<b>Software Design:</b> Basic Concept of Software Design, Architectural Design, Low Level Design: Modularization, Design Structure Charts, Pseudo Codes, Flow Charts, Coupling and Cohesion Measures, Design Strategies: Function Oriented Design, Object Oriented Design, Top-Down and Bottom-Up Design. Software Measurement and Metrics: Various Size Oriented Measures: Halstead's Software Science, Function Point (FP) Based Measures, Cyclomatic Complexity Measures: Control Flow Graphs.	08
IV	<b>Software Testing:</b> Testing Objectives, Unit Testing, Integration Testing, Acceptance Testing, Regression Testing, Testing for Functionality and Testing for Performance, TopDown and Bottom-Up Testing Strategies: Test Drivers and Test Stubs, Structural Testing (White Box Testing), Functional Testing (Black Box Testing), Test Data Suit Preparation, Alpha and Beta Testing of Products. Static Testing Strategies: Formal Technical Reviews (Peer Reviews), Walk Through, Code Inspection, Compliance with Design and Coding Standards.	08
V	<b>Software Maintenance and Software Project Management:</b> Software as an Evolutionary Entity, Need for Maintenance, Categories of Maintenance: Preventive, Corrective and Perfective Maintenance, Cost of Maintenance, Software Re- Engineering, Reverse Engineering. Software Configuration Management Activities, Change Control Process, Software Version Control, An Overview of CASE Tools. Estimation of Various Parameters such as Cost, Efforts, Schedule/Duration, Constructive Cost Models (COCOMO), Resource Allocation Models, Software Risk Analysis and Management.	08
Text books:		

1. RS Pressman, Software Engineering: A Practitioners Approach, McGraw Hill.
2. Pankaj Jalote, Software Engineering, Wiley
3. Rajib Mall, Fundamentals of Software Engineering, PHI Publication.
4. KK Aggarwal and Yogesh Singh, Software Engineering, New Age International Publishers.
5. Ghezzi, M. Jarayeri, D. Manodrioli, Fundamentals of Software Engineering, PHI Publication.
6. Ian Sommerville, Software Engineering, Addison Wesley.
7. Kassem Saleh, "Software Engineering", Cengage Learning.
8. P fleeger, Software Engineering, Macmillan Publication

<b>KCS602H Web Technology</b>		
<b>Course Outcome ( CO)</b>		<b>Bloom's Knowledge Level (KL)</b>
<b>At the end of course , the student will be able to</b>		
CO 1	Explain web development Strategies and Protocols governing Web.	K <sub>1</sub> , K <sub>2</sub>
CO 2	Develop Java programs for window/web-based applications.	K <sub>2</sub> , K <sub>3</sub>
CO 3	Design web pages using HTML, XML, CSS and JavaScript.	K <sub>2</sub> , K <sub>3</sub>
CO 4	Creation of client-server environment using socket programming	K <sub>1</sub> , K <sub>2</sub> ,
CO 5	Building enterprise level applications and manipulate web databases using JDBC	K <sub>3</sub> , K <sub>4</sub>
CO6	Design interactive web applications using Servlets and JSP	K <sub>2</sub> , K <sub>3</sub>
<b>DETAILED SYLLABUS</b>		<b>3-0-0</b>
<b>Unit</b>	<b>Topic</b>	<b>Proposed Lecture</b>
<b>I</b>	<b>Introduction:</b> Introduction and Web Development Strategies, History of Web and Internet, Protocols Governing Web, Writing Web Projects, Connecting to Internet, Introduction to Internet services and tools, Introduction to client-server computing. Core Java: Introduction, Operator, Data type, Variable, Arrays, Methods & Classes, Inheritance, Package and Interface, Exception Handling, Multithread programming, I/O, Java Applet, String handling, Event handling, Introduction to AWT, AWT controls, Layout managers	<b>08</b>
