ANNA UNIVERSITY, CHENNAI

AFFILIATED INSTITUTIONS

R-2013

B.E. COMPUTER SCIENCE AND ENGINEERING

I TO VIII SEMESTER CURRICULUM AND SYLLABUS

SEMESTER I

SL. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1.	HS6151	Technical English – I	3	1	0	4
2.	MA6151	Mathematics – I	3	1	0	4
3.	PH6151	Engineering Physics – I	3	0	0	3
4.	CY6151	Engineering Chemistry – I	3	0	0	3
5.	GE6151	Computer Programming	3	0	0	3
6.	GE6152	Engineering Graphics	2	0	3	4
PRACTICALS						
7.	GE6161	Computer Practices Laboratory	0	0	3	2
8.	GE6162	Engineering Practices Laboratory	0	0	3	2
9.	GE6163	Physics and Chemistry Laboratory - I	0	0	2	1
		TOTAL	**17**	**2**	**11**	**26**

SEMESTER II

SL. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1.	HS6251	Technical English – II	3	1	0	4
2.	MA6251	Mathematics – II	3	1	0	4
3.	PH6251	Engineering Physics – II	3	0	0	3
4.	CY6251	Engineering Chemistry – II	3	0	0	3
5.	CS6201	Digital Principles and System Design	3	0	0	3
6.	CS6202	Programming and Data Structures I	3	0	0	3
PRACTICALS						
7.	GE6262	Physics and Chemistry Laboratory - II	0	0	2	1
8.	CS6211	Digital Laboratory	0	0	3	2
9.	CS6212	Programming and Data Structures Laboratory I	0	0	3	2
		TOTAL	**18**	**2**	**8**	**25**

SEMESTER III

SL. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1.	MA6351	Transforms and Partial Differential Equations	3	1	0	4
2.	CS6301	Programming and Data Structure II	3	0	0	3
3.	CS6302	Database Management Systems	3	0	0	3
4.	CS6303	Computer Architecture	3	0	0	3
5.	CS6304	Analog and Digital Communication	3	0	0	3
6.	GE6351	Environmental Science and Engineering	3	0	0	3
PRACTICAL						
7.	CS6311	Programming and Data Structure Laboratory II	0	0	3	2
8.	CS6312	Database Management Systems Laboratory	0	0	3	2
		TOTAL	**18**	**1**	**6**	**23**

SEMESTER IV

SL. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1.	MA6453	Probability and Queueing Theory	3	1	0	4
2.	CS6551	Computer Networks	3	0	0	3
3.	CS6401	Operating Systems	3	0	0	3
4.	CS6402	Design and Analysis of Algorithms	3	0	0	3
5.	EC6504	Microprocessor and Microcontroller	3	0	0	3
6.	CS6403	Software Engineering	3	0	0	3
PRACTICAL						
7.	CS6411	Networks Laboratory	0	0	3	2
8.	CS6412	Microprocessor and Microcontroller Laboratory	0	0	3	2
9.	CS6413	Operating Systems Laboratory	0	0	3	2
		TOTAL	**18**	**1**	**9**	**25**

SEMESTER V

SL. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1.	MA6566	Discrete Mathematics	3	1	0	4
2.	CS6501	Internet Programming	3	1	0	4
3.	CS6502	Object Oriented Analysis and Design	3	0	0	3
4.	CS6503	Theory of Computation	3	0	0	3
5.	CS6504	Computer Graphics	3	0	0	3
PRACTICAL						
6.	CS6511	Case Tools Laboratory	0	0	3	2
7.	CS6512	Internet Programming Laboratory	0	0	3	2
8.	CS6513	Computer Graphics Laboratory	0	0	3	2
		TOTAL	**15**	**2**	**9**	**23**

SEMESTER VI

SL. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1.	CS6601	Distributed Systems	3	0	0	3
2.	IT6601	Mobile Computing	3	0	0	3
3.	CS6660	Compiler Design	3	0	0	3
4.	IT6502	Digital Signal Processing	3	1	0	4
5.	CS6659	Artificial Intelligence	3	0	0	3
6.		Elective I	3	0	0	3
PRACTICAL						
7.	CS6611	Mobile Application Development Laboratory	0	0	3	2
8.	CS6612	Compiler Laboratory	0	0	3	2
9.	GE6674	Communication and Soft Skills - Laboratory Based	0	0	4	2
		TOTAL	**18**	**1**	**10**	**25**

SEMESTER VII

SL. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1.	CS6701	Cryptography and Network Security	3	0	0	3
2.	CS6702	Graph Theory and Applications	3	0	0	3
3.	CS6703	Grid and Cloud Computing	3	0	0	3
4.	CS6704	Resource Management Techniques	3	0	0	3
5.		Elective II	3	0	0	3
6.		Elective III	3	0	0	3
PRACTICAL						
7.	CS6711	Security Laboratory	0	0	3	2
8.	CS6712	Grid and Cloud Computing Laboratory	0	0	3	2
		TOTAL	**18**	**0**	**6**	**22**

SEMESTER VIII

SL. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1.	CS6801	Multi – Core Architectures and Programming	3	0	0	3
2.		Elective IV	3	0	0	3
3.		Elective V	3	0	0	3
PRACTICAL						
4.	CS6811	Project Work	0	0	12	6
		TOTAL	**9**	**0**	**12**	**15**

TOTAL NO. OF CREDITS: 184

LIST OF ELECTIVES

SEMESTER VI – Elective I

S.NO.	CODE NO.	COURSE TITLE	L	T	P	C
1.	CS6001	C# and .Net programming	3	0	0	3
2.	GE6757	Total Quality Management	3	0	0	3
3.	IT6702	Data Warehousing and Data Mining	3	0	0	3
4.	CS6002	Network Analysis and Management	3	0	0	3
5.	IT6004	Software Testing	3	0	0	3

SEMESTER VII – Elective II

S.NO.	CODE NO.	COURSE TITLE	L	T	P	C
6.	CS6003	Ad hoc and Sensor Networks	3	0	0	3
7.	CS6004	Cyber Forensics	3	0	0	3
8.	CS6005	Advanced Database Systems	3	0	0	3
9.	BM6005	Bio Informatics	3	0	0	3
10.	IT6801	Service Oriented Architecture	3	0	0	3

SEMESTER VII – Elective III

S.NO	CODE NO.	COURSE TITLE	L	T	P	C
11.	IT6005	Digital Image Processing	3	0	0	3
12.	EC6703	Embedded and Real Time Systems	3	0	0	3
13.	CS6006	Game Programming	3	0	0	3
14.	CS6007	Information Retrieval	3	0	0	3
15.	IT6006	Data Analytics	3	0	0	3

SEMESTER VIII – Elective IV

S.NO.	CODE NO.	COURSE TITLE	L	T	P	C
16.	CS6008	Human Computer Interaction	3	0	0	3
17.	CS6009	Nano Computing	3	0	0	3
18.	IT6011	Knowledge Management	3	0	0	3
19.	CS6010	Social Network Analysis	3	0	0	3

SEMESTER VIII – Elective V

S.NO.	CODE NO.	COURSE TITLE	L	T	P	C
20.	MG6088	Software Project Management	3	0	0	3
21.	GE6075	Professional Ethics in Engineering	3	0	0	3
22.	CS6011	Natural Language Processing	3	0	0	3
23.	CS6012	Soft Computing	3	0	0	3

HS6151 **TECHNICAL ENGLISH – I** **L T P C**

3 1 0 4

OBJECTIVES:

To enable learners of Engineering and Technology develop their basic communication skills in English.

To emphasize specially the development of speaking skills amongst learners of Engineering and Technology.

To ensure that learners use the electronic media such as internet and supplement the learning materials used in the classroom.

To inculcate the habit of reading and writing leading to effective and efficient communication.

UNIT I **9+3**

Listening - Introducing learners to GIE - Types of listening - Listening to audio (verbal & sounds); Speaking - Speaking about one's place, important festivals etc. – Introducing oneself, one's family / friend; Reading - Skimming a reading passage – Scanning for specific information - Note-making; Writing - Free writing on any given topic (My favourite place / Hobbies / School life, etc.) - Sentence completion - Autobiographical writing (writing about one's leisure time activities, hometown, etc.); Grammar - Prepositions - Reference words - Wh-questions - Tenses (Simple); Vocabulary - Word formation - Word expansion (root words / etymology); E-materials - Interactive exercises for Grammar & Vocabulary - Reading comprehension exercises - Listening to audio files and answering questions.

UNIT II **9+3**

Listening - Listening and responding to video lectures / talks; Speaking - Describing a simple process (filling a form, etc.) - Asking and answering questions - Telephone skills – Telephone etiquette; Reading – Critical reading - Finding key information in a given text - Sifting facts from opinions; Writing - Biographical writing (place, people) - Process descriptions (general/specific) - Definitions - Recommendations – Instructions; Grammar - Use of imperatives - Subject-verb agreement; Vocabulary - Compound words - Word Association (connotation); E-materials - Interactive exercises for Grammar and Vocabulary - Listening exercises with sample telephone conversations / lectures – Picture-based activities.

UNIT III **9+3**

Listening - Listening to specific task - focused audio tracks; Speaking - Role-play – Simulation - Group interaction - Speaking in formal situations (teachers, officials, foreigners); Reading - Reading and interpreting visual material; Writing - Jumbled sentences - Coherence and cohesion in writing - Channel conversion (flowchart into process) - Types of paragraph (cause and effect / compare and contrast / narrative / analytical) - Informal writing (letter/e-mail/blogs) - Paraphrasing; Grammar - Tenses (Past) - Use of sequence words - Adjectives; Vocabulary - Different forms and uses of words, Cause and effect words; E-materials - Interactive exercises for Grammar and Vocabulary -
Excerpts from films related to the theme and follow up exercises - Pictures of flow charts and tables for interpretations.

UNIT IV **9+3**

Listening - Watching videos / documentaries and responding to questions based on them; Speaking - Responding to questions - Different forms of interviews - Speaking at different types of interviews; Reading - Making inference from the reading passage - Predicting the content of a reading passage; Writing - Interpreting visual materials (line graphs, pie charts etc.) - Essay writing – Different types of essays; Grammar - Adverbs – Tenses – future time reference; Vocabulary - Single word substitutes - Use of abbreviations and acronyms; E-materials - Interactive exercises for Grammar and Vocabulary - Sample interviews - film scenes - dialogue writing.

UNIT V **9+3**

Listening - Listening to different accents, Listening to Speeches/Presentations, Listening to broadcast and telecast from Radio and TV; Speaking - Giving impromptu talks, Making presentations on given topics; Reading - Email communication - Reading the attachment files having a poem/joke/proverb - Sending their responses through email; Writing - Creative writing, Poster making; Grammar - Direct and indirect speech; Vocabulary - Lexical items (fixed / semi fixed expressions); E-materials - Interactive exercises for Grammar and Vocabulary - Sending emails with attachment – Audio / video excerpts of different accents - Interpreting posters.

TOTAL (L:45+T:15): 60 PERIODS

OUTCOMES:

Learners should be able to:

Speak clearly, confidently, comprehensibly, and communicate with one or many listeners using appropriate communicative strategies.

Write cohesively and coherently and flawlessly avoiding grammatical errors, using a wide vocabulary range, organizing their ideas logically on a topic.

Read different genres of texts adopting various reading strategies.

Listen/view and comprehend different spoken discourses/excerpts in different accents.

TEXTBOOKS:

1. Department of English, Anna University. Mindscapes: English for Technologists and Engineers. Orient Blackswan, Chennai. 2012.
2. Dhanavel, S.P. English and Communication Skills for Students of Science and Engineering. Orient Blackswan, Chennai. 2011.

REFERENCES:

1. Raman, Meenakshi & Sangeetha Sharma. Technical Communication: Principles and Practice. Oxford University Press, New Delhi. 2011
2. Regional Institute of English. English for Engineers. Cambridge University Press, New Delhi. 2006
3. Rizvi, Ashraf. M. Effective Technical Communication. Tata McGraw-Hill, New Delhi. 2005
4. Rutherford, Andrea. J Basic Communication Skills for Technology. Pearson, New Delhi. 2001
5. Viswamohan, Aysha. English for Technical Communication. Tata McGraw-Hill, New Delhi. 2008

EXTENSIVE Reading (Not for Examination)

1. Kalam, Abdul. Wings of Fire. Universities Press, Hyderabad. 1999.

WEBSITES:

1. http://www.usingenglish.com
2. http://www.uefap.com

TEACHING METHODS:

Lectures

Activities conducted individually, in pairs and in groups like self introduction, peer introduction, group poster making, grammar and vocabulary games, etc.

Discussions

Role play activities

Short presentations

Listening and viewing activities with follow up activities like discussion, filling up worksheets, writing exercises (using language lab wherever necessary/possible) etc.

EVALUATION PATTERN:

Internal assessment: 20%

3 tests of which two are pen and paper tests and the other is a combination of different modes of assessment like

Project
Assignment
Reviews
Creative writing
Poster making, etc.

All the four skills are to be tested with equal weightage given to each.

- ✓ Speaking assessment: Individual speaking activities, Pair work activities like role play, Interview, Group discussions
- ✓ Reading assessment: Reading passages with comprehension questions graded from simple to complex, from direct to inferential
- ✓ Writing assessment: Writing paragraphs, essays etc. Writing should include grammar and vocabulary.
- ✓ Listening/Viewing assessment: Lectures, dialogues, film clippings with questions on verbal as well as audio/visual content.

End Semester Examination: 80%

MA6151 MATHEMATICS – I L T P C
3 1 0 4

OBJECTIVES:

To develop the use of matrix algebra techniques this is needed by engineers for practical applications.

To make the student knowledgeable in the area of infinite series and their convergence so that he/ she will be familiar with limitations of using infinite series approximations for solutions arising in mathematical modeling.

To familiarize the student with functions of several variables. This is needed in many branches of engineering.

To introduce the concepts of improper integrals, Gamma, Beta and Error functions which are needed in engineering applications.

To acquaint the student with mathematical tools needed in evaluating multiple integrals and their usage.

UNIT I MATRICES 9+3

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

UNIT II SEQUENCES AND SERIES 9+3

Sequences: Definition and examples – Series: Types and Convergence – Series of positive terms – Tests of convergence: Comparison test, Integral test and D'Alembert's ratio test – Alternating series – Leibnitz's test – Series of positive and negative terms – Absolute and conditional convergence.

UNIT III APPLICATIONS OF DIFFERENTIAL CALCULUS 9+3

Curvature in Cartesian co-ordinates – Centre and radius of curvature – Circle of curvature – Evolutes – Envelopes - Evolute as envelope of normals.

UNIT IV DIFFERENTIAL CALCULUS OF SEVERAL VARIABLES 9+3

Limits and Continuity – Partial derivatives – Total derivative – Differentiation of implicit functions – Jacobian and properties – Taylor's series for functions of two variables – Maxima and minima of functions of two variables – Lagrange's method of undetermined multipliers.

UNIT V MULTIPLE INTEGRALS 9+3

Double integrals in cartesian and polar coordinates – Change of order of integration – Area enclosed by plane curves – Change of variables in double integrals – Area of a curved surface - Triple integrals – Volume of Solids.

TOTAL (L:45+T:15): 60 PERIODS

OUTCOMES:

This course equips students to have basic knowledge and understanding in one fields of materials, integral and differential calculus.

TEXT BOOKS:

1. Bali N. P and Manish Goyal, "A Text book of Engineering Mathematics", Eighth Edition, Laxmi Publications Pvt Ltd., 2011.
2. Grewal. B.S, "Higher Engineering Mathematics", 41st Edition, Khanna Publications, Delhi, 2011.

REFERENCES:

1. Dass, H.K., and Er. Rajnish Verma," Higher Engineering Mathematics", S. Chand Private Ltd., 2011.
2. Glyn James, "Advanced Modern Engineering Mathematics", 3rd Edition, Pearson Education, 2012.
3. Peter V. O'Neil," Advanced Engineering Mathematics", 7th Edition, Cengage learning, (2012).
4. Ramana B.V, "Higher Engineering Mathematics", Tata McGraw Hill Publishing Company, New Delhi, 2008.
5. Sivarama Krishna Das P. and Rukmangadachari E., "Engineering Mathematics", Volume I, Second Edition, PEARSON Publishing, 2011.

PH6151 ENGINEERING PHYSICS – I L T P C

3 0 0 3

OBJECTIVES:

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

UNIT I CRYSTAL PHYSICS 9

Lattice – Unit cell – Bravais lattice – Lattice planes – Miller indices – d spacing in cubic lattice – Calculation of number of atoms per unit cell – Atomic radius – Coordination number – Packing factor for SC, BCC, FCC and HCP structures – Diamond and graphite structures (qualitative treatment)- Crystal growth techniques –solution, melt (Bridgman and Czochralski) and vapour growth techniques (qualitative)

UNIT II PROPERTIES OF MATTER AND THERMAL PHYSICS 9

Elasticity- Hooke's law - Relationship between three modulii of elasticity (qualitative) – stress -strain diagram – Poisson's ratio –Factors affecting elasticity –Bending moment – Depression of a cantilever –Young's modulus by uniform bending- I-shaped girders

Modes of heat transfer- thermal conductivity- Newton's law of cooling - Linear heat flow – Lee's disc method – Radial heat flow – Rubber tube method – conduction through compound media (series and parallel)

UNIT III QUANTUM PHYSICS 9

Black body radiation – Planck's theory (derivation) – Deduction of Wien's displacement law and Rayleigh – Jeans' Law from Planck's theory – Compton effect. Theory and experimental verification – Properties of Matter waves – G.P Thomson experiment -Schrödinger's wave equation – Time independent and time dependent equations – Physical significance of wave function – Particle in a one dimensional box - Electron microscope - Scanning electron microscope - Transmission electron microscope.

UNIT IV ACOUSTICS AND ULTRASONICS 9

Classification of Sound- decibel- Weber–Fechner law – Sabine's formula- derivation using growth and decay method – Absorption Coefficient and its determination –factors affecting acoustics of buildings and their remedies.

Production of ultrasonics by magnetostriction and piezoelectric methods - acoustic grating -Non Destructive Testing – pulse echo system through transmission and reflection modes - A,B and C – scan displays, Medical applications - Sonogram

UNIT V PHOTONICS AND FIBRE OPTICS 9

Spontaneous and stimulated emission- Population inversion -Einstein's A and B coefficients - derivation. Types of lasers – Nd:YAG, CO_2, Semiconductor lasers (homojunction & heterojunction)- Industrial and Medical Applications.

Principle and propagation of light in optical fibres – Numerical aperture and Acceptance angle - Types of optical fibres (material, refractive index, mode) – attenuation, dispersion, bending - Fibre Optical Communication system (Block diagram) - Active and passive fibre sensors- Endoscope.

TOTAL: 45 PERIODS

OUTCOMES:

The students will have knowledge on the basics of physics related to properties of matter, optics, acoustics etc., and they will apply these fundamental principles to solve practical problems related to materials used for engineering applications

TEXT BOOKS:

1. Arumugam M. Engineering Physics. Anuradha publishers, 2010.
2. Gaur R.K. and Gupta S.L. Engineering Physics. Dhanpat Rai publishers, 2009
3. Mani Naidu S. Engineering Physics, Second Edition, PEARSON Publishing, 2011.

REFERENCES:

1. Searls and Zemansky. University Physics, 2009
2. Mani P. Engineering Physics I. Dhanam Publications, 2011.
3. Marikani A. Engineering Physics. PHI Learning Pvt., India, 2009.
4. Palanisamy P.K. Engineering Physics. SCITECH Publications, 2011.
5. Rajagopal K. Engineering Physics. PHI, New Delhi, 2011.
6. Senthilkumar G. Engineering Physics I. VRB Publishers, 2011.

CY6151 ENGINEERING CHEMISTRY - I L T P C

3 0 0 3

OBJECTIVES:

To make the students conversant with basics of polymer chemistry.

To make the student acquire sound knowledge of second law of thermodynamics and second law based derivations of importance in engineering applications in all disciplines.

To acquaint the student with concepts of important photophysical and photochemical processes and spectroscopy.

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.

To acquaint the students with the basics of nano materials, their properties and applications.

UNIT I POLYMER CHEMISTRY 9

Introduction: Classification of polymers – Natural and synthetic; Thermoplastic and Thermosetting. Functionality – Degree of polymerization. Types and mechanism of polymerization: Addition (Free Radical, cationic and anionic); condensation and copolymerization. Properties of polymers: Tg, Tacticity, Molecular weight – weight average, number average and polydispersity index. Techniques of polymerization: Bulk, emulsion, solution and suspension. Preparation, properties and uses of Nylon 6,6, and Epoxy resin.

UNIT II CHEMICAL THERMODYNAMICS 9

Terminology of thermodynamics - Second law: Entropy - entropy change for an ideal gas, reversible and irreversible processes; entropy of phase transitions; Clausius inequality. Free energy and work function: Helmholtz and Gibbs free energy functions (problems); Criteria of spontaneity; Gibbs-Helmholtz equation (problems); Clausius-Clapeyron equation; Maxwell relations – Van't Hoff isotherm and isochore(problems).

UNIT III PHOTOCHEMISTRY AND SPECTROSCOPY 9

Photochemistry: Laws of photochemistry - Grotthuss–Draper law, Stark–Einstein law and Lambert-Beer Law. Quantum efficiency – determination- Photo processes - Internal Conversion, Inter-system crossing, Fluorescence, Phosphorescence, Chemiluminescence and Photo-sensitization. Spectroscopy: Electromagnetic spectrum - Absorption of radiation – Electronic, Vibrational and rotational transitions. UV-visible and IR spectroscopy – principles, instrumentation (Block diagram only).

UNIT IV PHASE RULE AND ALLOYS 9

Phase rule: Introduction, definition of terms with examples, One Component System- water system - Reduced phase rule - Two Component Systems- classification – lead-silver system, zinc-magnesium system. Alloys: Introduction- Definition- Properties of alloys- Significance of alloying, Functions and effect of alloying elements- Ferrous alloys- Nichrome and Stainless steel – heat treatment of steel; Non-ferrous alloys – brass and bronze.

UNIT V NANOCHEMISTRY 9

Basics - distinction between molecules, nanoparticles and bulk materials; size-dependent properties. nanoparticles: nano cluster, nano rod, nanotube(CNT) and nanowire. Synthesis: precipitation, thermolysis, hydrothermal, solvothermal, electrodeposition, chemical vapour deposition, laser ablation; Properties and applications

TOTAL :45 PERIODS

OUTCOMES:

The knowledge gained on polymer chemistry, thermodynamics. spectroscopy, phase rule and nano materials will provide a strong platform to understand the concepts on these subjects for further learning.

TEXT BOOKS:

1. Jain P.C. and Monica Jain, “Engineering Chemistry”, Dhanpat Rai Publishing Company (P) Ltd., New Delhi, 2010.
2. Kannan P., Ravikrishnan A., “Engineering Chemistry”, Sri Krishna Hi-tech Publishing Company Pvt. Ltd. Chennai, 2009.

REFERENCES:

1. Dara S.S, Umare S.S, “Engineering Chemistry”, S. Chand & Company Ltd., New Delhi 2010
2. Sivasankar B., “Engineering Chemistry”, Tata McGraw-Hill Publishing Company, Ltd., New Delhi, 2008.
3. Gowariker V.R. , Viswanathan N.V. and JayadevSreedhar, “Polymer Science”, New Age International P (Ltd.,), Chennai, 2006.
4. Ozin G. A. and Arsenault A. C., “Nanochemistry: A Chemical Approach to Nanomaterials”, RSC Publishing, 2005.

GE6151	**COMPUTER PROGRAMMING**	**L T P C**
		3 0 0 3

OBJECTIVES:

The students should be made to:

Learn the organization of a digital computer.
Be exposed to the number systems.
Learn to think logically and write pseudo code or draw flow charts for problems.
Be exposed to the syntax of C.
Be familiar with programming in C.
Learn to use arrays, strings, functions, pointers, structures and unions in C.

UNIT I INTRODUCTION 8

Generation and Classification of Computers- Basic Organization of a Computer –Number System – Binary – Decimal – Conversion – Problems. Need for logical analysis and thinking – Algorithm – Pseudo code – Flow Chart.

UNIT II C PROGRAMMING BASICS 10

Problem formulation – Problem Solving - Introduction to ‘ C’ programming –fundamentals – structure of a ‘C’ program – compilation and linking processes – Constants, Variables – Data Types – Expressions using operators in ‘C’ – Managing Input and Output operations – Decision Making and Branching – Looping statements – solving simple scientific and statistical problems.

UNIT III ARRAYS AND STRINGS 9

Arrays – Initialization – Declaration – One dimensional and Two dimensional arrays. String- String operations – String Arrays. Simple programs- sorting- searching – matrix operations.

UNIT IV FUNCTIONS AND POINTERS 9

Function – definition of function – Declaration of function – Pass by value – Pass by reference – Recursion – Pointers - Definition – Initialization – Pointers arithmetic – Pointers and arrays- Example Problems.

UNIT V STRUCTURES AND UNIONS 9

Introduction – need for structure data type – structure definition – Structure declaration – Structure within a structure - Union - Programs using structures and Unions – Storage classes, Pre-processor directives.

TOTAL: 45 PERIODS

OUTCOMES:

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

Design C Programs for problems.

Write and execute C programs for simple applications

TEXTBOOKS:

1. Anita Goel and Ajay Mittal, "Computer Fundamentals and Programming in C", Dorling Kindersley (India) Pvt. Ltd., Pearson Education in South Asia, 2011.
2. Pradip Dey, Manas Ghosh, "Fundamentals of Computing and Programming in C", First Edition, Oxford University Press, 2009.
3. Yashavant P. Kanetkar. "Let Us C", BPB Publications, 2011.

REFERENCES:

1. Byron S Gottfried, "Programming with C", Schaum's Outlines, Second Edition, Tata McGraw-Hill, 2006.
2. Dromey R.G., "How to Solve it by Computer", Pearson Education, Fourth Reprint, 2007.
3. Kernighan,B.W and Ritchie,D.M, "The C Programming language", Second Edition, Pearson Education, 2006.

GE6152 ENGINEERING GRAPHICS

L	T	P	C
2	0	3	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 FREE HAND SKETCHING 5+9

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, Scales: Construction of Diagonal and Vernier scales.

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

UNIT II PROJECTION OF POINTS, LINES AND PLANE SURFACES 5+ 9

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 + 9

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 and auxiliary plane method.

UNIT IV PROJECTION OF SECTIONED SOLIDS AND DEVELOPMENT OF SURFACES 5+9

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. Development of lateral surfaces of solids with cut-outs and holes

UNIT V ISOMETRIC AND PERSPECTIVE PROJECTIONS 6+ 9

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 and miscellaneous problems. Perspective projection of simple solids-Prisms, pyramids and cylinders by visual ray method .

COMPUTER AIDED DRAFTING (Demonstration Only) 3

Introduction to drafting packages and demonstration of their use.

TOTAL:75 PERIODS

OUTCOMES:

On Completion of the course the student will be able to:

Perform free hand sketching of basic geometrical constructions and multiple views of objects.

Do orthographic projection of lines and plane surfaces.

Draw projections and solids and development of surfaces.

Prepare isometric and perspective sections of simple solids.

Demonstrate computer aided drafting.

TEXT BOOK:

1. Bhatt N.D. and Panchal V.M., “Engineering Drawing”, Charotar Publishing House, 50th Edition, 2010.

REFERENCES:

1. Gopalakrishna K.R., “Engineering Drawing” (Vol. I&II combined), Subhas Stores, Bangalore, 2007.
2. 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.
3. Shah M.B., and Rana B.C., “Engineering Drawing”, Pearson, 2nd Edition, 2009.
4. Venugopal K. and Prabhu Raja V., “Engineering Graphics”, New Age International (P) Limited, 2008.
5. Natrajan K.V., “A text book of Engineering Graphics”, Dhanalakshmi Publishers, Chennai, 2009.
6. Basant Agarwal and Agarwal C.M., “Engineering Drawing”, Tata McGraw Hill Publishing Company Limited, New Delhi, 2008.

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

GE6161 COMPUTER PRACTICES LABORATORY L T P C

0 0 3 2

OBJECTIVES:

The student should be made to:

Be familiar with the use of Office software.

Be exposed to presentation and visualization tools.

Be exposed to problem solving techniques and flow charts. Be familiar with programming in C.

Learn to use Arrays, strings, functions, structures and unions.

LIST OF EXPERIMENTS:

1. Search, generate, manipulate data using MS office/ Open Office
2. Presentation and Visualization – graphs, charts, 2D, 3D
3. Problem formulation, Problem Solving and Flowcharts
4. C Programming using Simple statements and expressions
5. Scientific problem solving using decision making and looping.
6. Simple programming for one dimensional and two dimensional arrays.
7. Solving problems using String functions
8. Programs with user defined functions – Includes Parameter Passing
9. Program using Recursive Function and conversion from given program to flow chart.
10. Program using structures and unions.

TOTAL: 45 PERIODS

OUTCOMES:

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

Apply good programming design methods for program development.

Design and implement C programs for simple applications.

Develop recursive programs.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

Standalone desktops with C compiler 30 Nos. (or)

Server with C compiler supporting 30 terminals or more.

GE6162 ENGINEERING PRACTICES LABORATORY L T P C
0 0 3 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 9

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 13

Welding:

(a) Preparation of arc welding of butt joints, lap joints and tee joints.
(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, funnels, etc.
(c) Different type of joints.

Machine assembly practice:

(a) Study of centrifugal pump
(b) Study of air conditioner

Demonstration on:

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

GROUP B (ELECTRICAL & ELECTRONICS)

III ELECTRICAL ENGINEERING PRACTICE 10

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 13

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, EOR 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.

TOTAL: 45 PERIODS

OUTCOMES:

Ability to fabricate carpentry components and pipe connections including plumbing works.
Ability to use welding equipments to join the structures.
Ability to fabricate electrical and electronics circuits.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

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

MECHANICAL

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

REFERENCES:

1. Jeyachandran K., Natarajan S. & Balasubramanian S., "A Primer on Engineering Practices Laboratory", Anuradha Publications, (2007).
2. Jeyapoovan T., Saravanapandian M. & Pranitha S., "Engineering Practices Lab Manual", Vikas Puplishing House Pvt.Ltd, (2006)
3. Bawa H.S., "Workshop Practice", Tata McGraw – Hill Publishing Company Limited, (2007).
4. Rajendra Prasad A. & Sarma P.M.M.S., "Workshop Practice", Sree Sai Publication, (2002).
5. Kannaiah P. & Narayana K.L., "Manual on Workshop Practice", Scitech Publications, (1999).

GE6163 PHYSICS AND CHEMISTRY LABORATORY – I

L	T	P	C
0	0	2	1

PHYSICS LABORATORY – I

OBJECTIVES:

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

LIST OF EXPERIMENTS

(Any FIVE Experiments)

1 (a) Determination of Wavelength, and particle size using Laser
   (b) Determination of acceptance angle in an optical fiber.
2. Determination of velocity of sound and compressibility of liquid – Ultrasonic interferometer.
3. Determination of wavelength of mercury spectrum – spectrometer grating
4. Determination of thermal conductivity of a bad conductor – Lee's Disc method.
5. Determination of Young's modulus by Non uniform bending method
6. Determination of specific resistance of a given coil of wire – Carey Foster's Bridge

OUTCOMES:

The hands on exercises undergone by the students will help them to apply physics principles of optics and thermal physics to evaluate engineering properties of materials.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

1. Diode laser, lycopodium powder, glass plate, optical fiber.
2. Ultrasonic interferometer
3. Spectrometer, mercury lamp, grating
4. Lee's Disc experimental set up
5. Traveling microscope, meter scale, knife edge, weights
6. Carey foster's bridge set up

(vernier Caliper, Screw gauge, reading lens are required for most of the experiments)

CHEMISTRY LABORATORY-I

LIST OF EXPERIMENTS

(Any FIVE Experiments)

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 vacometry.

1. Determination of DO content of water sample by Winkler's method.
2. Determination of chloride content of water sample by argentometric method
3. Determination of strength of given hydrochloric acid using pH meter
4. Determination of strength of acids in a mixture using conductivity meter
5. Estimation of iron content of the water sample using spectrophotometer
6. (1,10- phenanthroline / thiocyanate method)
7. Determination of molecular weight of polyvinylalcohol using Ostwald viscometer
8. Conductometric titration of strong acid vs strong base

TOTAL: 30 PERIODS

OUTCOMES:

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

REFERENCES:

1. Daniel R. Palleros, "Experimental organic chemistry" John Wiley & Sons, Inc., New Yor (2001).
2. Furniss B.S. Hannaford A.J, Smith P.W.G and Tatchel A.R., "Vogel's Textbook of practical organic chemistry", LBS Singapore (1994).
3. Jeffery G.H., Bassett J., Mendham J.and Denny vogel's R.C, "Text book of quantitative analysis chemical analysis", ELBS 5th Edn. Longman, Singapore publishers, Singapore, 1996.
4. Kolthoff I.M., Sandell E.B. et al. "Quantitative chemical analysis", Mcmillan, Madras 1980.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

1.	Iodine flask	-	30 Nos
2.	pH meter	-	5 Nos
3.	Conductivity meter	-	5 Nos
4.	Spectrophotometer	-	5 Nos
5.	Ostwald Viscometer	-	10 Nos

Common Apparatus : Pipette, Burette, conical flask, percelain tile, dropper (each 30 Nos.)

HS6251 **TECHNICAL ENGLISH II** **L T P C**

3 1 0 4

OBJECTIVES:

To make learners acquire listening and speaking skills in both formal and informal contexts.

To help them develop their reading skills by familiarizing them with different types of reading strategies.

To equip them with writing skills needed for academic as well as workplace contexts.

To make them acquire language skills at their own pace by using e-materials and language lab components

UNIT I **9+3**

Listening - Listening to informal conversations and participating; Speaking - Opening a conversation (greetings, comments on topics like weather) - Turn taking - Closing a conversation (excuses, general wish, positive comment, thanks); Reading - Developing analytical skills, Deductive and inductive reasoning - Extensive reading; Writing - Effective use of SMS for sending short notes and messages - Using 'emoticons' as symbols in email messages; Grammar - Regular and irregular verbs - Active and passive voice; Vocabulary - Homonyms (e.g. 'can') - Homophones (e.g. 'some', 'sum'); E-materials - Interactive exercise on Grammar and vocabulary – blogging; Language Lab - Listening to different types of conversation and answering questions.

UNIT II **9+3**

Listening - Listening to situation based dialogues; Speaking - Conversation practice in real life situations, asking for directions (using polite expressions), giving directions (using imperative sentences), Purchasing goods from a shop, Discussing various aspects of a film (they have already seen) or a book (they have already read); Reading - Reading a short story or an article from newspaper, Critical reading, Comprehension skills; Writing - Writing a review / summary of a story / article, Personal letter (Inviting your friend to a function, congratulating someone for his / her success, thanking one's friends / relatives); Grammar - modal verbs, Purpose expressions; Vocabulary - Phrasal verbs and their meanings, Using phrasal verbs in sentences; E-materials - Interactive exercises on Grammar and vocabulary, Extensive reading activity (reading stories / novels), Posting reviews in blogs - Language Lab - Dialogues (Fill up exercises), Recording students' dialogues.

UNIT III **9+3**

Listening - Listening to the conversation - Understanding the structure of conversations; Speaking - Conversation skills with a sense of stress, intonation, pronunciation and meaning - Seeking information – expressing feelings (affection, anger, regret, etc.); Reading - Speed reading – reading passages with time limit - Skimming; Writing - Minutes of meeting – format and practice in the preparation of minutes - Writing summary after reading articles from journals - Format for journal articles – elements of technical articles (abstract, introduction, methodology, results, discussion, conclusion, appendices, references) - Writing strategies; Grammar - Conditional clauses - Cause and effect expressions; Vocabulary - Words used as nouns and verbs without any change in the spelling (e.g. 'rock', 'train', 'ring'); E-materials - Interactive exercise on Grammar and vocabulary - Speed Reading practice exercises; Language Lab - Intonation practice using EFLU and RIE materials
– Attending a meeting and writing minutes.

UNIT IV **9+3**

Listening - Listening to a telephone conversation, Viewing model interviews (face-to-face, telephonic and video conferencing); Speaking - Role play practice in telephone skills - listening and responding, - asking questions, -note taking – passing on messages, Role play and mock interview for grasping interview skills; Reading - Reading the job advertisements and the profile of the company concerned – scanning; Writing - Applying for a job – cover letter - résumé preparation – vision, mission and goals of the candidate; Grammar - Numerical expressions - Connectives (discourse markers); Vocabulary -

Idioms and their meanings – using idioms in sentences; E-materials - Interactive exercises on Grammar and Vocabulary - Different forms of résumés- Filling up a résumé / cover letter; Language Lab - Telephonic interview – recording the responses - e-résumé writing.

UNIT V **9+3**

Listening - Viewing a model group discussion and reviewing the performance of each participant - Identifying the characteristics of a good listener; Speaking - Group discussion skills – initiating the discussion – exchanging suggestions and proposals – expressing dissent/agreement – assertiveness in expressing opinions – mind mapping technique; Reading - Note making skills – making notes from books, or any form of written materials - Intensive reading; Writing – Checklist - Types of reports – Feasibility / Project report – report format – recommendations / suggestions – interpretation of data (using charts for effective presentation); Grammar - Use of clauses; Vocabulary – Collocation; E-materials - Interactive grammar and vocabulary exercises - Sample GD - Pictures for discussion, Interactive grammar and vocabulary exercises; Language Lab - Different models of group discussion.

TOTAL: 60 PERIODS

OUTCOMES:

Learners should be able to:

Speak convincingly, express their opinions clearly, initiate a discussion, negotiate, argue using appropriate communicative strategies.

Write effectively and persuasively and produce different types of writing such as narration, description, exposition and argument as well as creative, critical, analytical and evaluative writing.

Read different genres of texts, infer implied meanings and critically analyse and evaluate them for ideas as well as for method of presentation.

Listen/view and comprehend different spoken excerpts critically and infer unspoken and implied meanings.

TEXTBOOKS:

1. Department of English, Anna University. Mindscapes: English for Technologists and Engineers. Orient Blackswan, Chennai. 2012
2. Dhanavel, S.P. English and Communication Skills for Students of Science and Engineering. Orient Blackswan, Chennai. 2011

REFERENCES:

1. Anderson, Paul V. Technical Communication: A Reader-Centered Approach. Cengage. New Delhi. 2008
2. Muralikrishna, & Sunita Mishra. Communication Skills for Engineers. Pearson, New Delhi. 2011
3. Riordan, Daniel. G. Technical Communication. Cengage Learning, New Delhi. 2005
4. Sharma, Sangeetha & Binod Mishra. Communication Skills for Engineers and Scientists. PHI Learning, New Delhi. 2009
5. Smith-Worthington, Darlene & Sue Jefferson. Technical Writing for Success. Cengage, Mason USA. 2007

EXTENSIVE Reading (Not for Examination)

1. Khera, Shiv. You can Win. Macmillan, Delhi. 1998.

Websites

1. http://www.englishclub.com
2. http://owl.english.purdue.edu

TEACHING METHODS:

Lectures

Activities conducted individually, in pairs and in groups like individual writing and presentations, group discussions, interviews, reporting, etc

Long presentations using visual aids

Listening and viewing activities with follow up activities like discussions, filling up worksheets, writing exercises (using language lab wherever necessary/possible) etc

Projects like group reports, mock interviews etc using a combination of two or more of the language skills

EVALUATION PATTERN:

Internal assessment: 20%

3 tests of which two are pen and paper tests and the other is a combination of different modes of assessment like

Project

Assignment

Report

Creative writing, etc.

All the four skills are to be tested with equal weightage given to each.

Speaking assessment: Individual presentations, Group discussions

Reading assessment: Reading passages with comprehension questions graded following Bloom's taxonomy

Writing assessment: Writing essays, CVs, reports etc. Writing should include grammar and vocabulary.

Listening/Viewing assessment: Lectures, dialogues, film clippings with questions on verbal as well as audio/visual content graded following Bloom's taxonomy.

End Semester Examination: 80%

MA6251 MATHEMATICS – II L T P C

3 1 0 4

OBJECTIVES:

To make the student acquire sound knowledge of techniques in solving ordinary differential equations that model engineering problems.

To acquaint the student with the concepts of vector calculus, needed for problems in all engineering disciplines.

To develop an understanding of the standard techniques of complex variable theory so as to enable the student to apply them with confidence, in application areas such as heat conduction, elasticity, fluid dynamics and flow the of electric current.

To make the student appreciate the purpose of using transforms to create a new domain in which it is easier to handle the problem that is being investigated.

UNIT I VECTOR CALCULUS 9+3

Gradient, divergence and curl – Directional derivative – Irrotational and solenoidal vector fields – Vector integration – Green's theorem in a plane, Gauss divergence theorem and Stokes' theorem (excluding proofs) – Simple applications involving cubes and rectangular parallelopipeds.

UNIT II ORDINARY DIFFERENTIAL EQUATIONS 9+3

Higher order linear differential equations with constant coefficients – Method of variation of parameters – Cauchy's and Legendre's linear equations – Simultaneous first order linear equations with constant coefficients.

UNIT III LAPLACE TRANSFORM 9+3

Laplace transform – Sufficient condition for existence – Transform of elementary functions – Basic properties – Transforms of derivatives and integrals of functions - Derivatives and integrals of transforms - Transforms of unit step function and impulse functions – Transform of periodic functions. Inverse Laplace transform -Statement of Convolution theorem – Initial and final value theorems – Solution of linear ODE of second order with constant coefficients using Laplace transformation techniques.

UNIT IV ANALYTIC FUNCTIONS 9+3

Functions of a complex variable – Analytic functions: Necessary conditions – Cauchy-Riemann equations and sufficient conditions (excluding proofs) – Harmonic and orthogonal properties of analytic function – Harmonic conjugate – Construction of analytic functions – Conformal mapping: $w = z+k$, kz, $1/z$, z^2, e^z and bilinear transformation.

UNIT V COMPLEX INTEGRATION 9+3

Complex integration – Statement and applications of Cauchy's integral theorem and Cauchy's integral formula – Taylor's and Laurent's series expansions – Singular points – Residues – Cauchy's residue theorem – Evaluation of real definite integrals as contour integrals around unit circle and semi-circle (excluding poles on the real axis).

TOTAL: 60 PERIODS

OUTCOMES:

The subject helps the students to develop the fundamentals and basic concepts in vector calculus, ODE, Laplace transform and complex functions. Students will be able to solve problems related to engineering applications by using these techniques.

TEXT BOOKS:

1. Bali N. P and Manish Goyal, "A Text book of Engineering Mathematics", Eighth Edition, Laxmi Publications Pvt Ltd.,2011.
2. Grewal. B.S, "Higher Engineering Mathematics", 41st Edition, Khanna Publications, Delhi, 2011.

REFERENCES:

1. Dass, H.K., and Er. Rajnish Verma," Higher Engineering Mathematics", S. Chand Private Ltd., 2011.
2. Glyn James, "Advanced Modern Engineering Mathematics", 3rd Edition, Pearson Education, 2012.
3. Peter V. O'Neil," Advanced Engineering Mathematics", 7th Edition, Cengage learning, (2012).
4. Ramana B.V, "Higher Engineering Mathematics", Tata McGraw Hill Publishing Company, New Delhi, 2008.
5. Sivarama Krishna Das P. and Rukmangadachari E., "Engineering Mathematics" Volume II, Second Edition, PEARSON Publishing 2011.

PH6251 **ENGINEERING PHYSICS – II** **L T P C**

3 0 0 3

OBJECTIVES:

To enrich the understanding of various types of materials and their applications in engineering and technology.

UNIT I CONDUCTING MATERIALS 9

Conductors – classical free electron theory of metals – Electrical and thermal conductivity – Wiedemann – Franz law – Lorentz number – Draw backs of classical theory – Quantum theory – Fermi distribution function – Effect of temperature on Fermi Function – Density of energy states – carrier concentration in metals.

UNIT II SEMICONDUCTING MATERIALS 9

Intrinsic semiconductor – carrier concentration derivation – Fermi level – Variation of Fermi level with temperature – electrical conductivity – band gap determination – compound semiconductors -direct and indirect band gap- derivation of carrier concentration in n-type and p-type semiconductor – variation of Fermi level with temperature and impurity concentration –- Hall effect –Determination of Hall coefficient – Applications.

UNIT III MAGNETIC AND SUPERCONDUCTING MATERIALS 9

Origin of magnetic moment – Bohr magneton – comparison of Dia, Para and Ferro magnetism – Domain theory – Hysteresis – soft and hard magnetic materials – antiferromagnetic materials – Ferrites and its applications Superconductivity : properties – Type I and Type II superconductors – BCS theory of superconductivity(Qualitative) - High T_c superconductors – Applications of superconductors – SQUID, cryotron, magnetic levitation.

UNIT IV DIELECTRIC MATERIALS 9

Electrical susceptibility – dielectric constant – electronic, ionic, orientational and space charge polarization – frequency and temperature dependence of polarisation – internal field – Claussius – Mosotti relation (derivation) – dielectric loss – dielectric breakdown – uses of dielectric materials (capacitor and transformer) – ferroelectricity and applications.

UNIT V ADVANCED ENGINEERING MATERIALS 9

Metallic glasses: preparation, properties and applications. Shape memory alloys (SMA): Characteristics, properties of NiTi alloy, application, Nanomaterials– Preparation -pulsed laser deposition – chemical vapour deposition – Applications – NLO materials –Birefringence- optical Kerr effect – Classification of Biomaterials and its applications

TOTAL: 45 PERIODS

OUTCOMES:

The students will have the knowledge on physics of materials and that knowledge will be used by them in different engineering and technology applications

TEXT BOOKS:

1. Arumugam M., Materials Science. Anuradha publishers, 2010
2. Pillai S.O., Solid State Physics. New Age International(P) Ltd., publishers, 2009

REFERENCES:

1. Palanisamy P.K. Materials Science. SCITECH Publishers, 2011.
2. Senthilkumar G. Engineering Physics II. VRB Publishers, 2011.
3. Mani P. Engineering Physics II. Dhanam Publications, 2011.
4. Marikani A. Engineering Physics. PHI Learning Pvt., India, 2009.

CY6251 ENGINEERING CHEMISTRY-II

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.

Principles of electrochemical reactions, redox reactions in corrosiion of materials and methods for corrosion prevention and protection of materials.

Principles and generation of energy in batteries, nuclear reactors, solar cells, wind mills and fuel cells.

Preparation, properties and applications of engineering materials.

Types of fuels, calorific value calculations, manufacture of solid, liquid and gaseous fuels.

UNIT I WATER TECHNOLOGY 9

Introduction to boiler feed water-requirements-formation of deposits in steam boilers and heat exchangers- disadvantages (wastage of fuels, decrease in efficiency, boiler explosion) prevention of scale formation -softening of hard water -external treatment zeolite and demineralization - internal treatment- boiler compounds (phosphate, calgon, carbonate, colloidal) - caustic embrittlement-boiler corrosion-priming and foaming- desalination of brackish water –reverse osmosis.

UNIT II ELECTROCHEMISTRY AND CORROSION 9

Electrochemical cell - redox reaction, electrode potential- origin of electrode potential- oxidation potential- reduction potential, measurement and applications - electrochemical series and its significance - Nernst equation (derivation and problems). Corrosion- causes- factors- types-chemical, electrochemical corrosion (galvanic, differential aeration), corrosion control - material selection and design aspects - electrochemical protection – sacrificial anode method and impressed current cathodic method. Paints- constituents and function. Electroplating of Copper and electroless plating of nickel.

UNIT III ENERGY SOURCES 9

Introduction- nuclear energy- nuclear fission- controlled nuclear fission- nuclear fusion- differences between nuclear fission and fusion- nuclear chain reactions- nuclear reactor power generator- classification of nuclear reactor- light water reactor- breeder reactor- solar energy conversion- solar cells- wind energy. Batteries and fuel cells:Types of batteries- alkaline battery- lead storage battery- nickel-cadmium battery- lithium battery- fuel cell H_2 -O_2 fuel cell- applications.