<b>II</b>	<b>Web Page Designing:</b> HTML: List, Table, Images, Frames, forms, CSS, Document type definition, XML: DTD, XML schemes, Object Models, presenting and using XML, Using XML Processors: DOM and SAX, Dynamic HTML	<b>08</b>
<b>III</b>	<b>Scripting:</b> Java script: Introduction, documents, forms, statements, functions, objects; introduction to AJAX, <b>Networking :</b> Internet Addressing, InetAddress, Factory Methods, Instance Methods, TCP/IP Client Sockets, URL, URL Connection, TCP/IP Server Sockets, Datagram.	<b>08</b>
<b>IV</b>	<b>Enterprise Java Bean:</b> Preparing a Class to be a JavaBeans, Creating a JavaBeans, JavaBeans Properties, Types of beans, Stateful Session bean, Stateless Session bean, Entity bean <b>Java Database Connectivity (JDBC):</b> Merging Data from Multiple Tables: Joining, Manipulating, Databases with JDBC, Prepared Statements, Transaction Processing, Stored Procedures.	<b>08</b>
<b>V</b>	<b>Servlets:</b> Servlet Overview and Architecture, Interface Servlet and the Servlet Life Cycle, Handling HTTP get Requests, Handling HTTP post Requests, Redirecting Requests to Other Resources, Session Tracking, Cookies, Session Tracking with Http Session <b>Java Server Pages (JSP):</b> Introduction, Java Server Pages Overview, A First Java Server Page Example, Implicit Objects, Scripting, Standard Actions, Directives, Custom Tag Libraries..	<b>08</b>
<b>Text books:</b> <ol style="list-style-type: none"> <li>1. Burdman, Jessica, “Collaborative Web Development” Addison Wesley</li> <li>2. Xavier, C, “ Web Technology and Design” , New Age International</li> <li>3. Ivan Bayross,” HTML, DHTML, Java Script, Perl &amp; CGI”, BPB Publication</li> <li>4. Bhave, “Programming with Java”, Pearson Education</li> <li>5. Herbert Schildt, “The Complete Reference:Java”, TMH.</li> <li>6. Hans Bergsten, “Java Server Pages”, SPD O'Reilly</li> <li>7. Margaret Levine Young, “The Complete Reference Internet”, TMH</li> <li>8. Naughton, Schildt, “The Complete Reference JAVA2”, TMH</li> <li>9. Balagurusamy E, “Programming in JAVA”, TMH</li> </ol>		



KCS603H Computer Networks		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to		
CO1	Explain basic concepts, OSI reference model, services and role of each layer of OSI model and TCP/IP, networks devices and transmission media, Analog and digital data transmission	K <sub>1</sub> ,K <sub>2</sub>
CO2	Apply channel allocation, framing, error and flow control techniques.	K <sub>3</sub>
CO3	Describe the functions of Network Layer i.e. Logical addressing, subnetting & Routing Mechanism.	K <sub>2</sub> ,K <sub>3</sub>
CO4	Explain the different Transport Layer function i.e. Port addressing, Connection Management, Error control and Flow control mechanism.	K <sub>2</sub> ,K <sub>3</sub>
CO5	Explain the functions offered by session and presentation layer and their Implementation.	K <sub>2</sub> ,K <sub>3</sub>
CO6	Explain the different protocols used at application layer i.e. HTTP, SNMP, SMTP, FTP, TELNET and VPN.	K <sub>2</sub>
DETAILED SYLLABUS		3-0-0
Unit	Topic	Proposed Lecture
I	<b>Introductory Concepts:</b> Goals and applications of networks, Categories of networks, Organization of the Internet, ISP, Network structure and architecture (layering principles, services, protocols and standards), The OSI reference model, TCP/IP protocol suite, Network devices and components. <b>Physical Layer:</b> Network topology design, Types of connections, Transmission media, Signal transmission and encoding, Network performance and transmission impairments, Switching techniques and multiplexing.	08
II	<b>Link layer:</b> Framing, Error Detection and Correction, Flow control (Elementary Data Link Protocols, Sliding Window protocols). Medium Access Control and Local Area Networks: Channel allocation, Multiple access protocols, LAN standards, Link layer switches & bridges (learning bridge and spanning tree algorithms).	08
III	<b>Network Layer:</b> Point-to-point networks, Logical addressing, Basic internetworking (IP, CIDR, ARP, RARP, DHCP, ICMP), Routing, forwarding and delivery, Static and dynamic routing, Routing algorithms and protocols, Congestion control algorithms, IPv6.	08
IV	<b>Transport Layer:</b> Process-to-process delivery, Transport layer protocols (UDP and TCP), Multiplexing, Connection management, Flow control and retransmission, Window management, TCP Congestion control, Quality of service.	08
V	<b>Application Layer:</b> Domain Name System, World Wide Web and Hyper Text Transfer Protocol, Electronic mail, File Transfer Protocol, Remote login, Network management, Data compression, Cryptography – basic concepts.	08
<b>Text books:</b> <b>Text books and References:</b> <ol style="list-style-type: none"> <li>1. Behrouz Forouzan, “Data Communication and Networking”, McGraw Hill</li> <li>2. Andrew Tanenbaum “Computer Networks”, Prentice Hall.</li> <li>3. William Stallings, “Data and Computer Communication”, Pearson.</li> <li>4. Kurose and Ross, “Computer Networking- A Top-Down Approach”, Pearson.</li> <li>5. Peterson and Davie, “Computer Networks: A Systems Approach”, Morgan Kaufmann</li> <li>6. W. A. Shay, “Understanding Communications and Networks”, Cengage Learning.</li> <li>7. D. Comer, “Computer Networks and Internets”, Pearson.</li> <li>8. Behrouz Forouzan, “TCP/IP Protocol Suite”, McGraw Hill.</li> </ol>		

KCS061H		Big Data	
Course Outcome ( CO)		Bloom's Knowledge Level (KL)	
At the end of course , the student will be able to			
CO 1	Demonstrate knowledge of Big Data Analytics concepts and its applications in business.	K <sub>1</sub> ,K <sub>2</sub>	
CO 2	Demonstrate functions and components of Map Reduce Framework and HDFS.	K <sub>1</sub> ,K <sub>2</sub>	
CO 3	Discuss Data Management concepts in NoSQL environment.	K <sub>6</sub>	
CO 4	Explain process of developing Map Reduce based distributed processing applications.	K <sub>2</sub> ,K <sub>5</sub>	
CO 5	Explain process of developing applications using HBASE, Hive, Pig etc.	K <sub>2</sub> ,K <sub>5</sub>	
DETAILED SYLLABUS			3-0-0
Unit	Topic	Proposed Lectures	
I	<b>Introduction to Big Data:</b> Types of digital data, history of Big Data innovation, introduction to Big Data platform, drivers for Big Data, Big Data architecture and characteristics, 5 Vs of Big Data, Big Data technology components, Big Data importance and applications, Big Data features – security, compliance, auditing and protection, Big Data privacy and ethics, Big Data Analytics, Challenges of conventional systems, intelligent data analysis, nature of data, analytic processes and tools, analysis vs reporting, modern data analytic tools.	06	