UNIT IV ENGINEERING MATERIALS 9

Abrasives: definition, classification or types, grinding wheel, abrasive paper and cloth. Refractories: definition, characteristics, classification, properties – refractoriness and RUL, dimensional stability, thermal spalling, thermal expansion, porosity; Manufacture of alumina, magnesite and silicon carbide, Portland cement- manufacture and properties - setting and hardening of cement, special cement- waterproof and white cement–properties and uses. Glass - manufacture, types, properties and uses.

UNIT V FUELS AND COMBUSTION 9

Fuel: Introduction- classification of fuels- calorific value- higher and lower calorific values- 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)- producer gas- water gas. Power alcohol and bio diesel. Combustion of fuels: introduction- theoretical calculation of calorific value- calculation of stoichiometry of fuel and air ratio- ignition temperature- explosive range - flue gas analysis (ORSAT Method).

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. Vairam S, Kalyani P and SubaRamesh.,"Engineering Chemistry"., Wiley India PvtLtd.,New Delhi., 2011
2. Dara S.S and Umare S.S. "Engineering Chemistry", S. Chand & Company Ltd., New Delhi , 2010

REFERENCES:

1. Kannan P. and Ravikrishnan A., "Engineering Chemistry", Sri Krishna Hi-tech Publishing Company Pvt. Ltd. Chennai, 2009.
2. AshimaSrivastava and Janhavi N N., "Concepts of Engineering Chemistry", ACME Learning Private Limited., New Delhi., 2010.
3. RenuBapna and Renu Gupta., "Engineering Chemistry", Macmillan India Publisher Ltd., 2010.
4. Pahari A and Chauhan B., "Engineering Chemistry"., Firewall Media., New Delhi., 2010

CS6201 DIGITAL PRINCIPLES AND SYSTEM DESIGN

L	T	P	C
3	0	0	3

OBJECTIVES:

The student should be made to:

Learn the various number systems.
Learn Boolean Algebra
Understand the various logic gates.
Be familiar with various combinational circuits.
Be familiar with designing synchronous and asynchronous sequential circuits. Be exposed to designing using PLD

UNIT I BOOLEAN ALGEBRA AND LOGIC GATES 9

Review of Number Systems – Arithmetic Operations – Binary Codes – Boolean Algebra and Theorems – Boolean Functions – Simplification of Boolean Functions using Karnaugh Map and Tabulation Methods – Logic Gates – NAND and NOR Implementations.

UNIT II COMBINATIONAL LOGIC 9

Combinational Circuits – Analysis and Design Procedures – Circuits for Arithmetic Operations, Code Conversion – Decoders and Encoders – Multiplexers and Demultiplexers – Introduction to HDL – HDL Models of Combinational circuits.

UNIT III SYNCHRONOUS SEQUENTIAL LOGIC 9

Sequential Circuits – Latches and Flip Flops – Analysis and Design Procedures – State Reduction and State Assignment – Shift Registers – Counters – HDL for Sequential Logic Circuits.

UNIT IV ASYNCHRONOUS SEQUENTIAL LOGIC 9

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

UNIT V MEMORY AND PROGRAMMABLE LOGIC 9

RAM and ROM – Memory Decoding – Error Detection and Correction – Programmable Logic Array – Programmable Array Logic – Sequential Programmable Devices – Application Specific Integrated Circuits.

TOTAL: 45 PERIODS

OUTCOMES:

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

Perform arithmetic operations in any number system.

Simplify the Boolean expression using K-Map and Tabulation techniques.

Use boolean simplification techniques to design a combinational hardware circuit.

Design and Analysis of a given digital circuit – combinational and sequential.

Design using PLD.

TEXT BOOK:

1. Morris Mano M. and Michael D. Ciletti, “Digital Design”, IV Edition, Pearson Education, 2008.

REFERENCES:

1. John F. Wakerly, “Digital Design Principles and Practices”, Fourth Edition, Pearson Education, 2007.
2. Charles H. Roth Jr, “Fundamentals of Logic Design”, Fifth Edition – Jaico Publishing House, Mumbai, 2003.
3. Donald D. Givone, “Digital Principles and Design”, Tata Mcgraw Hill, 2003.
4. Kharate G. K., “Digital Electronics”, Oxford University Press, 2010.

CS6202 PROGRAMMING AND DATA STRUCTURES I L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Be familiar with the basics of C programming language.

Be exposed to the concepts of ADTs

Learn linear data structures – list, stack, and queue.

Be exposed to sorting, searching, hashing algorithms

UNIT I C PROGRAMMING FUNDAMENTALS- A REVIEW 9

Conditional statements – Control statements – Functions – Arrays – Preprocessor - Pointers - Variation in pointer declarations – Function Pointers – Function with Variable number of arguments

UNIT II C PROGRAMMING ADVANCED FEATURES 9

Structures and Unions - File handling concepts – File read – write – binary and Stdio - File Manipulations

UNIT III 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 operation (Insertion, Deletion, Merge, Traversal)

UNIT IV LINEAR DATA STRUCTURES – STACKS, QUEUES 9

Stack ADT – Evaluating arithmetic expressions- other applications- Queue ADT – circular queue implementation – Double ended Queues – applications of queues

UNIT V SORTING, SEARCHING AND HASH TECHNIQUES 9

Sorting algorithms: Insertion sort - Selection sort - Shell sort - Bubble sort - Quick sort - Merge sort - Radix sort – Searching: Linear search –Binary Search 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:

Use the control structures of C appropriately for problems.
Implement abstract data types for linear data structures.
Apply the different linear data structures to problem solutions.
Critically analyse the various algorithms.

TEXT BOOKS:

1. Brian W. Kernighan and Dennis M. Ritchie, “The C Programming Language”, 2nd Edition, Pearson Education, 1988.
2. Mark Allen Weiss, “Data Structures and Algorithm Analysis in C”, 2nd Edition, Pearson Education, 1997.

REFERENCES:

1. Thomas H. Cormen, Charles E. Leiserson, Ronald L.Rivest, Clifford Stein, “Introduction to Algorithms", Second Edition, Mcgraw Hill, 2002.
2. Reema Thareja, “Data Structures Using C”, Oxford University Press, 2011
3. Aho, Hopcroft and Ullman, “Data Structures and Algorithms”, Pearson Education,1983.
4. Stephen G. Kochan, “Programming in C”, 3rd edition, Pearson Ed.,

GE6262 PHYSICS AND CHEMISTRY LABORATORY – II

L	T	P	C
0	0	2	1

PHYSICS LABORATORY – II

OBJECTIVES:

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

(Any FIVE Experiments)

LIST OF EXPERIMENTS:

1. Determination of Young’s modulus by uniform bending method
2. Determination of band gap of a semiconductor
3. Determination of Coefficient of viscosity of a liquid –Poiseuille’s method
4. Determination of Dispersive power of a prism - Spectrometer
5. Determination of thickness of a thin wire – Air wedge method
6. Determination of Rigidity modulus – Torsion pendulum

OUTCOMES:

The students will have the ability to test materials by using their knowledge of applied physics principles in optics and properties of matter.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

1. Traveling microscope, meter scale, Knife edge, weights
2. Band gap experimental set up
3. Burette, Capillary tube, rubber tube, stop clock, beaker and weighing balance
4. spectrometer, prism, sodium vapour lamp.
5. Air-wedge experimental set up.
6. Torsion pendulum set up.

(vernier Caliper, Screw gauge, reading lens are required for most of the experiments)

CHEMISTRY LABORATORY -II

OBJECTIVES:

To make the student acquire practical skills in the wet chemical and instrumental methods for quantitative estimation of hardness, alkalinity, metal ion content, corrosion in metals and cement analysis.

(Any FIVE Experiments)

1. Determination of alkalinity in water sample
2. Determination of total, temporary & permanent hardness of water by EDTA method
3. Estimation of copper content of the given solution by EDTA method
4. Estimation of iron content of the given solution using potentiometer
5. Estimation of iron content of the given solution using potentiometer
6. Estimation of sodium present in water using flame photometer
7. Corrosion experiment – weight loss method
8. Conductometric precipitation titration using $BaCl_2$ and Na_2SO_4
9. Determination of CaO in Cement.

TOTAL: 30 PERIODS

OUTCOMES:

The students will be conversant with hands-on knowledge in the quantitative chemical analysis of water quality related parameters, corrosion measurement and cement analysis.

REFERENCES:

1. Daniel R. Palleros, “Experimental organic chemistry” John Wiley & Sons, Inc.,New York (2001).
2. Furniss B.S. Hannaford A.J, Smith P.W.G and Tatchel A.R., “Vogel’s Textbook of practical organic chemistry, LBS Singapore (1994).
3. Jeffery G.H, Bassett J., Mendham J. and Denny R.C., “Vogel’s Text book of quantitative analysis chemical analysis”, ELBS 5th Edn. Longman, Singapore publishers, Singapore, 1996.
4. Kolthoff I.M. and Sandell E.B. et al. Quantitative chemical analysis, Mcmillan, Madras 1980

Laboratory classes on alternate weeks for Physics and Chemistry.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

1. Potentiometer	-	5 Nos
2. Flame photo meter	-	5 Nos
3. Weighing Balance	-	5 Nos
4. Conductivity meter	-	5 Nos

Common Apparatus : Pipette, Burette, conical flask, percelain tile, dropper (30 Nos each)

CS6211 **DIGITAL LABORATORY** **L T P C**

0 0 3 2

OBJECTIVES:

The student should be made to:

Understand the various logic gates.

Be familiar with various combinational circuits.

Understand the various components used in the design of digital computers.

Be exposed to sequential circuits

Learn to use HDL

ST 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 implementation of combinational circuits using MSI devices:
   - 4 – bit binary adder / subtractor
   - Parity generator / checker
   - Magnitude Comparator
   - Application using multiplexers
4. Design and implementation of sequential circuits:
   - Shift –registers
   - Synchronous and asynchronous counters
5. Coding combinational / sequential circuits using HDL.
6. Design and implementation of a simple digital system (Mini Project).

TOTAL: 45 PERIODS

OUTCOMES:

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

Use boolean simplification techniques to design a combinational hardware circuit. Design and Implement combinational and sequential circuits.

Analyze a given digital circuit – combinational and sequential.

Design the different functional units in a digital computer system. Design and Implement a simple digital system.

LABORATORY REQUIREMENT FOR BATCH OF 30 STUDENTS

HARDWARE:

1. Digital trainer kits 30
2. Digital ICs required for the experiments in sufficient numbers 96

SOFTWARE:

1. HDL simulator.

CS6212 PROGRAMMING AND DATA STRUCTURES LABORATORY I L T P C
0 0 3 2

OBJECTIVES:

The students should be made to:

Be familiar with c programming

Be exposed to implementing abstract data types

Learn to use files

Learn to implement sorting and searching algorithms.

1. C Programs using Conditional and Control Statements
2. C Programs using Arrays, Strings and Pointers and Functions
3. Representation of records using Structures in C – Creation of Linked List – Manipulation of records in a Linked List
4. File Handling in C – Sequential access – Random Access
5. Operations on a Stack and Queue – infix to postfix – simple expression evaluation using stacks - Linked Stack Implementation – Linked Queue Implementation
6. Implementation of Sorting algorithms
7. Implementation of Linear search and Binary Search.

TOTAL: 45 PERIODS

OUTCOMES:

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

Design and implement C programs for implementing stacks, queues, linked lists. Apply good programming design methods for program development.

Apply the different data structures for implementing solutions to practical problems. Develop searching and sorting programs.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

Standalone desktops with C compiler 30 Nos. (or)

Server with C compiler supporting 30 terminals or more.

MA6351 TRANSFORMS AND PARTIAL DIFFERENTIAL EQUATIONS L T P C
3 1 0 4

OBJECTIVES:

To introduce Fourier series analysis which is central to many applications in engineering apart from its use in solving boundary value problems.

To acquaint the student with Fourier transform techniques used in wide variety of situations.

To introduce the effective mathematical tools for the solutions of partial differential equations that model several physical processes and to develop Z transform techniques for discrete time systems.

UNIT I PARTIAL DIFFERENTIAL EQUATIONS 9+3

Formation of partial differential equations – Singular integrals -- Solutions of standard types of first order partial differential equations - Lagrange's linear equation -- Linear partial differential equations of second and higher order with constant coefficients of both homogeneous and non-homogeneous types.

UNIT II FOURIER SERIES 9+3

Dirichlet's conditions – General Fourier series – Odd and even functions – Half range sine series – Half range cosine series – Complex form of Fourier series – Parseval's identity – Harmonic analysis.

UNIT III APPLICATIONS OF PARTIAL DIFFERENTIAL EQUATIONS 9+3

Classification of PDE – Method of separation of variables - Solutions of one dimensional wave equation – One dimensional equation of heat conduction – Steady state solution of two dimensional equation of heat conduction (excluding insulated edges).

UNIT IV FOURIER TRANSFORMS 9+3

Statement of Fourier integral theorem – Fourier transform pair – Fourier sine and cosine transforms – Properties – Transforms of simple functions – Convolution theorem – Parseval's identity.

UNIT V Z - TRANSFORMS AND DIFFERENCE EQUATIONS 9+3

Z- transforms - Elementary properties – Inverse Z - transform (using partial fraction and residues) – Convolution theorem - Formation of difference equations – Solution of difference equations using Z - transform.

TOTAL (L:45+T:15): 60 PERIODS

OUTCOMES:

The understanding of the mathematical principles on transforms and partial differential equations would provide them the ability to formulate and solve some of the physical problems of engineering.

TEXT BOOKS:

1. Veerarajan. T., "Transforms and Partial Differential Equations", Tata McGraw Hill Education Pvt. Ltd., New Delhi, Second reprint, 2012.
2. Grewal. B.S., "Higher Engineering Mathematics", 42nd Edition, Khanna Publishers, Delhi, 2012.
3. Narayanan.S., Manicavachagom Pillay.T.K and Ramanaiah.G "Advanced Mathematics for Engineering Students" Vol. II & III, S.Viswanathan Publishers Pvt. Ltd.1998.

REFERENCES:

1. Bali.N.P and Manish Goyal, "A Textbook of Engineering Mathematics", 7th Edition, Laxmi Publications Pvt Ltd, 2007.
2. Ramana.B.V., "Higher Engineering Mathematics", Tata Mc Graw Hill Publishing Company Limited, NewDelhi, 2008.
3. Glyn James, "Advanced Modern Engineering Mathematics", 3rd Edition, Pearson Education, 2007.
4. Erwin Kreyszig, "Advanced Engineering Mathematics", 8th Edition, Wiley India, 2007.
5. Ray Wylie. C and Barrett.L.C, "Advanced Engineering Mathematics" Tata Mc Graw Hill Education Pvt Ltd, Sixth Edition, New Delhi, 2012.
6. Datta.K.B., "Mathematical Methods of Science and Engineering", Cengage Learning India Pvt Ltd, Delhi, 2013.

CS6301 PROGRAMMING AND DATA STRUCTURES II L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Be familiar with the C++ concepts of abstraction, encapsulation, constructor, polymorphism, overloading and Inheritance.

Learn advanced nonlinear data structures.

Be exposed to graph algorithms

Learn to apply Tree and Graph structures

UNIT I OBJECT ORIENTED PROGRAMMING FUNDAMENTALS 9

C++ Programming features - Data Abstraction - Encapsulation - class - object - constructors - static members – constant members – member functions – pointers – references - Role of this pointer – Storage classes – function as arguments.

UNIT II OBJECT ORIENTED PROGRAMMING CONCEPTS 9

String Handling – Copy Constructor - Polymorphism – compile time and run time polymorphisms – function overloading – operators overloading – dynamic memory allocation - Nested classes - Inheritance – virtual functions.

UNIT III C++ PROGRAMMING ADVANCED FEATURES 9

Abstract class – Exception handling - Standard libraries - Generic Programming - templates – class template - function template – STL – containers – iterators – function adaptors – allocators - Parameterizing the class - File handling concepts.

UNIT IV ADVANCED NON-LINEAR DATA STRUCTURES 9

AVL trees – B-Trees – Red-Black trees – Splay trees - Binomial Heaps – Fibonacci Heaps – Disjoint Sets – Amortized Analysis – accounting method – potential method – aggregate analysis.

UNIT V GRAPHS 9

Representation of Graphs – Breadth-first search – Depth-first search – Topological sort – Minimum Spanning Trees – Kruskal and Prim algorithm – Shortest path algorithm – Dijkstra's algorithm – Bellman-Ford algorithm – Floyd - Warshall algorithm.

TOTAL: 45 PERIODS

OUTCOMES:

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

Design problem solutions using Object Oriented Techniques.

Apply the concepts of data abstraction, encapsulation and inheritance for problem solutions.

Use the control structures of C++ appropriately.

Critically analyse the various algorithms.

Apply the different data structures to problem solutions.

TEXT BOOKS:

1. Bjarne Stroustrup, "The C++ Programming Language", 3rd Edition, Pearson Education, 2007.
2. Mark Allen Weiss, "Data Structures and Algorithm Analysis in C++", 2nd Edition, Pearson Education, 2005

REFERENCES:

1. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest and Clifford Stein, "Introduction to Algorithms", Second Edition, Mc Graw Hill, 2002.
2. Michael T Goodrich, Roberto Tamassia, David Mount, "Data Structures and Algorithms in C++", 7th Edition, Wiley Publishers, 2004.

CS6302 DATABASE MANAGEMENT SYSTEMS L T P C

3 0 0 3

OBJECTIVES:

To expose the students to the fundamentals of Database Management Systems.
To make the students understand the relational model.
To familiarize the students with ER diagrams. To expose the students to SQL.
To make the students to understand the fundamentals of Transaction Processing and Query Processing.
To familiarize the students with the different types of databases.
To make the students understand the Security Issues in Databases.

UNIT I INTRODUCTION TO DBMS 10

File Systems Organization - Sequential, Pointer, Indexed, Direct - Purpose of Database System- Database System Terminologies-Database characteristics- Data models – Types of data models – Components of DBMS- Relational Algebra. LOGICAL DATABASE DESIGN: Relational DBMS - Codd's Rule - Entity-Relationship model - Extended ER Normalization – Functional Dependencies, Anomaly- 1NF to 5NF- Domain Key Normal Form – Denormalization

UNIT II SQL & QUERY OPTIMIZATION 8

SQL Standards - Data types - Database Objects- DDL-DML-DCL-TCL-Embedded SQL-Static Vs Dynamic SQL - QUERY OPTIMIZATION: Query Processing and Optimization - Heuristics and Cost Estimates in Query Optimization.

UNIT III TRANSACTION PROCESSING AND CONCURRENCY CONTROL 8

Introduction-Properties of Transaction- Serializability- Concurrency Control – Locking Mechanisms- Two Phase Commit Protocol-Dead lock.

UNIT IV TRENDS IN DATABASE TECHNOLOGY 10

Overview of Physical Storage Media – Magnetic Disks – RAID – Tertiary storage – File Organization – Organization of Records in Files – Indexing and Hashing –Ordered Indices – B+ tree Index Files – B tree Index Files – Static Hashing – Dynamic Hashing - Introduction to Distributed Databases- Client server technology- Multidimensional and Parallel databases- Spatial and multimedia databases- Mobile and web databases- Data Warehouse-Mining- Data marts.

UNIT V ADVANCED TOPICS 9

DATABASE SECURITY: Data Classification-Threats and risks – Database access Control – Types of Privileges –Cryptography- Statistical Databases.- Distributed Databases-Architecture-Transaction Processing-Data Warehousing and Mining-Classification-Association rules-Clustering-Information Retrieval- Relevance ranking-Crawling and Indexing the Web- Object Oriented Databases-XML Databases.

TOTAL: 45 PERIODS

OUTCOMES:

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

Design Databases for applications.
Use the Relational model, ER diagrams.
Apply concurrency control and recovery mechanisms for practical problems.
Design the Query Processor and Transaction Processor.
Apply security concepts to databases.

TEXT BOOK:

1. Ramez Elmasri and Shamkant B. Navathe, “Fundamentals of Database Systems”, Fifth Edition, Pearson Education, 2008.

REFERENCES:

1. Abraham Silberschatz, Henry F. Korth and S. Sudharshan, “Database System Concepts”, Sixth Edition, Tata Mc Graw Hill, 2011.
2. C.J.Date, A.Kannan and S.Swamynathan, “An Introduction to Database Systems”, Eighth Edition, Pearson Education, 2006.
3. Atul Kahate, “Introduction to Database Management Systems”, Pearson Education, New Delhi, 2006.
4. Alexis Leon and Mathews Leon, “Database Management Systems”, Vikas Publishing House Private Limited, New Delhi, 2003.
5. Raghu Ramakrishnan, “Database Management Systems”, Fourth Edition, Tata Mc Graw Hill, 2010.
6. G.K.Gupta, “Database Management Systems”, Tata Mc Graw Hill, 2011.
7. Rob Cornell, “Database Systems Design and Implementation”, Cengage Learning, 2011.

CS6303 COMPUTER ARCHITECTURE L T P C

3 0 0 3

OBJECTIVES:

To make students understand the basic structure and operation of digital computer.

To understand the hardware-software interface.

To familiarize the students with arithmetic and logic unit and implementation of fixed point and floating-point arithmetic operations.

To expose the students to the concept of pipelining.

To familiarize the students with hierarchical memory system including cache memories and virtual memory.

To expose the students with different ways of communicating with I/O devices and standard I/O interfaces.

UNIT I OVERVIEW & INSTRUCTIONS 9

Eight ideas – Components of a computer system – Technology – Performance – Power wall – Uniprocessors to multiprocessors; Instructions – operations and operands – representing instructions – Logical operations – control operations – Addressing and addressing modes.

UNIT II ARITHMETIC OPERATIONS 7

ALU - Addition and subtraction – Multiplication – Division – Floating Point operations – Subword parallelism.

UNIT III PROCESSOR AND CONTROL UNIT 11

Basic MIPS implementation – Building datapath – Control Implementation scheme – Pipelining – Pipelined datapath and control – Handling Data hazards & Control hazards – Exceptions.

UNIT IV PARALLELISM 9

Instruction-level-parallelism – Parallel processing challenges – Flynn's classification – Hardware multithreading – Multicore processors

UNIT V MEMORY AND I/O SYSTEMS 9

Memory hierarchy - Memory technologies – Cache basics – Measuring and improving cache performance - Virtual memory, TLBs - Input/output system, programmed I/O, DMA and interrupts, I/O processors.

TOTAL: 45 PERIODS

OUTCOMES:

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

Design arithmetic and logic unit.

Design and anlayse pipelined control units

Evaluate performance of memory systems.

Understand parallel processing architectures.

TEXT BOOK:

1. David A. Patterson and John L. Hennessey, “Computer organization and design’, Morgan Kauffman / Elsevier, Fifth edition, 2014.

REFERENCES:

1. V.Carl Hamacher, Zvonko G. Varanesic and Safat G. Zaky, “Computer Organisation“, VI th edition, Mc Graw-Hill Inc, 2012.
2. William Stallings “Computer Organization and Architecture” , Seventh Edition , Pearson Education, 2006.
3. Vincent P. Heuring, Harry F. Jordan, “Computer System Architecture”, Second Edition, Pearson Education, 2005.
4. Govindarajalu, “Computer Architecture and Organization, Design Principles and Applications", first edition, Tata McGraw Hill, New Delhi, 2005.
5. John P. Hayes, “Computer Architecture and Organization”, Third Edition, Tata Mc Graw Hill, 1998.
6. http://nptel.ac.in/.

CS6304 ANALOG AND DIGITAL COMMUNICATION L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Understand analog and digital communication techniques.

Learn data and pulse communication techniques.

Be familiarized with source and Error control coding.

Gain knowledge on multi-user radio communication.

UNIT I ANALOG COMMUNICATION 9 Noise: Source of Noise - External Noise- Internal Noise- Noise Calculation. Introduction to **Communication Systems**: Modulation – Types - Need for Modulation. Theory of Amplitude Modulation - Evolution and Description of SSB Techniques - Theory of Frequency and Phase Modulation – Comparison of various Analog Communication System (AM – FM – PM).

UNIT II DIGITAL COMMUNICATION 9

Amplitude Shift Keying (ASK) – Frequency Shift Keying (FSK) Minimum Shift Keying (MSK) –Phase Shift Keying (PSK) – BPSK – QPSK – 8 PSK – 16 PSK - Quadrature Amplitude Modulation (QAM) – 8 QAM – 16 QAM – Bandwidth Efficiency– Comparison of various Digital Communication System (ASK – FSK – PSK – QAM).