II	<b>Hadoop:</b> History of Hadoop, Apache Hadoop, the Hadoop Distributed File System, components of Hadoop, data format, analyzing data with Hadoop, scaling out, Hadoop streaming, Hadoop pipes, Hadoop Echo System. <b>Map Reduce:</b> Map Reduce framework and basics, how Map Reduce works, developing a Map Reduce application, unit tests with MR unit, test data and local tests, anatomy of a Map Reduce job run, failures, job scheduling, shuffle and sort, task execution, Map Reduce types, input formats, output formats, Map Reduce features, Real-world Map Reduce	08	
III	<b>HDFS (Hadoop Distributed File System):</b> Design of HDFS, HDFS concepts, benefits and challenges, file sizes, block sizes and block abstraction in HDFS, data replication, how does HDFS store, read, and write files, Java interfaces to HDFS, command line interface, Hadoop file system interfaces, data flow, data ingest with Flume and Scoop, Hadoop archives, Hadoop I/O: compression, serialization, Avro and file-based data structures. <b>Hadoop Environment:</b> Setting up a Hadoop cluster, cluster specification, cluster setup and installation, Hadoop configuration, security in Hadoop, administering Hadoop, HDFS monitoring & maintenance, Hadoop benchmarks, Hadoop in the cloud	08	
IV	<b>Hadoop Eco System and YARN:</b> Hadoop ecosystem components, schedulers, fair and capacity, Hadoop 2.0 New Features - NameNode high availability, HDFS federation, MRv2, YARN, Running MRv1 in YARN. <b>NoSQL Databases:</b> Introduction to NoSQL <b>MongoDB:</b> Introduction, data types, creating, updating and deleting documents, querying, introduction to indexing, capped collections <b>Spark:</b> Installing spark, spark applications, jobs, stages and tasks, Resilient Distributed Databases, anatomy of a Spark job run, Spark on YARN <b>SCALA:</b> Introduction, classes and objects, basic types and operators, built-in control structures, functions and closures, inheritance.	09	
V	<b>Hadoop Eco System Frameworks:</b> Applications on Big Data using Pig, Hive and HBase <b>Pig</b> - Introduction to PIG, Execution Modes of Pig, Comparison of Pig with Databases, Grunt, Pig Latin, User Defined Functions, Data Processing operators, <b>Hive</b> - Apache Hive architecture and installation, Hive shell, Hive services, Hive metastore, comparison with traditional databases, HiveQL, tables, querying data and user defined functions, sorting and aggregating, Map Reduce scripts, joins & subqueries. <b>HBase</b> – Hbase concepts, clients, example, Hbase vs RDBMS, advanced usage, schema design,	09	

	advance indexing, Zookeeper – how it helps in monitoring a cluster, how to build applications with Zookeeper. IBM Big Data strategy, introduction to Infosphere, BigInsights and Big Sheets, introduction to Big SQL.	
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**Text books and References:**

1. Michael Minelli, Michelle Chambers, and Ambiga Dhiraj, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses", Wiley
2. Big-Data Black Book, DT Editorial Services, Wiley
3. Dirk deRoos, Chris Eaton, George Lapis, Paul Zikopoulos, Tom Deutsch, "Understanding Big Data Analytics for Enterprise Class Hadoop and Streaming Data", McGrawHill.
4. Thomas Erl, Wajid Khattak, Paul Buhler, "Big Data Fundamentals: Concepts, Drivers and Techniques", Prentice Hall.
5. Raj Kamal, Preeti Saxena, "Big Data Analytics", McGraw Hill Education
6. Bart Baesens "Analytics in a Big Data World: The Essential Guide to Data Science and its Applications (WILEY Big Data Series)", John Wiley & Sons