UNIT III DATA AND PULSE COMMUNICATION 9 Data Communication: History of Data Communication - Standards Organizations for Data Communication- Data Communication Circuits - Data Communication Codes - Error Detection and Correction Techniques - Data communication Hardware - serial and parallel interfaces.

Pulse Communication: Pulse Amplitude Modulation (PAM) – Pulse Time Modulation (PTM) – Pulse code Modulation (PCM) - Comparison of various Pulse Communication System (PAM – PTM – PCM).

UNIT IV SOURCE AND ERROR CONTROL CODING 9

Entropy, Source encoding theorem, Shannon fano coding, Huffman coding, mutual information, channel capacity, channel coding theorem, Error Control Coding, linear block codes, cyclic codes, convolution codes, viterbi decoding algorithm.

UNIT V MULTI-USER RADIO COMMUNICATION 9

Advanced Mobile Phone System (AMPS) - Global System for Mobile Communications (GSM) - Code division multiple access (CDMA) – Cellular Concept and Frequency Reuse - Channel Assignment and Hand - Overview of Multiple Access Schemes - Satellite Communication - Bluetooth.

TOTAL: 45 PERIODS

OUTCOMES:

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

Apply analog and digital communication techniques.
Use data and pulse communication techniques.
Analyze Source and Error control coding.
Utilize multi-user radio communication.

TEXT BOOK:

1. Wayne Tomasi, “Advanced Electronic Communication Systems”, 6th Edition, Pearson Education, 2009.

REFERENCES:

1. Simon Haykin, “Communication Systems”, 4th Edition, John Wiley & Sons, 2004
2. Rappaport T.S, "Wireless Communications: Principles and Practice", 2nd Edition, Pearson Education, 2007
3. H.Taub, D L Schilling and G Saha, “Principles of Communication”, 3rd Edition, Pearson Education, 2007.
4. B. P.Lathi, “Modern Analog and Digital Communication Systems”, 3rd Edition, Oxford University Press, 2007.
5. Blake, “Electronic Communication Systems”, Thomson Delmar Publications, 2002.
6. Martin S.Roden, “Analog and Digital Communication System”, 3rd Edition, Prentice Hall of India, 2002.
7. B.Sklar, “Digital Communication Fundamentals and Applications” 2nd Edition Pearson Education 2007.

GE6351 ENVIRONMENTAL SCIENCE AND ENGINEERING L T P C
3 0 0 3

OBJECTIVES:

To the study of nature and the facts about environment.

To find and implement 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 12

Definition, scope and importance of Risk and hazards; Chemical hazards, Physical hazards, Biological hazards in the environment – concept of an ecosystem – structure and function of an ecosystem – producers, consumers and decomposers-Oxygen cycle and Nitrogen cycle – energy flow in the ecosystem – ecological succession processes – 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 10

Definition – causes, effects and control measures of: (a) Air pollution (Atmospheric chemistry- Chemical composition of the atmosphere; Chemical and photochemical reactions in the atmosphere - formation of smog, PAN, acid rain, oxygen and ozone chemistry;- Mitigation procedures- Control of particulate and gaseous emission, Control of SO_2, NO_X, CO and HC) (b) Water pollution : Physical and chemical properties of terrestrial and marine water and their environmental significance; Water quality parameters – physical, chemical and biological; absorption of heavy metals - Water treatment processes. (c) Soil pollution - soil waste management: causes, effects and control measures of municipal solid wastes – (d) Marine pollution (e) Noise pollution (f) Thermal pollution (g) Nuclear hazards–role of an individual in prevention of pollution – pollution case studies – 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 overutilization of surface and ground 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. Energy Conversion processes – Biogas – production and uses, anaerobic digestion; 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. Introduction to Environmental Biochemistry: Proteins –Biochemical degradation of pollutants, Bioconversion of pollutants.
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 – 12 Principles of green chemistry- nuclear accidents and holocaust, case studies. – wasteland reclamation – consumerism and waste products – environment production act – Air act – Water act – Wildlife protection act – Forest conservation act – The Biomedical Waste (Management and Handling) Rules; 1998 and amendments- scheme of labeling of environmentally friendly products (Ecomark). enforcement machinery involved in environmental legislation- central and state pollution control boards- disaster management: floods, earthquake, cyclone and landslides. 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 –Environmental impact analysis (EIA)- -GIS-remote sensing-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 environment at infant stage.

Ignorance and incomplete knowledge has lead to misconceptions.

Development and improvement in standard of living has lead to serious environmental disasters.

TEXT BOOKS:

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

REFERENCES:

1. R.K. Trivedi, "Handbook of Environmental Laws, Rules, Guidelines, Compliances and Standard", Vol. I and II, Enviro Media.
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 2005.

CS6311 PROGRAMMING AND DATA STRUCTURE LABORATORY II L T P C
0 0 3 2

OBJECTIVES:

The student should be made to:

Be familiarized with good programming design methods, particularly Top- Down design. Getting exposure in implementing the different data structures using C++

Appreciate recursive algorithms.

LIST OF EXPERIMENTS:

IMPLEMENTATION IN THE FOLLOWING TOPICS:

1. Constructors & Destructors, Copy Constructor.
2. Friend Function & Friend Class.
3. Inheritance.
4. Polymorphism & Function Overloading.
5. Virtual Functions.
6. Overload Unary & Binary Operators Both as Member Function & Non Member Function.
7. Class Templates & Function Templates.
8. Exception Handling Mechanism.
9. Standard Template Library concept.
10. File Stream classes.
11. Applications of Stack and Queue
12. Binary Search Tree
13. Tree traversal Techniques
14. Minimum Spanning Trees
15. Shortest Path Algorithms

TOTAL: 45 PERIODS

OUTCOMES:

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

Design and implement C++ programs for manipulating stacks, queues, linked lists, trees, and graphs.

Apply good programming design methods for program development.

Apply the different data structures for implementing solutions to practical problems.

Develop recursive programs using trees and graphs.

REFERENCE:

spoken-tutorial.org.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

Standalone desktops with C++ complier 30 Nos.

(or)

Server with C++ compiler supporting 30 terminals or more.

CS6312 DATABASE MANAGEMENT SYSTEMS LABORATORY L T P C

0 0 3 2

OBJECTIVES:

The student should be made to:

Learn to create and use a database

Be familiarized with a query language

Have hands on experience on DDL Commands

Have a good understanding of DML Commands and DCL commands Familiarize advanced SQL queries.

Be Exposed to different applications

LIST OF EXPERIMENTS:

1. Creation of a database and writing SQL queries to retrieve information from the database.
2. Performing Insertion, Deletion, Modifying, Altering, Updating and Viewing records based on conditions.
3. Creation of Views, Synonyms, Sequence, Indexes, Save point.
4. Creating an Employee database to set various constraints.
5. Creating relationship between the databases.
6. Study of PL/SQL block.
7. Write a PL/SQL block to satisfy some conditions by accepting input from the user.
8. Write a PL/SQL block that handles all types of exceptions.
9. Creation of Procedures.
10. Creation of database triggers and functions
11. Mini project (Application Development using Oracle/ Mysql)
    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) Hotel Management System

TOTAL: 45 PERIODS

OUTCOMES:

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

Design and implement a database schema for a given problem-domain Populate and query a database

Create and maintain tables using PL/SQL. Prepare reports.

REFERENCE:

spoken-tutorial.org

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

HARDWARE:

Standalone desktops 30 Nos.

(or)

Server supporting 30 terminals or more.

SOFTWARE:

Front end: VB/VC ++/JAVA or Equivalent

Back end: Oracle / SQL / MySQL/ PostGress / DB2 or Equivalent

MA 6453 PROBABILITY AND QUEUEING THEORY L T P C

3 1 0 4

OBJECTIVE:

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.

UNIT I RANDOM VARIABLES 9+3

Discrete and continuous random variables – Moments – Moment generating functions – Binomial, Poisson, Geometric, Uniform, Exponential, Gamma and Normal distributions.

UNIT IITWO - DIMENSIONAL RANDOM VARIABLES 9+3

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

UNIT III RANDOM PROCESSES 9+3

Classification – Stationary process – Markov process - Poisson process – Discrete parameter Markov chain – Chapman Kolmogorov equations – Limiting distributions.

UNIT IV QUEUEING MODELS 9+3

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.

UNIT V ADVANCED QUEUEING MODELS 9+3

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.

TOTAL (L:45+T:15): 60 PERIODS

OUTCOMES:

The students will have a fundamental knowledge of the probability concepts. Acquire skills in analyzing queueing models.

It also helps to understand and characterize phenomenon which evolve with respect to time in a probabilistic manner.

TEXT BOOKS:

1. Ibe. O.C., "Fundamentals of Applied Probability and Random Processes", Elsevier, 1st Indian Reprint, 2007.
2. Gross. D. and Harris. C.M., "Fundamentals of Queueing Theory", Wiley Student edition, 2004.

REFERENCES:

1. Robertazzi, "Computer Networks and Systems: Queueing Theory and performance evaluation", Springer, 3rd Edition, 2006.
2. Taha. H.A., "Operations Research", Pearson Education, Asia, 8th Edition, 2007.
3. Trivedi.K.S., "Probability and Statistics with Reliability, Queueing and Computer Science Applications", John Wiley and Sons, 2nd Edition, 2002.

4. Hwei Hsu, "Schaum's Outline of Theory and Problems of Probability, Random Variables and Random Processes", Tata McGraw Hill Edition, New Delhi, 2004.
5. Yates. R.D. and Goodman. D. J., "Probability and Stochastic Processes", Wiley India Pvt. Ltd., Bangalore, 2nd Edition, 2012.

CS6551 COMPUTER NETWORKS L T P C
3 0 0 3

OBJECTIVES:

The student should be made to:

Understand the division of network functionalities into layers.
Be familiar with the components required to build different types of networks
Be exposed to the required functionality at each layer
Learn the flow control and congestion control algorithms

UNIT I FUNDAMENTALS & LINK LAYER 9

Building a network – Requirements - Layering and protocols - Internet Architecture – Network software – Performance ; Link layer Services - Framing - Error Detection - Flow control

UNIT II MEDIA ACCESS & INTERNETWORKING 9

Media access control - Ethernet (802.3) - Wireless LANs – 802.11 – Bluetooth - Switching and bridging – Basic Internetworking (IP, CIDR, ARP, DHCP,ICMP)

UNIT III ROUTING 9

Routing (RIP, OSPF, metrics) – Switch basics – Global Internet (Areas, BGP, IPv6), Multicast – addresses – multicast routing (DVMRP, PIM)

UNIT IV TRANSPORT LAYER 9

Overview of Transport layer - UDP - Reliable byte stream (TCP) - Connection management - Flow control - Retransmission – TCP Congestion control - Congestion avoidance (DECbit, RED) – QoS – Application requirements

UNIT V APPLICATION LAYER 9

Traditional applications -Electronic Mail (SMTP, POP3, IMAP, MIME) – HTTP – Web Services – DNS - SNMP

TOTAL: 45 PERIODS

OUTCOMES:

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

Identify the components required to build different types of networks
Choose the required functionality at each layer for given application Identify solution for each functionality at each layer
Trace the flow of information from one node to another node in the network

TEXT BOOK:

1. Larry L. Peterson, Bruce S. Davie, "Computer Networks: A Systems Approach", Fifth Edition, Morgan Kaufmann Publishers, 2011.

REFERENCES:

1. James F. Kurose, Keith W. Ross, “Computer Networking - A Top-Down Approach Featuring the Internet”, Fifth Edition, Pearson Education, 2009.
2. Nader. F. Mir, “Computer and Communication Networks”, Pearson Prentice Hall Publishers, 2010.
3. Ying-Dar Lin, Ren-Hung Hwang, Fred Baker, “Computer Networks: An Open Source Approach”, Mc Graw Hill Publisher, 2011.
4. Behrouz A. Forouzan, “Data communication and Networking”, Fourth Edition, Tata McGraw – Hill, 2011.

CS6401 OPERATING SYSTEMS L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Study the basic concepts and functions of operating systems.
Understand the structure and functions of OS.
Learn about Processes, Threads and Scheduling algorithms.
Understand the principles of concurrency and Deadlocks.
Learn various memory management schemes.
Study I/O management and File systems.
Learn the basics of Linux system and perform administrative tasks on Linux Servers.

UNIT I OPERATING SYSTEMS OVERVIEW 9

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 9

Processes-Process Concept, Process Scheduling, Operations on Processes, Interprocess Communication; Threads- Overview, Multicore Programming, Multithreading Models; Windows 7 - Thread and SMP Management. Process Synchronization - Critical Section Problem, Mutex Locks, Semophores, Monitors; CPU Scheduling and Deadlocks.

UNIT III STORAGE MANAGEMENT 9

Main Memory-Contiguous Memory Allocation, Segmentation, Paging, 32 and 64 bit architecture Examples; Virtual Memory- Demand Paging, Page Replacement, Allocation, Thrashing; Allocating Kernel Memory, OS Examples.

UNIT IV I/O SYSTEMS 9

Mass Storage Structure- Overview, Disk Scheduling and Management; File System Storage-File Concepts, Directory and Disk Structure, Sharing and Protection; File System Implementation- File System Structure, Directory Structure, Allocation Methods, Free Space Management, I/O Systems.

UNIT V CASE STUDY 9

Linux System- Basic Concepts;System Administration-Requirements for Linux System Administrator, Setting up a LINUX Multifunction Server, Domain Name System, Setting Up Local Network Services; Virtualization- Basic Concepts, Setting Up Xen,VMware on Linux Host and Adding Guest OS.

TOTAL: 45 PERIODS

OUTCOMES:

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

Design various Scheduling algorithms.
Apply the principles of concurrency.
Design deadlock, prevention and avoidance algorithms.
Compare and contrast various memory management schemes.
Design and Implement a prototype file systems.
Perform administrative tasks on Linux Servers.

TEXT BOOK:

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

REFERENCES:

1. William Stallings, "Operating Systems – Internals and Design Principles", 7th Edition, Prentice Hall, 2011.
2. Andrew S. Tanenbaum, "Modern Operating Systems", Second Edition, Addison Wesley, 2001.
3. Charles Crowley, "Operating Systems: A Design-Oriented Approach", Tata McGraw Hill Education", 1996.
4. D M Dhamdhere, "Operating Systems: A Concept-Based Approach", Second Edition, Tata McGraw-Hill Education, 2007.
5. http://nptel.ac.in/.

CS6402 DESIGN AND ANALYSIS OF ALGORITHMS L T P C
3 0 0 3

OBJECTIVES:

The student should be made to:

Learn the algorithm analysis techniques.
Become familiar with the different algorithm design techniques.
Understand the limitations of Algorithm power.

UNIT I INTRODUCTION 9

Notion of an Algorithm – Fundamentals of Algorithmic Problem Solving – Important Problem Types – Fundamentals of the Analysis of Algorithm Efficiency – Analysis Framework – Asymptotic Notations and its properties – Mathematical analysis for Recursive and Non-recursive algorithms.

UNIT II BRUTE FORCE AND DIVIDE-AND-CONQUER 9

Brute Force - Closest-Pair and Convex-Hull Problems-Exhaustive Search - Traveling Salesman Problem - Knapsack Problem - Assignment problem.
Divide and conquer methodology – Merge sort – Quick sort – Binary search – Multiplication of Large Integers – Strassen's Matrix Multiplication-Closest-Pair and Convex-Hull Problems.

UNIT III DYNAMIC PROGRAMMING AND GREEDY TECHNIQUE 9

Computing a Binomial Coefficient – Warshall's and Floyd' algorithm – Optimal Binary Search Trees – Knapsack Problem and Memory functions. Greedy Technique– Prim's algorithm- Kruskal's Algorithm-Dijkstra's Algorithm-Huffman Trees.

UNIT IV ITERATIVE IMPROVEMENT 9

The Simplex Method-The Maximum-Flow Problem – Maximm Matching in Bipartite Graphs- The Stable marriage Problem.

UNIT V COPING WITH THE LIMITATIONS OF ALGORITHM POWER 9

Limitations of Algorithm Power-Lower-Bound Arguments-Decision Trees-P, NP and NP-Complete Problems--Coping with the Limitations - Backtracking – n-Queens problem – Hamiltonian Circuit Problem – Subset Sum Problem-Branch and Bound – Assignment problem – Knapsack Problem – Traveling Salesman Problem- Approximation Algorithms for NP – Hard Problems – Traveling Salesman problem – Knapsack problem.

TOTAL: 45 PERIODS

OUTCOMES:

At the end of the course, the student 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 BOOK:

1. Anany Levitin, “Introduction to the Design and Analysis of Algorithms”, Third Edition, Pearson Education, 2012.

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. Donald E. Knuth, “The Art of Computer Programming”, Volumes 1& 3 Pearson Education, 2009. Steven S. Skiena, “The Algorithm Design Manual”, Second Edition, Springer, 2008.
4. http://nptel.ac.in/

EC6504 MICROPROCESSOR AND MICROCONTROLLER L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Study the Architecture of 8086 microprocessor.

Learn the design aspects of I/O and Memory Interfacing circuits.

Study about communication and bus interfacing.

Study the Architecture of 8051 microcontroller.

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 – IO 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.

TOTAL: 45 PERIODS

OUTCOMES:

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

Design and implement programs on 8086 microprocessor. Design I/O circuits.

Design Memory Interfacing 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.
2. Mohamed Ali Mazidi, Janice Gillispie Mazidi, Rolin McKinlay, “The 8051 Microcontroller and Embedded Systems: Using Assembly and C”, Second Edition, Pearson Education, 2011

REFERENCE:

1. Doughlas V.Hall, “Microprocessors and Interfacing, Programming and Hardware:,TMH, 2012

CS6403 SOFTWARE ENGINEERING L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Understand the phases in a software project

Understand fundamental concepts of requirements engineering and Analysis Modelling.

Understand the major considerations for enterprise integration and deployment.

Learn various testing and maintenance measures

UNIT I SOFTWARE PROCESS AND PROJECT MANAGEMENT 9

Introduction to Software Engineering, Software Process, Perspective and Specialized Process Models – Software Project Management: Estimation – LOC and FP Based Estimation, COCOMO Model – Project Scheduling – Scheduling, Earned Value Analysis - Risk Management.

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 IMPLEMENTATION 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.

UNIT V PROJECT MANAGEMENT 9

Estimation – FP Based, LOC Based, Make/Buy Decision, COCOMO II - Planning – Project Plan, Planning Process, RFP Risk Management – Identification, Projection, RMMM - Scheduling and Tracking –Relationship between people and effort, Task Set & Network, Scheduling, EVA - Process and Project Metrics.

TOTAL: 45 PERIODS

OUTCOMES:

At the end of the course, the student 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.

TEXT BOOK:

1. Roger S. Pressman, “Software Engineering – A Practitioner’s Approach”, Seventh Edition, Mc Graw-Hill International Edition, 2010.

REFERENCES:

1. Ian Sommerville, “Software Engineering”, 9th Edition, Pearson Education Asia, 2011.
2. Rajib Mall, “Fundamentals of Software Engineering”, Third Edition, PHI Learning Private Limited ,2009.
3. Pankaj Jalote, “Software Engineering, A Precise Approach”, Wiley India, 2010.
4. Kelkar S.A., “Software Engineering”, Prentice Hall of India Pvt Ltd, 2007.
5. Stephen R.Schach, “Software Engineering”, Tata McGraw-Hill Publishing Company Limited, 2007.
6. http://nptel.ac.in/.

CS6411 **NETWORKS LABORATORY** **L T P C**
0 0 3 2

OBJECTIVES:

The student should be made to:

Learn socket programming.
Be familiar with simulation tools.
Have hands on experience on various networking protocols.

LIST OF EXPERIMENTS:

1. Implementation of Stop and Wait Protocol and Sliding Window Protocol.
2. Study of Socket Programming and Client – Server model
3. Write a code simulating ARP /RARP protocols.
4. Write a code simulating PING and TRACEROUTE commands
5. Create a socket for HTTP for web page upload and download.
6. Write a program to implement RPC (Remote Procedure Call)
7. Implementation of Subnetting .
8. Applications using TCP Sockets like
    a. Echo client and echo server
    b. Chat
    c. File Transfer
9. Applications using TCP and UDP Sockets like
    d. DNS
    e. SNMP
    f. File Transfer
10. Study of Network simulator (NS).and Simulation of Congestion Control Algorithms using NS
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

TOTAL: 45 PERIODS

REFERENCE:

spoken-tutorial.org.

OUTCOMES:

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

Use simulation tools
Implement the various protocols.
Analyse the performance of the protocols in different layers. Analyze various routing algorithms

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS

SOFTWARE:

C / C++ / Java / Equivalent Compiler	30
Network simulator like NS2/Glomosim/OPNET/ Equivalent	

HARDWARE:

Standalone desktops	30 Nos

CS6412 MICROPROCESSOR AND MICROCONTROLLER LABORATORY

L	T	P	C
0	0	3	2

OBJECTIVES:

The student should be made to:

Introduce ALP concepts and features

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 control
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: 45 PERIODS

OUTCOMES:

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

Write ALP Programmes for fixed and Floating Point and Arithmetic

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

CS6413 **OPERATING SYSTEMS LABORATORY** **L T P C**
0 0 3 2

OBJECTIVES:

The student should be made to:

Learn shell programming and the use of filters in the UNIX environment. Be exposed to programming in C using system calls.

Learn to use the file system related system calls.

Be exposed to process creation and inter process communication.

Be familiar with implementation of CPU Scheduling Algorithms, page replacement algorithms and Deadlock avoidance

LIST OF EXPERIMENTS:

1. Basics of UNIX commands.
2. Shell Programming.
3. Implement the following CPU scheduling algorithms
   a) Round Robin b) SJF c) FCFS d) Priority
4. Implement all file allocation strategies
   a) Sequential b) Indexed c) Linked
5. Implement Semaphores
6. Implement all File Organization Techniques
   a) Single level directory b) Two level c) Hierarchical d) DAG
7. Implement Bankers Algorithm for Dead Lock Avoidance
8. Implement an Algorithm for Dead Lock Detection
9. Implement e all page replacement algorithms
   a) FIFO b) LRU c) LFU
10. Implement Shared memory and IPC
11. Implement Paging Technique of memory management.
12. Implement Threading & Synchronization Applications

TOTAL: 45 PERIODS

OUTCOMES:

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

Implement deadlock avoidance, and Detection Algorithms

Compare the performance of various CPU Scheduling Algorithm

Critically analyze the performance of the various page replacement algorithms Create processes and implement IPC

REFERENCE:

spoken-tutorial.org

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

Standalone desktops with C / C++ / Java / Equivalent complier 30 Nos.

(or)

Server with C / C++ / Java / Equivalent complier supporting 30 terminals

MA6566 DISCRETE MATHEMATICS L T P C

3 1 0 4

OBJECTIVES:

To extend student's Logical and Mathematical maturity and ability to deal with abstraction and to introduce most of the basic terminologies used in computer science courses and application of ideas to solve practical problems.

UNIT I LOGIC AND PROOFS 9+3

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

UNIT II COMBINATORICS 9+3

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 9+3

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 9+3

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 9+3

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 (L: 45+T:15): 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.

TEXT BOOKS:

1. Kenneth H.Rosen, "Discrete Mathematics and its Applications", 7th Edition, Tata Mc Graw 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 Mc Graw Hill Pub. Co. Ltd, New Delhi, 30th Reprint, 2011.

REFERENCES:

1. Ralph.P.Grimaldi., "Discrete and Combinatorial Mathematics: An Applied Introduction", 4th Edition, Pearson Education Asia, Delhi, 2007.
2. Thomas Koshy., "Discrete Mathematics with Applications", Elsevier Publications, 2006.
3. Seymour Lipschutz and Mark Lipson., "Discrete Mathematics", Schaum's Outlines, Tata Mc Graw Hill Pub. Co. Ltd., New Delhi, 3rd Edition, 2010.

CS6501 **INTERNET PROGRAMMING** **L T P C**

3 1 0 4

OBJECTIVES:

The student should be made to:

Learn Java Programming.

Understand different Internet Technologies.

Be exposed to java specific web services architecture.

UNIT I JAVA PROGRAMMING 9

An overview of Java – Data Types – Variables and Arrays – Operators – Control Statements – Classes – Objects – Methods – Inheritance - Packages – Abstract classes – Interfaces and Inner classes – Exception handling - Introduction to Threads – Multithreading – String handling – Streams and I/O – Applets.