7. ArshdeepBahga, Vijay Madiseti, "Big Data Science & Analytics: A HandsOn Approach ", VPT
8. Anil Maheshwari, "Big Data", Second Edition, McGraw Hill
9. Anand Rajaraman and Jeffrey David Ullman, "Mining of Massive Datasets", CUP
10. Tom White, "Hadoop: The Definitive Guide", O'Reilly.
11. Eric Sammer, "Hadoop Operations", O'Reilly.
12. Chuck Lam, "Hadoop in Action", MANNING Publishers
13. Deepak Vohra, "Practical Hadoop Ecosystem: A Definitive Guide to Hadoop-Related Frameworks and Tools", Apress
14. E. Capriolo, D. Wampler, and J. Rutherglen, "Programming Hive", O'Reilly
15. Lars George, "HBase: The Definitive Guide", O'Reilly.
16. Alan Gates, "Programming Pig", O'Reilly.
17. Michael Berthold, David J. Hand, "Intelligent Data Analysis", Springer
18. Bill Franks, "Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics", John Wiley & sons
19. Glenn J. Myatt, "Making Sense of Data", John Wiley & Sons
20. Pete Warden, "Big Data Glossary", O'Reilly

KCS062H Image Processing		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able:		
CO 1	Explain the basic concepts of two-dimensional signal acquisition, sampling, quantization and color model.	K <sub>1</sub> , K <sub>2</sub>
CO 2	Apply image processing techniques for image enhancement in both the spatial and frequency domains.	K <sub>2</sub> , K <sub>3</sub>
CO 3	Apply and compare image restoration techniques in both spatial and frequency domain.	K <sub>2</sub> , K <sub>3</sub>
CO 4	Compare edge based and region based segmentation algorithms for ROI extraction.	K <sub>3</sub> , K <sub>4</sub>
CO 5	Explain compression techniques and descriptors for image processing.	K <sub>2</sub> , K <sub>3</sub>
DETAILED SYLLABUS		3-0-0
Unit	Topic	Proposed Lecture
I	<b>DIGITAL IMAGE FUNDAMENTALS:</b> 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.	08
II	<b>IMAGE ENHANCEMENT:</b> 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.	08
III	<b>IMAGE RESTORATION:</b> 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	08
IV	<b>IMAGE SEGMENTATION:</b> 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.	08
V	<b>IMAGE COMPRESSION AND RECOGNITION:</b> 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.	08
<b>Text books:</b> <ol style="list-style-type: none"> <li>1.Rafael C. Gonzalez, Richard E. Woods,Digital Image Processing Pearson, Third Edition, 2010</li> <li>2.Anil K. Jain,Fundamentals of Digital Image Processing Pearson, 2002.</li> <li>3.Kenneth R. Castleman,Digital Image Processing Pearson, 2006.</li> <li>4.Rafael C. Gonzalez, Richard E. Woods, Steven Eddins,Digital Image Processing using MATLAB Pearson Education, Inc., 2011.</li> <li>5.D,E. Dudgeon and RM. Mersereau,Multidimensional Digital Signal Processing Prentice Hall Professional Technical Reference, 1990.</li> <li>6. William K. Pratt,Digital Image Processing John Wiley, New York, 2002</li> <li>7.Milan Sonka et al Image processing, analysis and machine vision Brookes/Cole, Vikas Publishing House, 2nd edition, 1999</li> </ol>		

KCS063H Real Time Systems		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able:		
CO 1	illustrate the need and the challenges in the design of hard and soft real time systems.	K <sub>3</sub>
CO 2	Compare different scheduling algorithms and the schedulable criteria.	K <sub>4</sub>
CO 3	Discuss resource sharing methods in real time environment.	K <sub>3</sub>
CO 4	Compare and contrast different real time communication and medium access control techniques.	K <sub>4</sub> , K <sub>5</sub>
CO 5	Analyze real time Operating system and Commercial databases	K <sub>2</sub> , K <sub>4</sub>
DETAILED SYLLABUS		3-0-0
Unit	Topic	Proposed Lecture
I	<b>Introduction</b> Definition, Typical Real Time Applications: Digital Control, High Level Controls, Signal Processing etc., Release Times, Deadlines, and Timing Constraints, Hard Real Time Systems and Soft Real Time Systems, Reference Models for Real Time Systems: Processors and Resources, Temporal Parameters of Real Time Workload, Periodic Task Model, Precedence Constraints and Data Dependency.	05