UNIT II WEBSITES BASICS, HTML 5, CSS 3, WEB 2.0 8 Web 2.0: Basics-RIA Rich Internet Applications - Collaborations tools - **Understanding websites and web servers:** Understanding Internet – Difference between websites and web server- Internet technologies Overview – Understanding the difference between internet and intranet; **HTML and CSS:** HTML 5.0 , XHTML, CSS 3.

UNIT II I CLIENT SIDE AND SERVER SIDE PROGRAMMING 11 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. **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.

UNIT IV PHP and XML 8 An introduction to PHP: PHP- Using PHP- Variables- Program control-Built-in functions-Connecting to Database – Using Cookies-Regular Expressions; **XML:** Basic XML-Document Type Definition-XML Schema DOM and Presenting XML, XML Parsers and Validation, XSL and XSLT Transformation, News Feed (RSS and ATOM).

UNIT V INTRODUCTION TO AJAX and WEB SERVICES 9 AJAX: Ajax Client Server Architecture-XML Http Request Object-Call Back Methods; **Web Services:** Introduction- Java web services Basics – Creating, Publishing ,Testing and Describing a Web services (WSDL)-Consuming a web service, Database Driven web service from an application – SOAP.

TOTAL (L:45+T:15): 60 PERIODS

OUTCOMES:

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

Implement Java programs.

Create a basic website using HTML and Cascading Style Sheets.

Design and implement dynamic web page with validation using JavaScript objects and by applying different event handling mechanisms.

Design rich client presentation using AJAX.

Design and implement simple web page in PHP, and to present data in XML format.

Design and implement server side programs using Servlets and JSP.

TEXT BOOKS:

1. Deitel and Deitel and Nieto, “Internet and World Wide Web - How to Program”, Prentice Hall, 5th Edition, 2011.
2. Herbert Schildt, “Java-The Complete Reference”, Eighth Edition, Mc Graw Hill Professional, 2011.

REFERENCES:

1. Stephen Wynkoop and John Burke “Running a Perfect Website”, QUE, 2nd Edition,1999.
2. Chris Bates, Web Programming – Building Intranet Applications, 3rd Edition, Wiley Publications, 2009.
3. Jeffrey C and Jackson, “Web Technologies A Computer Science Perspective”, Pearson Education, 2011.
4. Gopalan N.P. and Akilandeswari J., “Web Technology”, Prentice Hall of India, 2011.
5. Paul Dietel and Harvey Deitel, “Java How to Program”, , 8th Edition Prentice Hall of India.
6. Mahesh P. Matha, “Core Java A Comprehensive Study”, Prentice Hall of India, 2011.
7. Uttam K.Roy, “Web Technologies”, Oxford University Press, 2011.

CS6502 OBJECT ORIENTED ANALYSIS AND DESIGN L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Learn the basics of OO analysis and design skills. Learn the UML design diagrams.

Learn to map design to code.

Be exposed to the various testing techniques.

UNIT I UML DIAGRAMS 9

Introduction to OOAD – Unified Process - UML diagrams – Use Case – Class Diagrams– Interaction Diagrams – State Diagrams – Activity Diagrams – Package, component and Deployment Diagrams.

UNIT II DESIGN PATTERNS 9

GRASP: Designing objects with responsibilities – Creator – Information expert – Low Coupling – High Cohesion – Controller - Design Patterns – creational - factory method - structural – Bridge – Adapter - behavioral – Strategy – observer.

UNIT III CASE STUDY 9

Case study – the Next Gen POS system, Inception -Use case Modeling - Relating Use cases – include, extend and generalization - Elaboration - Domain Models - Finding conceptual classes and description classes – Associations – Attributes – Domain model refinement – Finding conceptual class Hierarchies - Aggregation and Composition.

UNIT IV APPLYING DESIGN PATTERNS 9

System sequence diagrams - Relationship between sequence diagrams and use cases Logical architecture and UML package diagram – Logical architecture refinement - UML class diagrams - UML interaction diagrams - Applying GoF design patterns.

UNIT V CODING AND TESTING 9

Mapping design to code – Testing: Issues in OO Testing – Class Testing – OO Integration Testing – GUI Testing – OO System Testing.

TOTAL: 45 PERIODS

OUTCOMES:

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

Design and implement projects using OO concepts.
Use the UML analysis and design diagrams.
Apply appropriate design patterns.
Create code from design.
Compare and contrast various testing techniques.

TEXT BOOK:

1. Craig Larman, "Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development", Third Edition, Pearson Education, 2005.

REFERENCES:

1. Simon Bennett, Steve Mc Robb and Ray Farmer, "Object Oriented Systems Analysis and Design Using UML", Fourth Edition, Mc-Graw Hill Education, 2010.
2. Erich Gamma, and Richard Helm, Ralph Johnson, John Vlissides, "Design patterns: Elements of Reusable Object-Oriented Software", Addison-Wesley, 1995.
3. Martin Fowler, "UML Distilled: A Brief Guide to the Standard Object Modeling Language", Third edition, Addison Wesley, 2003.
4. Paul C. Jorgensen, "Software Testing:- A Craftsman's Approach", Third Edition, Auerbach Publications, Taylor and Francis Group, 2008.

CS6503 THEORY OF COMPUTATION L T P C
3 0 0 3

OBJECTIVES:

The student should be made to:

Understand various Computing models like Finite State Machine, Pushdown Automata, and Turing Machine.
Be aware of Decidability and Un-decidability of various problems. Learn types of grammars.

UNIT I FINITE AUTOMATA 9

Introduction- Basic Mathematical Notation and techniques- Finite State systems – Basic Definitions – Finite Automaton – DFA & NDFA – Finite Automaton with €- moves – Regular Languages- Regular Expression – Equivalence of NFA and DFA – Equivalence of NDFA's with and without €-moves – Equivalence of finite Automaton and regular expressions –Minimization of DFA- - Pumping Lemma for Regular sets – Problems based on Pumping Lemma.

UNIT II GRAMMARS 9

Grammar Introduction– Types of Grammar - Context Free Grammars and Languages– Derivations and Languages – Ambiguity- Relationship between derivation and derivation trees – Simplification of CFG – Elimination of Useless symbols - Unit productions - Null productions – Greiback Normal form – Chomsky normal form – Problems related to CNF and GNF.

UNIT III PUSHDOWN AUTOMATA 9

Pushdown Automata- Definitions – Moves – Instantaneous descriptions – Deterministic pushdown automata – Equivalence of Pushdown automata and CFL - pumping lemma for CFL – problems based on pumping Lemma.

UNIT IV TURING MACHINES 9

Definitions of Turing machines – Models – Computable languages and functions –Techniques for Turing machine construction – Multi head and Multi tape Turing Machines - The Halting problem – Partial Solvability – Problems about Turing machine- Chomskian hierarchy of languages.

UNIT V UNSOLVABLE PROBLEMS AND COMPUTABLE FUNCTIONS 9

Unsolvable Problems and Computable Functions – Primitive recursive functions – Recursive and recursively enumerable languages – Universal Turing machine. MEASURING AND CLASSIFYING COMPLEXITY: Tractable and Intractable problems- Tractable and possibly intractable problems - P and NP completeness - Polynomial time reductions.

TOTAL: 45 PERIODS

OUTCOMES:

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

Design Finite State Machine, Pushdown Automata, and Turing Machine. Explain the Decidability or Undecidability of various problems

TEXT BOOKS:

1. Hopcroft J.E., Motwani R. and Ullman J.D, “Introduction to Automata Theory, Languages and Computations”, Second Edition, Pearson Education, 2008. (UNIT 1,2,3)
2. John C Martin, “Introduction to Languages and the Theory of Computation”, Third Edition, Tata McGraw Hill Publishing Company, New Delhi, 2007. (UNIT 4,5)

REFERENCES:

1. Mishra K L P and Chandrasekaran N, “Theory of Computer Science - Automata, Languages and Computation”, Third Edition, Prentice Hall of India, 2004.
2. Harry R Lewis and Christos H Papadimitriou, “Elements of the Theory of Computation”, Second Edition, Prentice Hall of India, Pearson Education, New Delhi, 2003.
3. Peter Linz, “An Introduction to Formal Language and Automata”, Third Edition, Narosa Publishers, New Delhi, 2002.
4. Kamala Krithivasan and Rama. R, “Introduction to Formal Languages, Automata Theory and Computation”, Pearson Education 2009

CS6504 COMPUTER GRAPHICS L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Gain knowledge about graphics hardware devices and software used. Understand the two dimensional graphics and their transformations. Understand the three dimensional graphics and their transformations. Appreciate illumination and color models.

Be familiar with understand clipping techniques.

UNIT I INTRODUCTION 9

Survey of computer graphics, Overview of graphics systems – Video display devices, Raster scan systems, Random scan systems, Graphics monitors and Workstations, Input devices, Hard copy Devices, Graphics Software; 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; widow-to-viewport coordinate transformation, Two dimensional viewing functions; clipping operations – point, line, and polygon clipping algorithms.

UNIT III THREE DIMENSIONAL GRAPHICS 10

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 ILLUMINATION AND COLOUR MODELS 7

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.

UNIT V ANIMATIONS & REALISM 10 ANIMATION GRAPHICS: Design of Animation sequences – animation function – raster animation – key frame systems – motion specification –morphing – tweening. **COMPUTER GRAPHICS REALISM:** Tiling the plane – Recursively defined curves – Koch curves – C curves – Dragons – space filling curves – fractals – Grammar based models – fractals – turtle graphics – ray tracing.

TOTAL: 45 PERIODS

OUTCOMES:

At the end of the course, the student 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.
Design animation sequences.

TEXT BOOKS:

1. John F. Hughes, Andries Van Dam, Morgan Mc Guire ,David F. Sklar , James D. Foley, Steven K. Feiner and Kurt Akeley ,"Computer Graphics: Principles and Practice", , 3rd Edition, Addison-Wesley Professional,2013. (UNIT I, II, III, IV).
2. Donald Hearn and Pauline Baker M, "Computer Graphics", Prentice Hall, New Delhi, 2007 (UNIT V).

REFERENCES:

1. Donald Hearn and M. Pauline Baker, Warren Carithers,"Computer Graphics With Open GL", 4th Edition, Pearson Education, 2010.
2. Jeffrey McConnell, "Computer Graphics: Theory into Practice", Jones and Bartlett Publishers, 2006.
3. Hill F S Jr., "Computer Graphics", Maxwell Macmillan" , 1990.
4. Peter Shirley, Michael Ashikhmin, Michael Gleicher, Stephen R Marschner, Erik Reinhard, Kelvin Sung, and AK Peters, Fundamental of Computer Graphics, CRC Press, 2010.
5. William M. Newman and Robert F.Sproull, "Principles of Interactive Computer Graphics", Mc Graw Hill 1978.
6. http://nptel.ac.in/

CS6511 **CASE TOOLS LABORATORY** **L T P C**

0 0 3 2

OBJECTIVES:

The student should be made to:

Learn the basics of OO analysis and design skills. Be exposed to the UML design diagrams.

Learn to map design to code.

Be familiar with the various testing techniques

LIST OF EXPERIMNENTS:

To develop a mini-project by following the 9 exercises listed below.

1. To develop a problem statement.
2. Identify Use Cases and develop the Use Case model.
3. Identify the conceptual classes and develop a domain model with UML Class diagram.
4. Using the identified scenarios, find the interaction between objects and represent them using UML Sequence diagrams.
5. Draw relevant state charts and activity diagrams.
6. Identify the User Interface, Domain objects, and Technical services. Draw the partial layered, logical architecture diagram with UML package diagram notation.
7. Develop and test the Technical services layer.
8. Develop and test the Domain objects layer.
9. Develop and test the User interface layer.

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. E-ticketing
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: 45 PERIODS

OUTCOMES:

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

Design and implement projects using OO concepts.

Use the UML analysis and design diagrams.

Apply appropriate design patterns.

Create code from design.

Compare and contrast various testing techniques

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS

Suggested Software Tools:

Rational Suite (or) Argo UML (or) equivalent, Eclipse IDE and Junit

Software Tools	30 user License
Rational Suite Open Source Alternatives: ArgoUML, Visual Paradigm Eclipse IDE and JUnit	
PCs	30

CS6512 INTERNET PROGRAMMING LABORATORY L T P C

0 0 3 2

OBJECTIVES:

The student should be made to:

Be familiar with Web page design using HTML/XML and style sheets

Be exposed to creation of user interfaces using Java frames and applets. Learn to create dynamic web pages using server side scripting.

Learn to write Client Server applications.

Be familiar with the frameworks JSP Strut, Hibernate, Spring Be exposed to creating applications with AJAX

LIST OF EXPERIMNENTS:

IMPLEMENT THE FOLLOWING:

WEBPAGE CONCEPTS

a) 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.

b) 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.

c) 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.

SOCKETS & SERVLETS

a) Write programs in Java using sockets to implement the following:
   i. HTTP request
   ii. FTP
   iii. SMTP
   iv. POP3

b) Write a program in Java for creating simple chat application with datagram sockets and datagram packets.

c) Write programs in Java using Servlets:
   i. To invoke servlets from HTML forms

ii. To invoke servlets from Applets

d) 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.
e) Write a program to lock servlet itself to a particular server IP address and port number. It requires an init parameter key that is appropriate for its servlet IP address and port before it unlocks itself and handles a request
f) Session tracking using hidden form fields and Session tracking for a hit count
g) Install TOMCAT web server. Convert the static webpages of programs 1&2 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.

ADVANCE CONCEPTS:

a) Implement a simple program using following frameworks
   a. JSP Struts Framework b. Hibernate c. Spring
b) Explore the following application in AJAX: Searching in real time with live searches, Getting the answer with auto complete, Chatting with friends ,Dragging and dropping with Ajax, Getting instant login feedback, Ajax-enabled popup menus, Modifying Web pages on the fly.
c) Write a web services for finding what people think by asking 500 people's opinion for any consumer product
d) Write a web services for predicting for any product sales

TOTAL: 45 PERIODS

OUTCOMES:

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

Design Web pages using HTML/XML and style sheets
Create user interfaces using Java frames and applets.
Create dynamic web pages using server side scripting. Write Client Server applications.
Use the frameworks JSP Strut, Hibernate, Spring Create applications with AJAX

REFERENCE:

spoken-tutorial.org.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS

SOFTWARE:

Java, Dream Weaver or Equivalent, MySQL or Equivalent, Apache Server

HARDWARE:

Standalone desktops 30 Nos

CS6513 COMPUTER GRAPHICS LABORATORY L T P C
0 0 3 2

OBJECTIVES:

The student should be made to:

Understand graphics programming
Be exposed to creation of 3D graphical scenes using open graphics library suits
Be familiar with image manipulation, enhancement
Learn to create animations
To create a multimedia presentation/Game/Project.

LIST OF EXPERIMENTS:

IMPLEMENT THE EXERCISES USING C / OPENGL / JAVA

1. Implementation of Algorithms for drawing 2D Primitives –
   Line (DDA, Bresenham) – all slopes
   Circle (Midpoint)
2. 2D Geometric transformations
   – Translation
   Rotation Scaling
   Reflection Shear
   Window-Viewport
3. Composite 2D Transformations
4. Line Clipping
5. 3D Transformations - Translation, Rotation, Scaling.
6. 3D Projections – Parallel, Perspective.
7. Creating 3D Scenes.
8. Image Editing and Manipulation - Basic Operations on image using any image editing software, Creating gif animated images, Image optimization.
9. 2D Animation – To create Interactive animation using any authoring tool.

TOTAL: 45 PERIODS

OUTCOMES:

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

Create 3D graphical scenes using open graphics library suits
Implement image manipulation and enhancement
Create 2D animations using tools

REFERENCE:

spoken-tutorial.org

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS

SOFTWARE

C, C++, Java, OpenGL

HARDWARE:

Standalone desktops - 30 Nos.
(or)
Server supporting 30 terminals or more.

CS6601 DISTRIBUTED SYSTEMS L T P C
3 0 0 3

OBJECTIVES:

The student should be made to:

Understand foundations of Distributed Systems.
Introduce the idea of peer to peer services and file system.
Understand in detail the system level and support required for distributed system.
Understand the issues involved in studying process and resource management.

UNIT I INTRODUCTION 7

Examples of Distributed Systems–Trends in Distributed Systems – Focus on resource sharing – Challenges. **Case study:** World Wide Web.

UNIT II COMMUNICATION IN DISTRIBUTED SYSTEM 10

System Model – Inter process Communication - the API for internet protocols – External data representation and Multicast communication. **Network virtualization:** Overlay networks. **Case study:** MPI **Remote Method Invocation And Objects:** Remote Invocation – Introduction - Request-reply protocols - Remote procedure call - Remote method invocation. **Case study:** Java RMI - Group communication - Publish-subscribe systems - Message queues - Shared memory approaches - Distributed objects - Case study: Enterprise Java Beans -from objects to components.

UNIT III PEER TO PEER SERVICES AND FILE SYSTEM 10

Peer-to-peer Systems – Introduction - Napster and its legacy - Peer-to-peer – Middleware - Routing overlays. **Overlay case studies:** Pastry, Tapestry- Distributed File Systems –Introduction - File service architecture – Andrew File system. **File System:** Features-File model -File accessing models - File sharing semantics **Naming:** Identifiers, Addresses, Name Resolution – Name Space Implementation – Name Caches – LDAP.

UNIT IV SYNCHRONIZATION AND REPLICATION 9

Introduction - Clocks, events and process states - Synchronizing physical clocks- Logical time and logical clocks - Global states – Coordination and Agreement – Introduction - Distributed mutual exclusion – Elections – Transactions and Concurrency Control– Transactions -Nested transactions – Locks – Optimistic concurrency control - Timestamp ordering – Atomic Commit protocols -Distributed deadlocks – Replication – Case study – Coda.

UNIT V PROCESS & RESOURCE MANAGEMENT 9

Process Management: Process Migration: Features, Mechanism - Threads: Models, Issues, Implementation. **Resource Management:** Introduction- Features of Scheduling Algorithms –Task Assignment Approach – Load Balancing Approach – Load Sharing Approach**.**

TOTAL: 45 PERIODS

OUTCOMES:

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

Discuss trends in Distributed Systems. Apply network virtualization.

Apply remote method invocation and objects.

Design process and resource management systems.

TEXT BOOK:

1. 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. Tanenbaum A.S., Van Steen M., “Distributed Systems: Principles and Paradigms”, Pearson Education, 2007.
3. Liu M.L., “Distributed Computing, Principles and Applications”, Pearson Education, 2004.
4. Nancy A Lynch, “Distributed Algorithms”, Morgan Kaufman Publishers, USA, 2003.

IT6601 **MOBILE COMPUTING** **L T P C**

3 0 0 3

OBJECTIVES:

The student should be made to:

Understand the basic concepts of mobile computing
Be familiar with the network protocol stack
Learn the basics of mobile telecommunication system Be exposed to Ad-Hoc networks
Gain knowledge about different mobile platforms and application development

UNIT I INTRODUCTION 9

Mobile Computing – Mobile Computing Vs wireless Networking – Mobile Computing Applications – Characteristics of Mobile computing – Structure of Mobile Computing Application. MAC Protocols – Wireless MAC Issues – Fixed Assignment Schemes – Random Assignment Schemes – Reservation Based Schemes.

UNIT II MOBILE INTERNET PROTOCOL AND TRANSPORT LAYER 9

Overview of Mobile IP – Features of Mobile IP – Key Mechanism in Mobile IP – route Optimization. Overview of TCP/IP – Architecture of TCP/IP- Adaptation of TCP Window – Improvement in TCP Performance.

UNIT III MOBILE TELECOMMUNICATION SYSTEM 9

Global System for Mobile Communication (GSM) – General Packet Radio Service (GPRS) – Universal Mobile Telecommunication System (UMTS).

UNIT IV MOBILE AD-HOC NETWORKS 9

Ad-Hoc Basic Concepts – Characteristics – Applications – Design Issues – Routing – Essential of Traditional Routing Protocols –Popular Routing Protocols – Vehicular Ad Hoc networks (VANET) – MANET Vs VANET – Security.

UNIT V MOBILE PLATFORMS AND APPLICATIONS 9

Mobile Device Operating Systems – Special Constrains & Requirements – Commercial Mobile Operating Systems – Software Development Kit: iOS, Android, BlackBerry, Windows Phone – M-Commerce – Structure – Pros & Cons – Mobile Payment System – Security Issues.

TOTAL: 45 PERIODS

OUTCOMES:

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

Explain the basics of mobile telecommunication system
Choose the required functionality at each layer for given application Identify solution for each functionality at each layer
Use simulator tools and design Ad hoc networks
Develop a mobile application.

TEXT BOOK:

1. Prasant Kumar Pattnaik, Rajib Mall, “Fundamentals of Mobile Computing”, PHI Learning Pvt. Ltd, New Delhi – 2012.

REFERENCES:

1. Jochen H. Schller, “Mobile Communications”, Second Edition, Pearson Education, New Delhi, 2007.
2. Dharma Prakash Agarval, Qing and An Zeng, "Introduction to Wireless and Mobile systems", Thomson Asia Pvt Ltd, 2005.
3. Uwe Hansmann, Lothar Merk, Martin S. Nicklons and Thomas Stober, “Principles of Mobile Computing”, Springer, 2003.
4. William.C.Y.Lee,“Mobile Cellular Telecommunications-Analog and Digital Systems”, Second Edition,Tata Mc Graw Hill Edition ,2006.
5. C.K.Toh, “AdHoc Mobile Wireless Networks”, First Edition, Pearson Education, 2002.
6. Android Developers : http://developer.android.com/index.html
7. Apple Developer : https://developer.apple.com/
8. Windows Phone Dev Center : http://developer.windowsphone.com
9. BlackBerry Developer : http://developer.blackberry.com/

CS6660	COMPILER DESIGN	L	T	P	C
		3	0	0	3

OBJECTIVES:

The student should be made to:

Learn the design principles of a Compiler.

Learn the various parsing techniques and different levels of translation

Learn how to optimize and effectively generate machine codes

UNIT I INTRODUCTION TO COMPILERS 5

Translators-Compilation and Interpretation-Language processors -The Phases of Compiler-Errors Encountered in Different Phases-The Grouping of Phases-Compiler Construction Tools - Programming Language basics.

UNIT II LEXICAL ANALYSIS 9

Need and Role of Lexical Analyzer-Lexical Errors-Expressing Tokens by Regular Expressions-Converting Regular Expression to DFA- Minimization of DFA-Language for Specifying Lexical Analyzers-LEX-Design of Lexical Analyzer for a sample Language.

UNIT III SYNTAX ANALYSIS 10

Need and Role of the Parser-Context Free Grammars -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-Design of a syntax Analyzer for a Sample Language .

UNIT IV SYNTAX DIRECTED TRANSLATION & RUN TIME ENVIRONMENT 12

Syntax directed Definitions-Construction of Syntax Tree-Bottom-up Evaluation of S-Attribute Definitions- Design of predictive translator - Type Systems-Specification of a simple type checker-Equivalence of Type Expressions-Type Conversions.

RUN-TIME ENVIRONMENT: Source Language Issues-Storage Organization-Storage Allocation-Parameter Passing-Symbol Tables-Dynamic Storage Allocation-Storage Allocation in FORTAN.

UNIT V CODE OPTIMIZATION AND CODE GENERATION 9

Principal Sources of Optimization-DAG- Optimization of Basic Blocks-Global Data Flow Analysis-Efficient Data Flow Algorithms-Issues in Design of a Code Generator - A Simple Code Generator Algorithm.

TOTAL: 45 PERIODS

OUTCOMES:

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

Design and implement a prototype compiler.

Apply the various optimization techniques.

Use the different compiler construction tools.

TEXTBOOK:

1. Alfred V Aho, Monica S. Lam, Ravi Sethi and Jeffrey D Ullman, "Compilers – Principles, Techniques and Tools", 2nd Edition, Pearson Education, 2007.

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. Charles N. Fischer, Richard. J. LeBlanc, "Crafting a Compiler with C", Pearson Education, 2008.

IT6502 DIGITAL SIGNAL PROCESSING L T P C

3 1 0 4

OBJECTIVES:

To introduce discrete Fourier transform and its applications.

To teach the design of infinite and finite impulse response filters for filtering undesired signals. To introduce signal processing concepts in systems having more than one sampling frequency.

UNIT I SIGNALS AND SYSTEMS 9

Basic elements of DSP – concepts of frequency in Analog and Digital Signals – sampling theorem – Discrete – time signals, systems – Analysis of discrete time LTI systems – Z transform – Convolution – Correlation.

UNIT II FREQUENCY TRANSFORMATIONS 9

Introduction to DFT – Properties of DFT – Circular Convolution - Filtering methods based on DFT – FFT Algorithms - Decimation – in – time Algorithms, Decimation – in – frequency Algorithms – Use of FFT in Linear Filtering – DCT – Use and Application of DCT.

UNIT III IIR FILTER DESIGN 9

Structures of IIR – Analog filter design – Discrete time IIR filter from analog filter – IIR filter design by Impulse Invariance, Bilinear transformation, Approximation of derivatives – (LPF, HPF, BPF, BRF) filter design using frequency translation.

UNIT IV FIR FILTER DESIGN 9

Structures of FIR – Linear phase FIR filter – Fourier Series - Filter design using windowing techniques (Rectangular Window, Hamming Window, Hanning Window), Frequency sampling techniques

UNIT V FINITE WORD LENGTH EFFECTS IN DIGITAL FILTERS 9

Binary fixed point and floating point number representations – Comparison - Quantization noise – truncation and rounding – quantization noise power- input quantization error- coefficient quantization error – limit cycle oscillations-dead band- Overflow error-signal scaling.

TOTAL (L:45+T:15): 60 PERIODS

OUTCOMES:

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

Perform frequency transforms for the signals. Design IIR and FIR filters.

Finite word length effects in digital filters

TEXT BOOK:

1. John G. Proakis and Dimitris G.Manolakis, “Digital Signal Processing – Principles, Algorithms & Applications”, Fourth Edition, Pearson Education, Prentice Hall, 2007.

REFERENCES:

1. Emmanuel C.Ifeachor, and Barrie.W.Jervis, “Digital Signal Processing”, Second Edition, Pearson Education, Prentice Hall, 2002.
2. Sanjit K. Mitra, “Digital Signal Processing – A Computer Based Approach”, Third Edition, Tata Mc Graw Hill, 2007.
3. A.V.Oppenheim, R.W. Schafer and J.R. Buck, Discrete-Time Signal Processing, 8th Indian Reprint, Pearson, 2004.
4. Andreas Antoniou, “Digital Signal Processing”, Tata McGraw Hill, 2006.

CS6659 ARTIFICIAL INTELLIGENCE L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Study the concepts of Artificial Intelligence.

Learn the methods of solving problems using Artificial Intelligence.

Introduce the concepts of Expert Systems and machine learning.

UNIT I INTRODUCTION TO AI AND PRODUCTION SYSTEMS 9

Introduction to AI-Problem formulation, Problem Definition -Production systems, Control strategies, Search strategies. Problem characteristics, Production system characteristics -Specialized production system- Problem solving methods - Problem graphs, Matching, Indexing and Heuristic functions -Hill Climbing-Depth first and Breath first, Constraints satisfaction - Related algorithms, Measure of performance and analysis of search algorithms.

UNIT II REPRESENTATION OF KNOWLEDGE 9

Game playing - Knowledge representation, Knowledge representation using Predicate logic, Introduction to predicate calculus, Resolution, Use of predicate calculus, Knowledge representation using other logic-Structured representation of knowledge.

UNIT III KNOWLEDGE INFERENCE 9

Knowledge representation -Production based system, Frame based system. Inference - Backward chaining, Forward chaining, Rule value approach, Fuzzy reasoning - Certainty factors, Bayesian Theory-Bayesian Network-Dempster - Shafer theory.

UNIT IV PLANNING AND MACHINE LEARNING 9

Basic plan generation systems - Strips -Advanced plan generation systems – K strips -Strategic explanations -Why, Why not and how explanations. Learning- Machine learning, adaptive Learning.

UNIT V EXPERT SYSTEMS 9

Expert systems - Architecture of expert systems, Roles of expert systems - Knowledge Acquisition – Meta knowledge, Heuristics. Typical expert systems - MYCIN, DART, XOON, Expert systems shells.

TOTAL: 45 PERIODS

OUTCOMES:

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

Identify problems that are amenable to solution by AI methods.
Identify appropriate AI methods to solve a given problem.
Formalise a given problem in the language/framework of different AI methods. Implement basic AI algorithms.
Design and carry out an empirical evaluation of different algorithms on a problem formalisation, and state the conclusions that the evaluation supports.

TEXT BOOKS:

1. Kevin Night and Elaine Rich, Nair B., “Artificial Intelligence (SIE)”, Mc Graw Hill- 2008. (Units-I,II,VI & V)
2. Dan W. Patterson, “Introduction to AI and ES”, Pearson Education, 2007. (Unit-III).

REFERENCES:

1. Peter Jackson, “Introduction to Expert Systems”, 3rd Edition, Pearson Education, 2007.
2. Stuart Russel and Peter Norvig “AI – A Modern Approach”, 2nd Edition, Pearson Education 2007.
3. Deepak Khemani “Artificial Intelligence”, Tata Mc Graw Hill Education 2013.
4. http://nptel.ac.in

CS6611 MOBILE APPLICATION DEVELOPMENT LABORATORY L T P C

0 0 3 2

OBJECTIVES:

The student should be made to:

Know the components and structure of mobile application development frameworks for Android and windows OS based mobiles.
Understand how to work with various mobile application development frameworks.
Learn the basic and important design concepts and issues of development of mobile applications.
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. Develop a native calculator application.
4. Write an application that draws basic graphical primitives on the screen.

5. Develop an application that makes use of database.
6. Develop an application that makes use of RSS Feed.
7. Implement an application that implements Multi threading
8. Develop a native application that uses GPS location information.
9. Implement an application that writes data to the SD card.
10. Implement an application that creates an alert upon receiving a message.
11. Write a mobile application that creates alarm clock

TOTAL: 45 PERIODS

OUTCOMES:

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

Design and Implement various mobile applications using emulators.

Deploy applications to hand-held devices

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.

CS6612 COMPILER LABORATORY L T P C
0 0 3 2

OBJECTIVES:

The student should be made to:

Be exposed to compiler writing tools.

Learn to implement the different Phases of compiler

Be familiar with control flow and data flow analysis

Learn simple optimization techniques

LIST OF EXPERIMENTS:

1. Implementation of Symbol Table
2. Develop a lexical analyzer to recognize a few patterns in C. (Ex. identifiers, constants, comments, operators etc.)
3. Implementation of Lexical Analyzer using Lex Tool
4. Generate YACC specification for a few syntactic categories.
   a) Program to recognize a valid arithmetic expression that usesoperator +, - , * and /.
   b) Program to recognize a valid variable which starts with a letterfollowed by any number of letters or digits.
   d)Implementation of Calculator using LEX and YACC
5. Convert the BNF rules into Yacc form and write code to generate Abstract Syntax Tree.
6. Implement type checking
7. Implement control flow analysis and Data flow Analysis
8. Implement any one storage allocation strategies(Heap,Stack,Static)
9. Construction of DAG
10. 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 a 8086 assembler. The target assembly instructions can be simple move, add, sub, jump. Also simple addressing modes are used.
11. Implementation of Simple Code Optimization Techniques (Constant Folding., etc.)

TOTAL: 45 PERIODS

OUTCOMES:

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

Implement the different Phases of compiler using tools

Analyze the control flow and data flow of a typical program

Optimize a given program

Generate an assembly language program equivalent to a source language program

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

Standalone desktops with C / C++ compiler and Compiler writing tools 30 Nos.

(or)

Server with C / C++ compiler and Compiler writing tools supporting 30 terminals or more.

LEX and YACC

GE6674 COMMUNICATION AND SOFT SKILLS - LABORATORY BASED **L T P C**

0 0 4 2

OBJECTIVES:

To enable learners to develop their communicative competence. To facilitate them to hone their soft skills.

To equip them with employability skills to enhance their prospect of placements.

UNIT I LISTENING AND SPEAKING SKILLS **12**

Conversational skills (formal and informal) – group discussion and interview skills – making presentations.

Listening to lectures, discussions, talk shows, news programmes, dialogues from TV/radio/Ted talk/Podcast – watching videos on interesting events on Youtube.

UNIT II READING AND WRITING SKILLS **12**

Reading different genres of tests ranging from newspapers to philosophical treatises – reading strategies such as graphic organizers, summarizing and interpretation.

Writing job applications – cover letter – resume – emails – letters – memos – reports – blogs – writing for publications.

UNIT III ENGLISH FOR NATIONAL AND INTERNATIONAL EXAMINATIONS AND PLACEMENTS **12**

International English Language Testing System (IELTS) – Test of English as a Foreign Language (TOEFL) – Graduate Record Examination (GRE) – Civil Service (Language related) – Verbal ability.

UNIT IV SOFT SKILLS (1) **12**

Motivation – self image – goal setting – managing changes – time management – stress management – leadership traits – team work – career and life planning.

UNIT V SOFT SKILLS (2) 12

Multiple intelligences – emotional intelligence – spiritual quotient (ethics) – intercultural communication – creative and critical thinking – learning styles and strategies.

TOTAL: 60 PERIODS

TEACHING METHODS:

1. To be totally learner-centric with minimum teacher intervention as the course revolves around practice.
2. Suitable audio/video samples from Podcast/YouTube to be used for illustrative purposes.
3. Portfolio approach for writing to be followed. Learners are to be encouraged to blog, tweet, text and email employing appropriate language.
4. GD/Interview/Role Play/Debate could be conducted off the laboratory (in a regular classroom) but learners are to be exposed to telephonic interview and video conferencing.
5. Learners are to be assigned to read/write/listen/view materials outside the classroom as well for graining proficiency and better participation in the class.

LAB INFRASTRUCTURE:

S. No.	Description of Equipment (minimum configuration)	Qty Required
1	**Server**	1 No.
	PIV System	
	1 GB RAM / 40 GB HDD	
	OS: Win 2000 server	
	Audio card with headphones	
	JRE 1.3	
2	**Client Systems**	60 Nos.
	PIII System	
	256 or 512 MB RAM / 40 GB HDD	
	OS: Win 2000	
	Audio card with headphones	
	JRE 1.3	
3	Handicam	1 No.
4	Television 46”	1 No.
5	Collar mike	1 No.
6	Cordless mike	1 No.
7	Audio Mixer	1 No.
8	DVD recorder/player	1 No.
9	LCD Projector with MP3/CD/DVD provision for Audio/video facility	1 No.

EVALUATION:

INTERNAL: 20 MARKS

Record maintenance: Students should write a report on a regular basis on the activities conducted, focusing on the details such as the description of the activity, ideas emerged, learning outcomes and so on. At the end of the semester records can be evaluated out of 20 marks.

EXTERNAL: 80 MARKS

Online Test	- 35 marks
Interview	- 15 marks
Presentation	- 15 marks
Group Discussion	- 15 marks

NOTE ON INTERNAL AND EXTERNAL EVALUATION:

1. Interview – mock interview can be conducted on one-on-one basis.
2. Speaking **–** example for role play:
   a. Marketing engineer convincing a customer to buy his product.
   b. Telephonic conversation- fixing an official appointment / placing an order / enquiring and so on.
3. Presentation – should be extempore on simple topics.
4. Discussion – topics of different kinds; general topics, case studies and abstract concept.

OUTCOMES:

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

Take international examination such as IELTS and TOEFL
Make presentations and Participate in Group Discussions.
Successfully answer questions in interviews**.**

REFERENCES:

1. Business English Certificate Materials, Cambridge University Press.
2. Graded Examinations in Spoken English and Spoken English for Work downloadable materials from Trinity College, London.
2. International English Language Testing System Practice Tests, Cambridge University Press.
3. Interactive Multimedia Programs on Managing Time and Stress.
4. Personality Development (CD-ROM), Times Multimedia, Mumbai.
5. Robert M Sherfield and et al. "Developing Soft Skills" 4th edition, New Delhi: Pearson Education, 2009.

WEB SOURCES:

http://www.slideshare.net/rohitjsh/presentation-on-group-discussion
http://www.washington.edu/doit/TeamN/present_tips.html
http://www.oxforddictionaries.com/words/writing-job-applications
http://www.kent.ac.uk/careers/cv/coveringletters.htm
http://www.mindtools.com/pages/article/newCDV_34.htm

CS6701 CRYPTOGRAPHY AND NETWORK SECURITY L T P C
3 0 0 3

OBJECTIVES:

The student should be made to:

Understand OSI security architecture and classical encryption techniques.
Acquire fundamental knowledge on the concepts of finite fields and number theory.
Understand various block cipher and stream cipher models.
Describe the principles of public key cryptosystems, hash functions and digital signature.

UNIT I INTRODUCTION & NUMBER THEORY 10

Services, Mechanisms and attacks-the OSI security architecture-Network security model-Classical Encryption techniques (Symmetric cipher model, substitution techniques, transposition techniques, steganography).FINITE FIELDS AND NUMBER THEORY: Groups, Rings, Fields-Modular arithmetic-Euclid's algorithm-Finite fields- Polynomial Arithmetic –Prime numbers-Fermat's and Euler's theorem-Testing for primality -The Chinese remainder theorem- Discrete logarithms.

UNIT II BLOCK CIPHERS & PUBLIC KEY CRYPTOGRAPHY 10

Data Encryption Standard-Block cipher principles-block cipher modes of operation-Advanced Encryption Standard (AES)-Triple DES-Blowfish-RC5 algorithm. **Public key cryptography:** Principles of public key cryptosystems-The RSA algorithm-Key management - Diffie Hellman Key exchange-Elliptic curve arithmetic-Elliptic curve cryptography.

UNIT III HASH FUNCTIONS AND DIGITAL SIGNATURES 8

Authentication requirement – Authentication function – MAC – Hash function – Security of hash function and MAC –MD5 - SHA - HMAC – CMAC - Digital signature and authentication protocols – DSS – EI Gamal – Schnorr.

UNIT IV SECURITY PRACTICE & SYSTEM SECURITY 8

Authentication applications – Kerberos – X.509 Authentication services - Internet Firewalls for Trusted System: Roles of Firewalls – Firewall related terminology- Types of Firewalls - Firewall designs - SET for E-Commerce Transactions. Intruder – Intrusion detection system – Virus and related threats – Countermeasures – Firewalls design principles – Trusted systems – Practical implementation of cryptography and security.

UNIT V E-MAIL, IP & WEB SECURITY 9

E-mail Security: Security Services for E-mail-attacks possible through E-mail - establishing keys privacy-authentication of the source-Message Integrity-Non-repudiation-Pretty Good Privacy-S/MIME. **IPSecurity:** Overview of IPSec - IP and IPv6-Authentication Header-Encapsulation Security Payload (ESP)-Internet Key Exchange (Phases of IKE, ISAKMP/IKE Encoding). **Web Security:** SSL/TLS Basic Protocol-computing the keys- client authentication-PKI as deployed by SSLAttacks fixed in v3-Exportability-Encoding-Secure Electronic Transaction (SET).

TOTAL: 45 PERIODS

OUTCOMES:

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

Compare various Cryptographic Techniques

Design Secure applications

Inject secure coding in the developed applications

TEXT BOOKS:

1. William Stallings, Cryptography and Network Security, 6th Edition, Pearson Education, March 2013. (UNIT I,II,III,IV).
2. Charlie Kaufman, Radia Perlman and Mike Speciner, "Network Security", Prentice Hall of India, 2002. (UNIT V).

REFERENCES:

1. Behrouz A. Ferouzan, "Cryptography & Network Security", Tata Mc Graw Hill, 2007.
2. Man Young Rhee, "Internet Security: Cryptographic Principles", "Algorithms and Protocols", Wiley Publications, 2003.
3. Charles Pfleeger, "Security in Computing", 4th Edition, Prentice Hall of India, 2006.
4. Ulysess Black, "Internet Security Protocols", Pearson Education Asia, 2000.
5. Charlie Kaufman and Radia Perlman, Mike Speciner, "Network Security, Second Edition, Private Communication in Public World", PHI 2002.
6. Bruce Schneier and Neils Ferguson, "Practical Cryptography", First Edition, Wiley Dreamtech India Pvt Ltd, 2003.
7. Douglas R Simson "Cryptography – Theory and practice", First Edition, CRC Press, 1995.
8. http://nptel.ac.in/.

CS6702 GRAPH THEORY AND APPLICATIONS L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Be familiar with the most fundamental Graph Theory topics and results. Be exposed to the techniques of proofs and analysis.

UNIT I INTRODUCTION 9

Graphs – Introduction – Isomorphism – Sub graphs – Walks, Paths, Circuits –Connectedness – Components – Euler graphs – Hamiltonian paths and circuits – Trees – Properties of trees – Distance and centers in tree – Rooted and binary trees.

UNIT II TREES, CONNECTIVITY & PLANARITY 9

Spanning trees – Fundamental circuits – Spanning trees in a weighted graph – cut sets – Properties of cut set – All cut sets – Fundamental circuits and cut sets – Connectivity and separability – Network flows – 1-Isomorphism – 2-Isomorphism – Combinational and geometric graphs – Planer graphs – Different representation of a planer graph.

UNIT III MATRICES, COLOURING AND DIRECTED GRAPH 8

Chromatic number – Chromatic partitioning – Chromatic polynomial – Matching – Covering – Four color problem – Directed graphs – Types of directed graphs – Digraphs and binary relations – Directed paths and connectedness – Euler graphs.

UNIT IV PERMUTATIONS & COMBINATIONS 9

Fundamental principles of counting - Permutations and combinations - Binomial theorem - combinations with repetition - Combinatorial numbers - Principle of inclusion and exclusion - Derangements - Arrangements with forbidden positions.

UNIT V GENERATING FUNCTIONS 10

Generating functions - Partitions of integers - Exponential generating function – Summation operator - Recurrence relations - First order and second order – Non-homogeneous recurrence relations - Method of generating functions.

TOTAL: 45 PERIODS

OUTCOMES:

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

Write precise and accurate mathematical definitions of objects in graph theory.

Use mathematical definitions to identify and construct examples and to distinguish examples from non-examples.

Validate and critically assess a mathematical proof.

Use a combination of theoretical knowledge and independent mathematical thinking in creative investigation of questions in graph theory.

Reason from definitions to construct mathematical proofs.

TEXT BOOKS:

1. Narsingh Deo, “Graph Theory: With Application to Engineering and Computer Science”, Prentice Hall of India, 2003.
2. Grimaldi R.P. “Discrete and Combinatorial Mathematics: An Applied Introduction”, Addison Wesley, 1994.

REFERENCES:

1. Clark J. and Holton D.A, “A First Look at Graph Theory”, Allied Publishers, 1995.
2. Mott J.L., Kandel A. and Baker T.P. “Discrete Mathematics for Computer Scientists and Mathematicians” , Prentice Hall of India, 1996.
3. Liu C.L., “Elements of Discrete Mathematics”, Mc Graw Hill, 1985.
4. Rosen K.H., “Discrete Mathematics and Its Applications”, Mc Graw Hill, 2007.

CS6703 GRID AND CLOUD COMPUTING L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Understand how Grid computing helps in solving large scale scientific problems.

Gain knowledge on the concept of virtualization that is fundamental to cloud computing.

Learn how to program the grid and the cloud.

Understand the security issues in the grid and the cloud environment.

UNIT I INTRODUCTION 9

Evolution of Distributed computing: Scalable computing over the Internet – Technologies for network based systems – clusters of cooperative computers - Grid computing Infrastructures – cloud computing - service oriented architecture – Introduction to Grid Architecture and standards – Elements of Grid – Overview of Grid Architecture.

UNIT II GRID SERVICES 9

Introduction to Open Grid Services Architecture (OGSA) – Motivation – Functionality Requirements – Practical & Detailed view of OGSA/OGSI – Data intensive grid service models – OGSA services.

UNIT III VIRTUALIZATION 9

Cloud deployment models: public, private, hybrid, community – Categories of cloud computing: Everything as a service: Infrastructure, platform, software - Pros and Cons of cloud computing – Implementation levels of virtualization – virtualization structure – virtualization of CPU, Memory and I/O devices – virtual clusters and Resource Management – Virtualization for data center automation.

UNIT IV PROGRAMMING MODEL 9

Open source grid middleware packages – Globus Toolkit (GT4) Architecture , Configuration – Usage of Globus – Main components and Programming model - Introduction to Hadoop Framework - Mapreduce, Input splitting, map and reduce functions, specifying input and output parameters, configuring and running a job – Design of Hadoop file system, HDFS concepts, command line and java interface, dataflow of File read & File write.

UNIT V SECURITY 9

Trust models for Grid security environment – Authentication and Authorization methods – Grid security infrastructure – Cloud Infrastructure security: network, host and application level – aspects of data security, provider data and its security, Identity and access management architecture, IAM practices in the cloud, SaaS, PaaS, IaaS availability in the cloud, Key privacy issues in the cloud.

TOTAL: 45 PERIODS

OUTCOMES:

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

Apply grid computing techniques to solve large scale scientific problems.
Apply the concept of virtualization.
Use the grid and cloud tool kits.
Apply the security models in the grid and the cloud environment.

TEXT BOOK:

1. Kai Hwang, Geoffery C. Fox and Jack J. Dongarra, "Distributed and Cloud Computing: Clusters, Grids, Clouds and the Future of Internet", First Edition, Morgan Kaufman Publisher, an Imprint of Elsevier, 2012.

REFERENCES:

1. Jason Venner, "Pro Hadoop- Build Scalable, Distributed Applications in the Cloud", A Press, 2009
2. Tom White, "Hadoop The Definitive Guide", First Edition. O'Reilly, 2009.
3. Bart Jacob (Editor), "Introduction to Grid Computing", IBM Red Books, Vervante, 2005
4. Ian Foster, Carl Kesselman, "The Grid: Blueprint for a New Computing Infrastructure", 2nd Edition, Morgan Kaufmann.
5. Frederic Magoules and Jie Pan, "Introduction to Grid Computing" CRC Press, 2009.
6. Daniel Minoli, "A Networking Approach to Grid Computing", John Wiley Publication, 2005.
7. Barry Wilkinson, "Grid Computing: Techniques and Applications", Chapman and Hall, CRC, Taylor and Francis Group, 2010.

CS6704 RESOURCE MANAGEMENT TECHNIQUES L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Be familiar with resource management techniques.
Learn to solve problems in linear programming and Integer programming.
Be exposed to CPM and PERT.

UNIT I LINEAR PROGRAMMING 9

Principal components of decision problem – Modeling phases – LP Formulation and graphic solution – Resource allocation problems – Simplex method – Sensitivity analysis.

UNIT II DUALITY AND NETWORKS 9

Definition of dual problem – Primal – Dual relation ships – Dual simplex methods – Post optimality analysis – Transportation and assignment model - Shortest route problem.

UNIT III INTEGER PROGRAMMING 9

Cutting plan algorithm – Branch and bound methods, Multistage (Dynamic) programming.

UNIT IV CLASSICAL OPTIMISATION THEORY: 9

Unconstrained external problems, Newton – Ralphson method – Equality constraints – Jacobean methods – Lagrangian method – Kuhn – Tucker conditions – Simple problems.

UNIT V OBJECT SCHEDULING: 9

Network diagram representation – Critical path method – Time charts and resource leveling – PERT.

TOTAL: 45 PERIODS

OUTCOMES:

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

Solve optimization problems using simplex method.

Apply integer programming and linear programming to solve real-life applications.

Use PERT and CPM for problems in project management

TEXT BOOK:

1. H.A. Taha, "Operation Research", Prentice Hall of India, 2002.

REFERENCES:

1. Paneer Selvam, 'Operations Research', Prentice Hall of India, 2002
2. Anderson 'Quantitative Methods for Business', 8th Edition, Thomson Learning, 2002.
3. Winston 'Operation Research', Thomson Learning, 2003.
4. Vohra, 'Quantitative Techniques in Management', Tata Mc Graw Hill, 2002.
5. Anand Sarma, 'Operation Research', Himalaya Publishing House, 2003.