II	<b>Real Time Scheduling</b> Common Approaches to Real Time Scheduling: Clock Driven Approach, Weighted Round Robin Approach, Priority Driven Approach, Dynamic Versus Static Systems, Optimality of Effective-DeadlineFirst (EDF) and Least-Slack-Time-First (LST) Algorithms, Rate Monotonic Algorithm, Offline Versus Online Scheduling, Scheduling Aperiodic and Sporadic jobs in Priority Driven and Clock Driven Systems.	09
III	<b>Resources Sharing</b> Effect of Resource Contention and Resource Access Control (RAC), Non-preemptive Critical Sections, Basic Priority-Inheritance and Priority-Ceiling Protocols, Stack Based Priority-Ceiling Protocol, Use of Priority-Ceiling Protocol in Dynamic Priority Systems, Preemption Ceiling Protocol, Access Control in Multiple-Unit Resources, Controlling Concurrent Accesses to Data Objects.	09
IV	<b>Real Time Communication</b> Basic Concepts in Real time Communication, Soft and Hard RT Communication systems, Model of Real Time Communication, Priority-Based Service and Weighted Round-Robin Service Disciplines for Switched Networks, Medium Access Control Protocols for Broadcast Networks, Internet and Resource Reservation Protocols	09
V	<b>Real Time Operating Systems and Databases</b> Features of RTOS, Time Services, UNIX as RTOS, POSIX Issues, Characteristic of Temporal data, Temporal Consistency, Concurrency Control, Overview of Commercial Real Time databases	08
<b>Text books:</b> <ol style="list-style-type: none"> <li>1. Real Time Systems by Jane W. S. Liu, Pearson Education Publication.</li> <li>2. Phillip A Laplanta, Seppo J. Ovaska Real time System Design and Analysis Tools for practitioner, Wiley</li> <li>3. Mall Rajib, "Real Time Systems", Pearson Education</li> <li>4. Albert M. K. Cheng, "Real-Time Systems: Scheduling, Analysis, and Verification", Wiley.</li> </ol>		

<b>KCS064H Data Compression</b>		
<b>Course Outcome ( CO)</b>		<b>Bloom's Knowledge Level (KL)</b>
<b>At the end of course , the student will be able to</b>		
CO 1	Describe the evolution and fundamental concepts of Data Compression and Coding Techniques.	K <sub>1</sub> , K <sub>2</sub>
CO 2	Apply and compare different static coding techniques (Huffman & Arithmetic coding) for text compression.	K <sub>2</sub> , K <sub>3</sub>
CO 3	Apply and compare different dynamic coding techniques (Dictionary Technique) for text compression.	K <sub>2</sub> , K <sub>3</sub>
CO 4	Evaluate the performance of predictive coding technique for Image Compression.	K <sub>2</sub> , K <sub>3</sub>
CO 5	Apply and compare different Quantization Techniques for Image Compression.	K <sub>2</sub> , K <sub>3</sub>
<b>DETAILED SYLLABUS</b>		<b>3-0-0</b>
<b>Unit</b>	<b>Topic</b>	<b>Proposed Lecture</b>
<b>I</b>	Compression Techniques: Loss less compression, Lossy Compression, Measures of performance, Modeling and coding, Mathematical Preliminaries for Lossless compression: A brief introduction to information theory, Models: Physical models, Probability models, Markov models, composite source model, Coding: uniquely decodable codes, Prefix codes.	<b>08</b>
<b>II</b>	The Huffman coding algorithm: Minimum variance Huffman codes, Adaptive Huffman coding: Update procedure, Encoding procedure, Decoding procedure. Golomb codes, Rice codes, Tunstall codes, Applications of Hoffman coding: Loss less image compression, Text compression, Audio Compression.	<b>08</b>
<b>III</b>	Coding a sequence, Generating a binary code, Comparison of Binary and Huffman coding, Applications: Bi-level image compression-The JBIG standard, JBIG2, Image compression. Dictionary Techniques: Introduction, Static Dictionary: Diagram Coding, Adaptive Dictionary. The LZ77 Approach, The LZ78 Approach, Applications: File Compression-UNIX compress, Image Compression: The Graphics Interchange Format (GIF), Compression over Modems: V.42 bits, Predictive Coding: Prediction with Partial match (ppm): The basic algorithm, The ESCAPE SYMBOL, length of context, The Exclusion Principle, The Burrows-Wheeler Transform: Move-to-front coding, CALIC, JPEG-LS, Multi-resolution Approaches, Facsimile Encoding, Dynamic Markov Compression.	<b>08</b>
<b>IV</b>	Distortion criteria, Models, Scalar Quantization: The Quantization problem, Uniform Quantizer, Adaptive Quantization, Non uniform Quantization.	<b>08</b>