CS6711 SECURITY LABORATORY L T P C

0 0 3 2

OBJECTIVES:

The student should be made to:

Be exposed to the different cipher techniques

Learn to implement the algorithms DES, RSA,MD5,SHA-1

Learn to use network security tools like GnuPG, KF sensor, Net Strumbler

LIST OF EXPERIMENTS:

1. Implement the following SUBSTITUTION & TRANSPOSITION TECHNIQUES concepts:
   a) Caesar Cipher
   b) Playfair Cipher
   c) Hill Cipher
   d) Vigenere Cipher
   e) Rail fence – row & Column Transformation
2. Implement the following algorithms
   a) DES
   b) RSA Algorithm
   c) Diffiee-Hellman
   d) MD5
   e) SHA-1
5 Implement the SIGNATURE SCHEME - Digital Signature Standard
6. Demonstrate how to provide secure data storage, secure data transmission and for creating digital signatures (GnuPG).
7. Setup a honey pot and monitor the honeypot on network (KF Sensor)
8. Installation of rootkits and study about the variety of options
9. Perform wireless audit on an access point or a router and decrypt WEP and WPA.(Net Stumbler)
10. Demonstrate intrusion detection system (ids) using any tool (snort or any other s/w)

TOTAL: 45 PERIODS

CS6712 **GRID AND CLOUD COMPUTING LABORATORY** **L T P C**
0 0 3 2

OBJECTIVES:

The student should be made to:

Be exposed to tool kits for grid and cloud environment.
Be familiar with developing web services/Applications in grid framework
Learn to run virtual machines of different configuration.
Learn to use Hadoop

LIST OF EXPERIMENTS:

GRID COMPUTING LAB

Use Globus Toolkit or equivalent and do the following:

1. Develop a new Web Service for Calculator.
2. Develop new OGSA-compliant Web Service.
3. Using Apache Axis develop a Grid Service.
4. Develop applications using Java or C/C++ Grid APIs
5. Develop secured applications using basic security mechanisms available in Globus Toolkit.
6. Develop a Grid portal, where user can submit a job and get the result. Implement it with and without GRAM concept.

CLOUD COMPUTING LAB

Use Eucalyptus or Open Nebula or equivalent to set up the cloud and demonstrate.

1. Find procedure to run the virtual machine of different configuration. Check how many virtual machines can be utilized at particular time.
2. Find procedure to attach virtual block to the virtual machine and check whether it holds the data even after the release of the virtual machine.
3. Install a C compiler in the virtual machine and execute a sample program.
4. Show the virtual machine migration based on the certain condition from one node to the other.
5. Find procedure to install storage controller and interact with it.
6. Find procedure to set up the one node Hadoop cluster.
7. Mount the one node Hadoop cluster using FUSE.
8. Write a program to use the API's of Hadoop to interact with it.
9. Write a wordcount program to demonstrate the use of Map and Reduce tasks

TOTAL: 45 PERIODS

OUTCOMES:

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

Use the grid and cloud tool kits.
Design and implement applications on the Grid.
Design and Implement applications on the Cloud.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

SOFTWARE:

Globus Toolkit or equivalent
Eucalyptus or Open Nebula or equivalent

HARDWARE

Standalone desktops 30 Nos

CS6801 MULTI-CORE ARCHITECTURES AND PROGRAMMING L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Understand the challenges in parallel and multi-threaded programming.

Learn about the various parallel programming paradigms, and 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 VPARALLEL 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 student should be able to:

Program Parallel Processors.

Develop programs using OpenMP and MPI.

Compare and contrast programming for serial processors and programming for parallel processors.

TEXT BOOKS:

1. Peter S. Pacheco, “An Introduction to Parallel Programming”, Morgan-Kauffman/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. Shameem Akhter and Jason Roberts, “Multi-core Programming”, Intel Press, 2006.

CS6811 **PROJECT WORK** **L T P C**

0 0 12 6

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: 180 PERIODS

OUTCOMES:

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.

CS6001 C# AND .NET PROGRAMMING L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Understand the foundations of CLR execution.
Learn the technologies of the .NET framework.
Know the object oriented aspects of C#.
Be aware of application development in .NET.
Learn web based applications on .NET (ASP.NET).

UNIT I INTRODUCTION TO C# 9

Introducing C#, Understanding .NET, overview of C#, Literals, Variables, Data Types, Operators, checked and unchecked operators, Expressions, Branching, Looping, Methods, implicit and explicit casting, Constant, Arrays, Array Class, Array List, String, String Builder, Structure, Enumerations, boxing and unboxing.

UNIT II OBJECT ORIENTED ASPECTS OF C# 9

Class, Objects, Constructors and its types, inheritance, properties, indexers, index overloading, polymorphism, sealed class and methods, interface, abstract class, abstract and interface, operator overloading, delegates, events, errors and exception, Threading.

UNIT III APPLICATION DEVELOPMENT ON .NET 9

Building windows application, Creating our own window forms with events and controls, menu creation, inheriting window forms, SDI and MDI application, Dialog Box(Modal and Modeless), accessing data with ADO.NET, DataSet, typed dataset, Data Adapter, updating database using stored procedures, SQL Server with ADO.NET, handling exceptions, validating controls, windows application configuration.

UNIT IVWEB BASED APPLICATION DEVELOPMENT ON .NET 9

Programming web application with web forms, ASP.NET introduction, working with XML and .NET, Creating Virtual Directory and Web Application, session management techniques, web.config, web services, passing datasets, returning datasets from web services, handling transaction, handling exceptions, returning exceptions from SQL Server.

UNIT V CLR AND .NET FRAMEWORK 9

Assemblies, Versoning, Attributes, reflection, viewing meta data, type discovery, reflection on type, marshalling, remoting, security in .NET

TOTAL: 45 PERIODS

OUTCOMES:

After completing this course, the student will be able to:

List the major elements of the .NET frame work
Explain how C# fits into the .NET platform.
Analyze the basic structure of a C# application
Debug, compile, and run a simple application.
Develop programs using C# on .NET
Design and develop Web based applications on .NET Discuss CLR.

TEXT BOOKS:

1. Herbert Schildt, “The Complete Reference: C# 4.0”, Tata Mc Graw Hill, 2012.
2. Christian Nagel et al. “Professional C# 2012 with .NET 4.5”, Wiley India, 2012.

REFERENCES:

1. Andrew Troelsen , “Pro C# 2010 and the .NET 4 Platform, Fifth edition, A Press, 2010.
2. Ian Griffiths, Matthew Adams, Jesse Liberty, “Programming C# 4.0”, Sixth Edition, O’Reilly, 2010.

GE6757 TOTAL QUALITY MANAGEMENT L T P C

3 0 0 3

OBJECTIVES:

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 - Quality statements - Customer focus - Customer orientation, Customer satisfaction, Customer complaints, Customer retention - Costs of quality.

UNIT II TQM PRINCIPLES 9

Leadership - Strategic quality planning, Quality Councils - Employee involvement - Motivation, Empowerment, Team and Teamwork, Quality circles 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 IVTQM TOOLS AND TECHNIQUES II 9

Control Charts - Process Capability - Concepts of Six Sigma - Quality Function Development (QFD) - Taguchi quality loss function - TPM - Concepts, improvement needs - Performance measures.

UNIT V QUALITY SYSTEMS 9

Need for ISO 9000 - ISO 9001-2008 Quality System - Elements, Documentation, Quality Auditing - QS 9000 - ISO 14000 - Concepts, Requirements and Benefits - TQM Implementation in manufacturing and service sectors..

TOTAL: 45 PERIODS

OUTCOMES :

The student would be able to apply the tools and techniques of quality management to manufacturing and services processes.

TEXTBOOK:

1. Dale H. Besterfiled, et at., "Total quality Management", Pearson Education Asia, Third Edition, Indian Reprint 2006.

REFERENCES:

1. James R. Evans and William M. Lindsay, "The Management and Control of Quality", 8th Edition, First Indian Edition, Cengage Learning, 2012.
2. Suganthi.L and Anand Samuel, "Total Quality Management", Prentice Hall (India) Pvt. Ltd., 2006.
3. Janakiraman. B and Gopal .R.K., "Total Quality Management - Text and Cases", Prentice Hall (India) Pvt. Ltd., 2006.

IT6702 DATA WAREHOUSING AND DATA MINING L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Be familiar with the concepts of data warehouse and data mining,

Be acquainted with the tools and techniques used for Knowledge Discovery in Databases.

UNIT I DATA WAREHOUSING 9

Data warehousing Components –Building a Data warehouse –- Mapping the Data Warehouse to a Multiprocessor Architecture – DBMS Schemas for Decision Support – Data Extraction, Cleanup, and Transformation Tools –Metadata.

UNIT II BUSINESS ANALYSIS 9

Reporting and Query tools and Applications – Tool Categories – The Need for Applications – Cognos Impromptu – Online Analytical Processing (OLAP) – Need – Multidimensional Data Model – OLAP Guidelines – Multidimensional versus Multirelational OLAP – Categories of Tools – OLAP Tools and the Internet.

UNIT III DATA MINING 9

Introduction – Data – Types of Data – Data Mining Functionalities – Interestingness of Patterns – Classification of Data Mining Systems – Data Mining Task Primitives – Integration of a Data Mining System with a Data Warehouse – Issues –Data Preprocessing.

UNIT IV ASSOCIATION RULE MINING AND CLASSIFICATION 9

Mining Frequent Patterns, Associations and Correlations – Mining Methods – Mining various Kinds of Association Rules – Correlation Analysis – Constraint Based Association Mining – Classification and Prediction - Basic Concepts - Decision Tree Induction - Bayesian Classification – Rule Based Classification – Classification by Back propagation – Support Vector Machines – Associative Classification – Lazy Learners – Other Classification Methods – Prediction.

UNIT V CLUSTERING AND TRENDS IN DATA MINING 9

Cluster Analysis - Types of Data – Categorization of Major Clustering Methods – K-means– Partitioning Methods – Hierarchical Methods - Density-Based Methods –Grid Based Methods – Model-Based Clustering Methods – Clustering High Dimensional Data - Constraint – Based Cluster Analysis – Outlier Analysis – Data Mining Applications.

TOTAL: 45 PERIODS

OUTCOMES:

After completing this course, the student will be able to:

Apply data mining techniques and methods to large data sets. Use data mining tools

Compare and contrast the various classifiers.

TEXT BOOKS:

1. Alex Berson and Stephen J.Smith, “Data Warehousing, Data Mining and OLAP”, Tata McGraw – Hill Edition, Thirteenth Reprint 2008.
2. Jiawei Han and Micheline Kamber, “Data Mining Concepts and Techniques”, Third Edition, Elsevier, 2012.

REFERENCES:

1. Pang-Ning Tan, Michael Steinbach and Vipin Kumar, “Introduction to Data Mining”, Person Education, 2007.
2. K.P. Soman, Shyam Diwakar and V. Aja, “Insight into Data Mining Theory and Practice”, Eastern Economy Edition, Prentice Hall of India, 2006.
3. G. K. Gupta, “Introduction to Data Mining with Case Studies”, Eastern Economy Edition, Prentice Hall of India, 2006.
4. Daniel T.Larose, “Data Mining Methods and Models”, Wiley-Interscience, 2006.

CS6002 NETWORK ANALYSIS AND MANAGEMENT L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Learn network devices functions and configurations hub, switch, tap and routers. Be familiar with network Security Devices.

Be exposed to network services.

Understand and analyze application performance

Learn to analyze network traffic and protocols

Be aware of network-troubleshooting concepts.

Understand network security concepts.

UNIT I A SYSTEM APPROACH TO NETWORK DESIGN AND REQUIREMENT ANALYSIS 9

Introduction-Network Service and Service based networks- Systems and services- characterizing the services. Requirement Analysis: Concepts – Background – User Requirements- Application Requirements- Host Requirements-Network Requirements – Requirement Analysis: Guidelines – Requirements gathering and listing- Developing service metrics to measure performance – Characterizing behavior- developing performance threshold – Distinguish between service performance levels. Requirement Analysis: Practice –Template, table and maps –simplifying the requirement analysis process –case study.

UNIT II FLOW ANALYSIS: CONCEPTS, GUIDELINES AND PRACTICE 9

Background- Flows- Data sources and sinks- Flow models- Flow boundaries- Flow distributions- Flow specifications- Applying the flow model-Establishing flow boundaries-Applying flow distributions-Combining flow models, boundaries and distributions- Developing flow specifications-prioritizing flow-simplifying flow analysis process –examples of applying flow specs- case study.

UNIT III LOGICAL DESIGN: CHOICES, INTERCONNECTION MECHANISMS, NETWORK MANAGEMENT AND SECURITY 9

Background- Establishing design goals- Developing criteria for technology evolution- Making technology choices for design-case study- Shared Medium- Switching and Routing: Comparison and contrast- Switching- Routing-Hybrid Routing/Switching Mechanisms – Applying Interconnection Mechanism to Design – Integrating Network management and security into the Design- Defining Network Management- Designing with manageable resources- Network Management Architecture-Security- Security mechanism- Examples- Network Management and security plans- Case study.

UNIT IV NETWORK DESIGN: PHYSICAL, ADDRESSING AND ROUTING 9

Introduction- Evaluating cable plant design options – Network equipment placement- diagramming the physical design- diagramming the worksheet –case study. Introduction to Addressing and routing- establishing routing flow in the design environments- manipulating routing flows- developing addressing strategies- developing a routing strategy- case study.

UNIT V NETWORK MANAGEMENT AND SNMP PROTOCOL MODEL 9

Network and System management, Network management system platform; Current SNMP Broadband and TMN management, Network management standards. SNMPV1, SNMPV2 system architecture, SNMPV2, structure of management information. SNMPV2 – MIB – SNMPV2 protocol, SNMPV3-Architecture, Application, MIB, security user based security model, access control RMON.

TOTAL: 45 PERIODS

OUTCOMES:

At the end of this course the students should be able to:

Explain the key concepts and algorithms in complex network analysis.
Apply a range of techniques for characterizing network structure.
Discuss methodologies for analyzing networks of different fields.
Demonstrate knowledge of recent research in the area and exhibit technical writing and presentation skills.

TEXT BOOKS:

1. James.D.McCabe, “Practical Computer Network Analysis and Design”, 1st Edition, Morgan Kaufaman, 1997.
2. Mani Subramanian, “Network Management – Principles & Practice” – 2nd Edition Prentice Hall, 2012.

REFERENCES:

1. J.Radz,”Fundamentals of Computer Network Analysis and Engineering: Basic Approaches for Solving Problems in the Networked Computing Environment”, Universe, 2005.
2. Mark Newman, “Networks: An Introduction”,Kindle Edition,2010.
3. Laura Chappel and Gerald Combs ,“Wireshark 101: Essential Skills for Network Analysis”,Kindle Edition,2013.
4. William Stallings., “SNMP, SNMP2, SNMP3 and RMON1 and 2”, Pearson Education, 2004.
5. Daw Sudira, “Network Management”, Sonali Publications, 2004.

IT6004 SOFTWARE TESTING L T P C
3 0 0 3

OBJECTIVES:

The student should be made to:

Expose the criteria for test cases.
Learn the design of test cases.
Be familiar with test management and test automation techniques.
Be exposed to test metrics and measurements.

UNIT I INTRODUCTION 9

Testing as an Engineering Activity – Testing as a Process – 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 – Defect Prevention strategies.

UNIT II TEST CASE DESIGN 9

Test case Design Strategies – Using Black Bod Approach to Test Case Design – Random Testing – Requirements based testing – Boundary Value Analysis – Equivalence Class Partitioning – State-based testing – Cause-effect graphing – Compatibility testing – user documentation testing – domain 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 – Evaluating Test Adequacy Criteria.

UNIT III LEVELS OF TESTING 9

The need for Levers 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 – The role of three groups in Test Planning and Policy Development – Introducing the test specialist – Skills needed by a test specialist – Building a Testing Group.

UNIT V TEST AUTOMATION 9

Software test automation – skill needed for automation – scope of automation – design and architecture for automation – requirements for a test tool – challenges in automation – Test metrics and measurements – project, progress and productivity metrics.

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 of 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.

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.

CS6003 AD HOC AND SENSOR NETWORKS L T P C
3 0 0 3

OBJECTIVES:

The student should be made to:

Understand the design issues in ad hoc and sensor networks.
Learn the different types of MAC protocols.
Be familiar with different types of adhoc routing protocols.
Be expose to the TCP issues in adhoc networks.
Learn the architecture and protocols of wireless sensor networks.

UNIT I INTRODUCTION 9

Fundamentals of Wireless Communication Technology – The Electromagnetic Spectrum – Radio propagation Mechanisms – Characteristics of the Wireless Channel -mobile ad hoc networks (MANETs) and wireless sensor networks (WSNs) :concepts and architectures. Applications of Ad Hoc and Sensor networks. Design Challenges in Ad hoc and Sensor Networks.

UNIT II MAC PROTOCOLS FOR AD HOC WIRELESS NETWORKS 9

Issues in designing a MAC Protocol- Classification of MAC Protocols- Contention based protocols- Contention based protocols with Reservation Mechanisms- Contention based protocols with Scheduling Mechanisms – Multi channel MAC-IEEE 802.11

UNIT III ROUTING PROTOCOLS AND TRANSPORT LAYER IN AD HOC WIRELESS NETWORKS 9

Issues in designing a routing and Transport Layer protocol for Ad hoc networks- proactive routing, reactive routing (on-demand), hybrid routing- Classification of Transport Layer solutions-TCP over Ad hoc wireless Networks.

UNIT IV WIRELESS SENSOR NETWORKS (WSNS) AND MAC PROTOCOLS 9

Single node architecture: hardware and software components of a sensor node - WSN Network architecture: typical network architectures-data relaying and aggregation strategies -MAC layer protocols: self-organizing, Hybrid TDMA/FDMA and CSMA based MAC- IEEE 802.15.4.

UNIT V WSN ROUTING, LOCALIZATION & QOS 9

Issues in WSN routing – OLSR- Localization – Indoor and Sensor Network Localization-absolute and relative localization, triangulation-QOS in WSN-Energy Efficient Design-Synchronization-Transport Layer issues.

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, the student should be able to:

Explain the concepts, network architectures and applications of ad hoc and wireless sensor networks

Analyze the protocol design issues of ad hoc and sensor networks

Design routing protocols for ad hoc and wireless sensor networks with respect to some protocol design issues

Evaluate the QoS related performance measurements of ad hoc and sensor networks

TEXT BOOK:

1. C. Siva Ram Murthy, and B. S. Manoj, "Ad Hoc Wireless Networks: Architectures and Protocols ", Prentice Hall Professional Technical Reference, 2008.

.

REFERENCES:

1. Carlos De Morais Cordeiro, Dharma Prakash Agrawal "Ad Hoc & Sensor Networks: Theory and Applications", World Scientific Publishing Company, 2006.
2. Feng Zhao and Leonides Guibas, "Wireless Sensor Networks", Elsevier Publication - 2002.
3. Holger Karl and Andreas Willig "Protocols and Architectures for Wireless Sensor Networks", Wiley, 2005
4. Kazem Sohraby, Daniel Minoli, & Taieb Znati, "Wireless Sensor Networks-Technology, Protocols, and Applications", John Wiley, 2007.
5. Anna Hac, "Wireless Sensor Network Designs", John Wiley, 2003.

CS6004 CYBER FORENSICS L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Learn the security issues network layer and transport layer

Be exposed to security issues of the application layer

Learn computer forensics

Be familiar with forensics tools

Learn to analyze and validate forensics data

UNIT I NETWORK LAYER SECURITY &TRANSPORT LAYER SECURITY 9

IPSec Protocol - IP Authentication Header - IP ESP - Key Management Protocol for IPSec . **Transport layer Security:** SSL protocol, Cryptographic Computations – TLS Protocol.

UNIT II E-MAIL SECURITY & FIREWALLS 9

PGP - S/MIME - Internet Firewalls for Trusted System: Roles of Firewalls – Firewall related terminology- Types of Firewalls - Firewall designs - SET for E-Commerce Transactions.

UNIT III 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 IV 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 V ANALYSIS AND VALIDATION 9

Validating Forensics Data – Data Hiding Techniques – Performing Remote Acquisition – Network Forensics – Email Investigations – Cell Phone and Mobile Devices Forensics

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, the student should be able to:

Discuss the security issues network layer and transport layer
Apply security principles in the application layer
Explain computer forensics
Use forensics tools
Analyze and validate forensics data

TEXT BOOKS:

1. Man Young Rhee, "Internet Security: Cryptographic Principles", "Algorithms and Protocols", Wiley Publications, 2003.
2. Nelson, Phillips, Enfinger, Steuart, "Computer Forensics and Investigations", Cengage Learning, India Edition, 2008.

REFERENCES:

1. John R.Vacca, "Computer Forensics", Cengage Learning, 2005
2. Richard E.Smith, "Internet Cryptography", 3rd Edition Pearson Education, 2008.
3. Marjie T.Britz, "Computer Forensics and Cyber Crime": An Introduction", 3rd Edition, Prentice Hall, 2013.

CS6005 ADVANCED DATABASE SYSTEMS L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Learn different types of databases.
Be exposed to query languages.
Be familiar with the indexing techniques.

UNIT I PARALLEL AND DISTRIBUTED DATABASES 9

Inter and Intra Query Parallelism – Architecture – Query evaluation – Optimization – Distributed Architecture – Storage – Catalog Management – Query Processing - Transactions – Recovery - Large-scale Data Analytics in the Internet Context – Map Reduce Paradigm - run-time system for supporting scalable and fault-tolerant execution - paradigms: Pig Latin and Hive and parallel databases versus Map Reduce.

UNIT II ACTIVE DATABASES 9

Syntax and Sematics (Starburst, Oracle, DB2) – Taxonomy – Applications – Integrity Management – Workflow Management – Business Rules – Design Principles – Properties – Rule Modularization – Rule Debugging – IDEA methodology – Open Problems.

UNIT III TEMPORAL AND OBJECT DATABASES 9

Overview – Data types – Associating Facts – Temporal Query Language – TSQL2 – Time Ontology – Language Constructs – Architecture – Temporal Support – Object Database and Change Management – Change of Schema – Implementing Database Updates in O2 – Benchmark Database Updates – Performance Evaluation.

UNIT IV COMPLEX QUERIES AND REASONING 9

Logic of Query Languages – Relational Calculi – Recursive rules – Syntax and semantics of Data log – Fix point semantics – Implementation Rules and Recursion – Rule rewriting methods – Compilation and Optimization – Recursive Queries in SQL – Open issues.

UNIT V SPATIAL, TEXT AND MULTIMEDIA DATABASES 9

Traditional Indexing Methods (Secondary Keys, Spatial Access Methods) – Text Retrieval – Multimedia Indexing – 1D Time Series – 2d Color images – Sub pattern Matching – Open Issues – Uncertainties.

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, the student should be able to:

Design different types of databases. Use query languages.

Apply indexing techniques.

TEXT BOOK:

1. Raghu Ramakrishnan “Database Management System”, Mc Graw Hill Publications, 2000.

REFERENCES:

1. Carlo Zaniolo, Stefano Ceri “Advanced Database Systems”, Morgan Kauffmann Publishers.VLDB Journal, 1997
2. Abraham Silberschatz, Henry F. Korth and S. Sudharshan, “Database System Concepts”, Sixth Edition, Tata McGraw Hill, 2011

BM6005 BIO INFORMATICS L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Exposed to the need for Bioinformatics technologies

Be familiar with the modeling techniques

Learn microarray analysis

Exposed to Pattern Matching and Visualization

UNIT I INTRODUCTION 9

Need for Bioinformatics technologies – Overview of Bioinformatics technologies Structural bioinformatics – Data format and processing – Secondary resources and applications – Role of Structural bioinformatics - Biological Data Integration System.

UNIT II DATAWAREHOUSING AND DATAMINING IN BIOINFORMATICS 9

Bioinformatics data – Data warehousing architecture – data quality – Biomedical data analysis – DNA data analysis – Protein data analysis – Machine learning – Neural network architecture and applications in bioinformatics.

UNIT III MODELING FOR BIOINFORMATICS 9

Hidden Markov modeling for biological data analysis – Sequence identification –Sequence classification – multiple alignment generation – Comparative modeling –Protein modeling – genomic modeling – Probabilistic modeling – Bayesian networks – Boolean networks - Molecular modeling – Computer programs for molecular modeling.