<b>V</b>	Advantages of Vector Quantization over Scalar Quantization, The Linde-Buzo-Gray Algorithm, Tree structured Vector Quantizers. Structured Vector Quantizers.	<b>08</b>
<b>Text books:</b> 1. Khalid Sayood, Introduction to Data Compression, Morgan Kaufmann Publishers 2. Elements of Data Compression, Drozdek, Cengage Learning 3. Introduction to Data Compression, Second Edition, Khalid Sayood, The Morgan Kaufmann Series 4. Data Compression: The Complete Reference 4th Edition by David Salomon, Springer 5. Text Compression 1st Edition by Timothy C. Bell Prentice Hall		

KCS651H Software Engineering Lab		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to		
CO 1	Identify ambiguities, inconsistencies and incompleteness from a requirements specification and state functional and non-functional requirement	K <sub>2</sub> , K <sub>4</sub>
CO 2	Identify different actors and use cases from a given problem statement and draw use case diagram to associate use cases with different types of relationship	K <sub>3</sub> , K <sub>5</sub>
CO 3	Draw a class diagram after identifying classes and association among them	K <sub>4</sub> , K <sub>5</sub>
CO 4	Graphically represent various UML diagrams , and associations among them and identify the logical sequence of activities undergoing in a system, and represent them pictorially	K <sub>4</sub> , K <sub>5</sub>
CO 5	Able to use modern engineering tools for specification, design, implementation and testing	K <sub>3</sub> , K <sub>4</sub>
<b>DETAILED SYLLABUS</b>		
<p>For any given case/ problem statement do the following;</p> <ol style="list-style-type: none"> <li>1. Prepare a SRS document in line with the IEEE recommended standards.</li> <li>2. Draw the use case diagram and specify the role of each of the actors. Also state the precondition, post condition and function of each use case.</li> <li>3. Draw the activity diagram.</li> <li>4. Identify the classes. Classify them as weak and strong classes and draw the class diagram.</li> <li>5. Draw the sequence diagram for any two scenarios.</li> <li>6. Draw the collaboration diagram.</li> <li>7. Draw the state chart diagram.</li> <li>8. Draw the component diagram.</li> <li>9. Perform forward engineering in java. (Model to code conversion)</li> <li>10. Perform reverse engineering in java. (Code to Model conversion)</li> <li>11. Draw the deployment diagram.</li> </ol> <p><b>Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner</b>  <b>It is also suggested that open source tools should be preferred to conduct the lab ( Open Office , Libra , Junit, Open Project , GanttProject , dotProject, AgroUML, StarUML etc. )</b></p>		

### KCS651H Software Engineering Lab : Mapping with Virtual Lab

Name of the Lab	Name of the Experiment
Software Engineering Lab (KCS651H)	Identifying the Requirements from Problem Statements
	Estimation of Project Metrics
	Modeling UML Use Case Diagrams and Capturing Use Case Scenarios
	E-R Modeling from the Problem Statements
	Identifying Domain Classes from the Problem Statements
	Statechart and Activity Modeling
	Modeling UML Class Diagrams and Sequence diagrams
	Modeling Data Flow Diagrams
	Estimation of Test Coverage Metrics and Structural Complexity
	Designing Test Suites

KCS652H		Web Technology Lab	
Course Outcome ( CO)		Bloom's Knowledge Level (KL)	
At the end of course , the student will be able to			
CO 1	Develop static web pages using HTML	K <sub>2</sub> , K <sub>3</sub>	
CO 2	Develop Java programs for window/web-based applications.	K <sub>2</sub> , K <sub>3</sub>	
CO 3	Design dynamic web pages using Javascript and XML.	K <sub>3</sub> , K <sub>4</sub>	
CO 4	Design dynamic web page using server site programming Ex. ASP/JSP/PHP	K <sub>3</sub> , K <sub>4</sub>	
CO 5	Design server site applications using JDDC,ODBC and session tracking API	K <sub>3</sub> , K <sub>4</sub>	
DETAILED SYLLABUS			
This lab is based on the Web Technologies. Some examples are as follows:			
1. Write HTML/Java scripts to display your CV in navigator, your Institute website, Department Website and Tutorial website for specific subject			
2. Write an HTML program to design an entry form of student details and send it to store at database server like SQL, Oracle or MS Access.			
3. Write programs using Java script for Web Page to display browsers information.			
5. Write a Java applet to display the Application Program screen i.e. calculator and other.			
6. Writing program in XML for creation of DTD, which specifies set of rules. Create a style sheet in CSS/ XSL & display the document in internet explorer.			
7. Program to illustrate JDBC connectivity. Program for maintaining database by sending queries. Design and implement a simple servlet book query with the help of JDBC & SQL. Create MS Access Database, Create on ODBC link, Compile & execute JAVA JDVC Socket.			
8. Install TOMCAT web server and APACHE. Access the above developed static web pages for books web site, using these servers by putting the web pages developed.			
9. Assume four users user1, user2, user3 and user4 having the passwords pwd1, pwd2, pwd3 and pwd4 respectively. Write a servlet for doing the following. Create a Cookie and add these four user id's and passwords to this Cookie. 2. Read the user id and passwords entered in the Login form and authenticate with the values available in the cookies.			
10. Install a database (Mysql or Oracle). Create a table which should contain at least the following fields: name, password, email-id, phone number Write a java program/servlet/JSP to connect to that database and extract data from the tables and display them. Insert the details of the users who register with the web site, whenever a new user clicks the submit button in the registration page.			
11. Write a JSP which insert the details of the 3 or 4 users who register with the web site by using registration form. Authenticate the user when he submits the login form using the user name and password from the database			
12. Design and implement a simple shopping cart example with session tracking API.			
Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner It is also suggested that open source tools should be preferred to conduct the lab ( Java , JSP , Bootstrap Firebug , WampServer , MongoDB, etc)			



KCS653H		Computer Networks Lab	
Course Outcome ( CO)		Bloom’s Knowledge Level (KL)	
At the end of course , the student will be able to			
CO 1	Simulate different network topologies.	K <sub>3</sub> , K <sub>4</sub>	
CO 2	Implement various framing methods of Data Link Layer.	K <sub>3</sub> , K <sub>4</sub>	
CO 3	Implement various Error and flow control techniques.	K <sub>3</sub> , K <sub>4</sub>	
CO 4	Implement network routing and addressing techniques.	K <sub>3</sub> , K <sub>4</sub>	
CO 5	Implement transport and security mechanisms	K <sub>3</sub> , K <sub>4</sub>	
DETAILED SYLLABUS			
<div>1. Implementation of Stop and Wait Protocol and Sliding Window Protocol.</div> <div>2. Study of Socket Programming and Client – Server model</div> <div>3. Write a code simulating ARP /RARP protocols.</div> <div>4. Write a code simulating PING and TRACEROUTE commands</div> <div>5. Create a socket for HTTP for web page upload and download.</div> <div>6. Write a program to implement RPC (Remote Procedure Call)</div> <div>7. Implementation of Subnetting .</div> <div>8. Applications using TCP Sockets like<div>a. Echo client and echo server b. Chat c. File Transfer</div></div> <div>9. Applications using TCP and UDP Sockets like d. DNS e. SNMP f. File Transfer</div> <div>10. Study of Network simulator (NS).and Simulation of Congestion Control Algorithms using NS</div> <div>11. Perform a case study about the different routing algorithms to select the network path with its optimum and economical during data transfer. i. Link State routing ii. Flooding iii. Distance vector</div> <div>12. To learn handling and configuration of networking hardware like RJ-45 connector, CAT-6 cable, crimping tool, etc.</div> <div>13. Configuration of router, hub, switch etc. (using real devices or simulators)</div> <div>14. Running and using services/commands like ping, traceroute, nslookup, arp, telnet, ftp, etc.</div> <div>15. Network packet analysis using tools like Wireshark, tcpdump, etc.</div> <div>16. Network simulation using tools like Cisco Packet Tracer, NetSim, OMNeT++, NS2, NS3, etc.</div> <div>17. Socket programming using UDP and TCP (e.g., simple DNS, data &amp; time client/server, echo client/server, iterative &amp; concurrent servers)</div>			
<div>Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner</div> <div>It is also suggested that open source tools should be preferred to conduct the lab ( C , C++ , Java , NS3, Mininet, Opnet, TCP Dump, Wireshark etc.</div>			