UNIT IV PATTERN MATCHING AND VISUALIZATION 9

Gene regulation – motif recognition – motif detection – strategies for motif detection – Visualization – Fractal analysis – DNA walk models – one dimension – two dimension – higher dimension – Game representation of Biological sequences – DNA, Protein, Amino acid sequences.

UNIT V MICROARRAY ANALYSIS 9

Microarray technology for genome expression study – image analysis for data extraction – preprocessing – segmentation – gridding – spot extraction – normalization, filtering – cluster analysis – gene network analysis – Compared Evaluation of Scientific Data Management Systems – Cost Matrix – Evaluation model - Benchmark – Tradeoffs.

TOTAL: 45 PERIODS

OUTCOMES:

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

Develop models for biological data.

Apply pattern matching techniques to bioinformatics data – protein data genomic data.

Apply micro array technology for genomic expression study.

TEXT BOOK:

1. Yi-Ping Phoebe Chen (Ed), “BioInformatics Technologies”, First Indian Reprint, Springer Verlag, 2007.

REFERENCES:

1. Bryan Bergeron, “Bio Informatics Computing”, Second Edition, Pearson Education, 2003.
2. Arthur M Lesk, “Introduction to Bioinformatics”, Second Edition, Oxford University Press, 2005

IT6801 SERVICE ORIENTED ARCHITECTURE L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Learn XML fundamentals.

Be exposed to build applications based on XML.

Understand the key principles behind SOA.

Be familiar with the web services technology elements for realizing SOA.

Learn the various web service standards.

UNIT I INTRODUCTION TO XML 9

XML document structure – Well formed and valid documents – Namespaces – DTD – XML Schema – X-Files.

UNIT II BUILDING XML- BASED APPLICATIONS 9

Parsing XML – using DOM, SAX – XML Transformation and XSL – XSL Formatting – Modeling Databases in XML.

UNIT III SERVICE ORIENTED ARCHITECTURE 9

Characteristics of SOA, Comparing SOA with Client-Server and Distributed architectures – Benefits of SOA -- Principles of Service orientation – Service layers.

UNIT IV WEB SERVICES 9

Service descriptions – WSDL – Messaging with SOAP – Service discovery – UDDI – Message Exchange Patterns – Orchestration – Choreography –WS Transactions.

UNIT V BUILDING SOA-BASED APPLICATIONS 9

Service Oriented Analysis and Design – Service Modeling – Design standards and guidelines -- Composition – WS-BPEL – WS-Coordination – WS-Policy – WS-Security – SOA support in J2EE

TOTAL : 45 PERIODS

OUTCOMES:

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

Build applications based on XML.
Develop web services using technology elements.
Build SOA-based applications for intra-enterprise and inter-enterprise applications.

TEXTBOOKS:

1. Ron Schmelzer et al. “XML and Web Services”, Pearson Education, 2002.
2. Thomas Erl, “Service Oriented Architecture: Concepts, Technology, and Design”, Pearson Education, 2005.

REFERENCES:

1. Frank P.Coyle, “XML, Web Services and the Data Revolution”, Pearson Education, 2002
2. Eric Newcomer, Greg Lomow, “Understanding SOA with Web Services”, Pearson Education, 2005
3. Sandeep Chatterjee and James Webber, “Developing Enterprise Web Services: An Architect's Guide”, Prentice Hall, 2004.
4. James McGovern, Sameer Tyagi, Michael E.Stevens, Sunil Mathew, “Java Web Services Architecture”, Morgan Kaufmann Publishers, 2003.

IT6005 DIGITAL IMAGE PROCESSING L T P C
3 0 0 3

OBJECTIVES:

The student should be made to:

Learn digital image fundamentals.
Be exposed to simple image processing techniques.
Be familiar with image compression and segmentation techniques. Learn to represent image in form of features.

UNIT I DIGITAL IMAGE FUNDAMENTALS 8

Introduction – Origin – Steps in Digital Image Processing – Components – Elements of Visual Perception – Image Sensing and Acquisition – Image Sampling and Quantization – Relationships between pixels - color models.

UNIT II IMAGE ENHANCEMENT 10 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.

UNIT III IMAGE RESTORATION AND SEGMENTATION 9 Noise models – Mean Filters – Order Statistics – Adaptive filters – Band reject Filters – Band pass Filters – Notch Filters – Optimum Notch Filtering – Inverse Filtering – Wiener filtering **Segmentation:** Detection of Discontinuities–Edge Linking and Boundary detection – Region based segmentation-Morphological processing- erosion and dilation.

UNIT IV WAVELETS AND IMAGE COMPRESSION 9

Wavelets – Subband coding - Multiresolution expansions - **Compression:** Fundamentals – Image Compression models – Error Free Compression – Variable Length Coding – Bit-Plane Coding – Lossless Predictive Coding – Lossy Compression – Lossy Predictive Coding – Compression Standards.

UNIT V IMAGE REPRESENTATION AND RECOGNITION 9

Boundary representation – Chain Code – Polygonal approximation, signature, boundary segments – Boundary description – Shape number – Fourier Descriptor, moments- Regional Descriptors – Topological feature, Texture - Patterns and Pattern classes - Recognition based on matching.

TOTAL: 45 PERIODS

OUTCOMES:

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

Discuss digital image fundamentals.

Apply image enhancement and restoration techniques.

Use image compression and segmentation Techniques.

Represent features of images.

TEXT BOOK:

1. Rafael C. Gonzales, Richard E. Woods, “Digital Image Processing”, Third Edition, Pearson Education, 2010.

REFERENCES:

1. Rafael C. Gonzalez, Richard E. Woods, Steven L. Eddins, “Digital Image Processing Using MATLAB”, Third Edition Tata McGraw Hill Pvt. Ltd., 2011.
2. Anil Jain K. “Fundamentals of Digital Image Processing”, PHI Learning Pvt. Ltd., 2011.
3. Willliam K Pratt, “Digital Image Processing”, John Willey, 2002.
4. Malay K. Pakhira, “Digital Image Processing and Pattern Recognition”, First Edition, PHI Learning Pvt. Ltd., 2011.
5. http://eeweb.poly.edu/~onur/lectures/lectures.html.
6. http://www.caen.uiowa.edu/~dip/LECTURE/lecture.html

EC6703 EMBEDDED AND REAL TIME SYSTEMS L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Learn the architecture and programming of ARM processor.

Be familiar with the embedded computing platform design and analysis.

Be exposed to the basic concepts of real time Operating system.

Learn the system design techniques and networks for embedded systems

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 PROCESSES AND OPERATING SYSTEMS 9

Introduction – Multiple tasks and multiple processes – Multirate systems- Preemptive real-time operating systems- Priority based scheduling- Interprocess communication mechanisms – Evaluating operating system performance- power optimization strategies for processes – Example Real time operating systems-POSIX-Windows CE.

UNIT V SYSTEM DESIGN TECHNIQUES AND NETWORKS 9

Design methodologies- Design flows - Requirement Analysis – Specifications-System analysis and architecture design – Quality Assurance techniques- Distributed embedded systems – MPSoCs and shared memory multiprocessors.

UNIT V CASE STUDY 9

Data compressor - Alarm Clock - Audio player - Software modem-Digital still camera - Telephone answering machine-Engine control unit – Video accelerator.

TOTAL: 45 PERIODS

OUTCOMES:

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

Describe the architecture and programming of ARM processor. Outline the concepts of embedded systems

Explain the basic concepts of real time Operating system design.

Use the system design techniques to develop software for embedded systems

Differentiate between the general purpose operating system and the real time operating system

Model real-time applications using embedded-system concepts

TEXT BOOK:

1. Marilyn Wolf, “Computers as Components - Principles of Embedded Computing System Design”, Third Edition “Morgan Kaufmann Publisher (An imprint from Elsevier), 2012.

REFERENCES:

1. Jonathan W.Valvano, “Embedded Microcomputer Systems Real Time Interfacing”, Third Edition Cengage Learning, 2012.
2. David. E. Simon, “An Embedded Software Primer”, 1st Edition, Fifth Impression, Addison-Wesley Professional, 2007.
3. Raymond J.A. Buhr, Donald L.Bailey, “An Introduction to Real-Time Systems- From Design to Networking with C/C++”, Prentice Hall,1999.
4. C.M. Krishna, Kang G. Shin, “Real-Time Systems”, International Editions, Mc Graw Hill 1997
5. K.V.K.K.Prasad, “Embedded Real-Time Systems: Concepts, Design & Programming”, Dream Tech Press, 2005.
6. Sriram V Iyer, Pankaj Gupta, “Embedded Real Time Systems Programming”, Tata Mc Graw Hill, 2004.

CS6006 GAME PROGRAMMING L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Understand the concepts of Game design and development.
Learn the processes, mechanics and issues in Game Design.
Be exposed to the Core architectures of Game Programming.
Know about Game programming platforms, frame works and engines. Learn to develop games.

UNIT I 3D GRAPHICS FOR GAME PROGRAMMING 9

3D Transformations, Quaternions, 3D Modeling and Rendering, Ray Tracing, Shader Models, Lighting, Color, Texturing, Camera and Projections, Culling and Clipping, Character Animation, Physics-based Simulation, Scene Graphs.

UNIT II GAME ENGINE DESIGN 9

Game engine architecture, Engine support systems, Resources and File systems, Game loop and real-time simulation, Human Interface devices, Collision and rigid body dynamics, Game profiling.

UNIT III GAME PROGRAMMING 9

Application layer, Game logic, Game views, managing memory, controlling the main loop, loading and caching game data, User Interface management, Game event management.

UNIT IV GAMING PLATFORMS AND FRAMEWORKS 9

2D and 3D Game development using Flash, DirectX, Java, Python, Game engines - DX Studio, Unity.

UNIT V GAME DEVELOPMENT 9

Developing 2D and 3D interactive games using DirectX or Python – Isometric and Tile Based Games, Puzzle games, Single Player games, Multi Player games.

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, students will be able to

Discuss the concepts of Game design and development.
Design the processes, and use mechanics for game development.
Explain the Core architectures of Game Programming.
Use Game programming platforms, frame works and engines.
Create interactive Games.

TEXT BOOKS:

1. Mike Mc Shaffrfy and David Graham, "Game Coding Complete", Fourth Edition, Cengage Learning, PTR, 2012.
2. Jason Gregory, "Game Engine Architecture", CRC Press / A K Peters, 2009.
3. David H. Eberly, "3D Game Engine Design, Second Edition: A Practical Approach to Real-Time Computer Graphics" 2nd Editions, Morgan Kaufmann, 2006.

REFERENCES:

1. Ernest Adams and Andrew Rollings, "Fundamentals of Game Design", 2nd Edition Prentice Hall / New Riders, 2009.
2. Eric Lengyel, "Mathematics for 3D Game Programming and Computer Graphics", 3rd Edition, Course Technology PTR, 2011.
3. Jesse Schell, The Art of Game Design: A book of lenses, 1st Edition, CRC Press, 2008.

CS6007 INFORMATION RETRIEVAL L T P C

3 0 0 3

OBJECTIVES:

The Student should be made to:

Learn the information retrieval models.
Be familiar with Web Search Engine.
Be exposed to Link Analysis.
Understand Hadoop and Map Reduce.
Learn document text mining techniques.

UNIT I INTRODUCTION 9

Introduction -History of IR- Components of IR - Issues –Open source Search engine Frameworks - The impact of the web on IR - The role of artificial intelligence (AI) in IR – IR Versus Web Search - Components of a Search engine- Characterizing the web.

UNIT II INFORMATION RETRIEVAL 9

Boolean and vector-space retrieval models- Term weighting - TF-IDF weighting- cosine similarity – Preprocessing - Inverted indices - efficient processing with sparse vectors – Language Model based IR - Probabilistic IR –Latent Semantic Indexing - Relevance feedback and query expansion.

UNIT III WEB SEARCH ENGINE – INTRODUCTION AND CRAWLING 9

Web search overview, web structure, the user, paid placement, search engine optimization/ spam. Web size measurement - search engine optimization/spam – Web Search Architectures - crawling - meta-crawlers- Focused Crawling - web indexes –- Near-duplicate detection - Index Compression - XML retrieval.

UNIT IV WEB SEARCH – LINK ANALYSIS AND SPECIALIZED SEARCH 9

Link Analysis –hubs and authorities – Page Rank and HITS algorithms -Searching and Ranking – Relevance Scoring and ranking for Web – Similarity - Hadoop & Map Reduce - Evaluation - Personalized search - Collaborative filtering and content-based recommendation of documents and products – handling "invisible" Web - Snippet generation, Summarization, Question Answering, Cross-Lingual Retrieval.

UNIT V DOCUMENT TEXT MINING 9

Information filtering; organization and relevance feedback – Text Mining -Text classification and clustering - Categorization algorithms: naive Bayes; decision trees; and nearest neighbor - Clustering algorithms: agglomerative clustering; k-means; expectation maximization (EM).

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, students will be able to

Apply information retrieval models.
Design Web Search Engine.
Use Link Analysis.
Use Hadoop and Map Reduce.
Apply document text mining techniques.

TEXT BOOKS:

1. C. Manning, P. Raghavan, and H. Schütze, Introduction to Information Retrieval , Cambridge University Press, 2008.
2. Ricardo Baeza -Yates and Berthier Ribeiro - Neto, Modern Information Retrieval: The Concepts and Technology behind Search 2nd Edition, ACM Press Books 2011.
3. Bruce Croft, Donald Metzler and Trevor Strohman, Search Engines: Information Retrieval in Practice, 1st Edition Addison Wesley, 2009.
4. Mark Levene, An Introduction to Search Engines and Web Navigation, 2nd Edition Wiley, 2010.

REFERENCES:

1. Stefan Buettcher, Charles L. A. Clarke, Gordon V. Cormack, Information Retrieval: Implementing and Evaluating Search Engines, The MIT Press, 2010.
2. Ophir Frieder "Information Retrieval: Algorithms and Heuristics: The Information Retrieval Series ", 2nd Edition, Springer, 2004.
3. Manu Konchady, "Building Search Applications: Lucene, Ling Pipe", and First Edition, Gate Mustru Publishing, 2008.

IT6006 DATA ANALYTICS L T P C

3 0 0 3

OBJECTIVES:

The Student should be made to:

Be exposed to big data
Learn the different ways of Data Analysis
Be familiar with data streams
Learn the mining and clustering
Be familiar with the visualization

UNIT I INTRODUCTION TO BIG DATA 8

Introduction to Big Data Platform – Challenges of conventional systems - Web data – Evolution of Analytic scalability, analytic processes and tools, Analysis vs reporting - Modern data analytic tools, Stastical concepts: Sampling distributions, resampling, statistical inference, prediction error.

UNIT II DATA ANALYSIS 12

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 generalization, competitive learning, principal component analysis and neural networks; Fuzzy logic: extracting fuzzy models from data, fuzzy decision trees, Stochastic search methods.

UNIT III MINING DATA STREAMS 8

Introduction to Streams Concepts – Stream data model and architecture - Stream Computing, Sampling data in a stream – Filtering streams – Counting distinct elements in a stream – Estimating moments – Counting oneness in a window – Decaying window - Realtime Analytics Platform(RTAP) applications - case studies - real time sentiment analysis, stock market predictions.

UNIT IV FREQUENT ITEMSETS AND CLUSTERING 9

Mining Frequent itemsets - Market based model – 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.

UNIT V FRAMEWORKS AND VISUALIZATION 8

MapReduce – Hadoop, Hive, MapR – Sharding – NoSQL Databases - S3 - Hadoop Distributed file systems – Visualizations - Visual data analysis techniques, interaction techniques; Systems and applications:

TOTAL: 45 PERIODS

OUTCOMES:

The student should be made to:

Apply the statistical analysis methods.

Compare and contrast various soft computing frameworks.

Design distributed file systems.

Apply Stream data model.

Use Visualisation techniques

TEXT BOOKS:

1. Michael Berthold, David J. Hand, Intelligent Data Analysis, Springer, 2007.
2. Anand Rajaraman and Jeffrey David Ullman, Mining of Massive Datasets, Cambridge University Press, 2012.

REFERENCES:

1. Bill Franks, Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with advanced analystics, John Wiley & sons, 2012.
2. Glenn J. Myatt, Making Sense of Data, John Wiley & Sons, 2007 Pete Warden, Big Data Glossary, O'Reilly, 2011.
3. Jiawei Han, Micheline Kamber "Data Mining Concepts and Techniques", Second Edition, Elsevier, Reprinted 2008.

CS6008 HUMAN COMPUTER INTERACTION L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Learn the foundations of Human Computer Interaction.

Be familiar with the design technologies for individuals and persons with disabilities. Be aware of mobile HCI.

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.

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

Cognitive models –Socio-Organizational issues and stake holder 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.

UNIT V WEB INTERFACE DESIGN 9

Designing Web Interfaces – Drag & Drop, Direct Selection, Contextual Tools, Overlays, Inlays and Virtual Pages, Process Flow. Case Studies.

L: 45, T: 0, TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, the student 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).

CS6009 **NANO COMPUTING** **L T P C**

3 0 0 3

OBJECTIVES:

The student should be made to:

Learn nano computing challenges.
Be familiar with the imperfections.
Be exposed to reliability evaluation strategies.
Learn nano scale quantum computing.
Understand Molecular Computing and Optimal Computing.

UNIT I NANOCOMPUTING-PROSPECTS AND CHALLENGES 9

Introduction - History of Computing - Nanocomputing - Quantum Computers – Nanocomputing Technologies - Nano Information Processing - Prospects and Challenges - Physics of Nanocomputing : Digital Signals and Gates - Silicon Nanoelectronics - Carbon Nanotube Electronics - Carbon Nanotube Field-effect Transistors – Nanolithography.

UNIT II NANOCOMPUTING WITH IMPERFECTIONS 9

Introduction - Nanocomputing in the Presence of Defects and Faults - Defect Tolerance - Towards Quadrillion Transistor Logic Systems.

UNIT III RELIABILITY OF NANOCOMPUTING 9

Markov Random Fields - Reliability Evaluation Strategies - NANOLAB - NANOPRISM - Reliable Manufacturing and Behavior from Law of Large Numbers.

UNIT IV NANOSCALE QUANTUM COMPUTING 9

Quantum Computers - Hardware Challenges to Large Quantum Computers - Fabrication, Test, and Architectural Challenges - Quantum-dot Cellular Automata (QCA) - Computing with QCA - QCA Clocking - QCA Design Rules.

UNIT V QCADESIGNER SOFTWARE AND QCA IMPLEMENTATION 9

Basic QCA Circuits using QCA Designer - QCA Implementation - Molecular and Optical Computing: Molecular Computing - Optimal Computing - Ultrafast Pulse Shaping and Tb/sec Data Speeds.

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, the student should be able to:

Discuss nano computing challenges.
Handle the imperfections.
Apply reliability evaluation strategies.
Use nano scale quantum computing.
Utilize Molecular Computing and Optimal Computing.

TEXT BOOK:

1. Sahni V. and Goswami D., Nano Computing, McGraw Hill Education Asia Ltd. (2008), ISBN (13): 978007024892.

REFERNCES:

1. Sandeep K. Shukla and R. Iris Bahar., Nano, Quantum and Molecular Computing, Kluwer Academic Publishers 2004, ISBN: 1402080670.
2. Sahni V, Quantum Computing, McGraw Hill Education Asia Ltd. 2007.
3. Jean-Baptiste Waldner, Nanocomputers and Swarm Intelligence, John Wiley & Sons, Inc. 2008, ISBN (13): 978-1848210097.

IT6011 **KNOWLEDGE MANAGEMENT** **L T P C**

3 0 0 3

OBJECTIVES:

The student should be made to:

Learn the Evolution of Knowledge management.

Be familiar with tools.

Be exposed to Applications.

Be familiar with some case studies.

UNIT I INTRODUCTION 9

An Introduction to Knowledge Management - The foundations of knowledge management- including cultural issues- technology applications organizational concepts and processes- management aspects- and decision support systems. The Evolution of Knowledge management**:** From Information Management to Knowledge Management - Key Challenges Facing the Evolution of Knowledge Management - Ethics for Knowledge Management.

UNIT II CREATING THE CULTURE OF LEARNING AND KNOWLEDGE SHARING 8

Organization and Knowledge Management - Building the Learning Organization. Knowledge Markets: Cooperation among Distributed Technical Specialists – Tacit Knowledge and Quality Assurance.

UNIT III KNOWLEDGE MANAGEMENT-THE TOOLS 10

Telecommunications and Networks in Knowledge Management - Internet Search Engines and Knowledge Management - Information Technology in Support of Knowledge Management - Knowledge Management and Vocabulary Control - Information Mapping in Information Retrieval - Information Coding in the Internet Environment - Repackaging Information.

UNIT IV KNOWLEDGEMANAGEMENT-APPLICATION 9

Components of a Knowledge Strategy - Case Studies (From Library to Knowledge Center, Knowledge Management in the Health Sciences, Knowledge Management in Developing Countries).

UNIT V FUTURE TRENDS AND CASE STUDIES 9

Advanced topics and case studies in knowledge management - Development of a knowledge management map/plan that is integrated with an organization's strategic and business plan - A case study on Corporate Memories for supporting various aspects in the process life -cycles of an organization.

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, the student should be able to:

Use the knowledge management tools.

Develop knowledge management Applications.

Design and develop enterprise applications.

TEXT BOOK:

1. Srikantaiah.T. K., Koenig, M., “Knowledge Management for the Information Professional” Information Today, Inc., 2000.

REFERENCE:

1. Nonaka, I., Takeuchi, H., “The Knowledge-Creating Company: How Japanese Companies Create the Dynamics of Innovation”, Oxford University Press, 1995.

CS6010 SOCIAL NETWORK ANALYSIS L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Understand the concept of semantic web and related applications.
Learn knowledge representation using ontology.
Understand human behaviour in social web and related communities.
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 student 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.

MG6088 SOFTWARE PROJECT MANAGEMENT L T P C
3 0 0 3

OBJECTIVES:

To outline the need for Software Project Management
To highlight different techniques for software cost estimation and activity planning.

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 - mental delivery – Rapid Application development – Agile methods – Extreme Programming – SCRUM – Managing interactive processes – Basics of Software estimation – Effort and Cost estimation techniques – COSMIC Full function points - COCOMO II A Parametric Productivity Model - Staffing Pattern.

UNIT III ACTIVITY PLANNING AND RISK MANAGEMENT 9

Objectives of Activity planning – Project schedules – Activities – Sequencing and scheduling – Network Planning models – Forward Pass & Backward Pass techniques – Critical path (CRM) method – Risk identification – Assessment – Monitoring – PERT technique – Monte Carlo simulation – Resource Allocation – Creation of critical patterns – Cost schedules.

UNIT IV PROJECT MANAGEMENT AND CONTROL 9

Framework for Management and control – Collection of data Project termination – Visualizing progress – Cost monitoring – Earned Value Analysis- 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 – Ethical and Programmed concerns – Working in teams – Decision making – Team structures – Virtual teams – Communications genres – Communication plans.

TOTAL: 45 PERIODS

OUTCOMES:

At the end of the course the students will be able to practice Project Management principles while developing a software.

TEXTBOOK:

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.

GE6075 PROFESSIONAL ETHICS IN ENGINEERING L T 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

TEXTBOOKS:

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, "Fundametals 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

CS6011 NATURAL LANGUAGE PROCESSING L T P C

3 0 0 3

OBJECTIVES:

The student should be made to:

Learn the techniques in natural language processing.

Be familiar with the natural language generation.

Be exposed to machine translation.

Understand the information retrieval techniques.

UNIT I OVERVIEW AND LANGUAGE MODELING 8

Overview**:** Origins and challenges of NLP-Language and Grammar-Processing Indian Languages-NLP Applications-Information Retrieval. Language Modeling**:** Various Grammar- based Language Models-Statistical Language Model.

UNIT II WORD LEVEL AND SYNTACTIC ANALYSIS 9

Word Level Analysis: Regular Expressions-Finite-State Automata-Morphological Parsing-Spelling Error Detection and correction-Words and Word classes-Part-of Speech Tagging.

Syntactic Analysis**:** Context-free Grammar-Constituency- Parsing-Probabilistic Parsing.

UNIT III SEMANTIC ANALYSIS AND DISCOURSE PROCESSING 10

Semantic Analysis: Meaning Representation-Lexical Semantics- Ambiguity-Word Sense Disambiguation. Discourse Processing**:** cohesion-Reference Resolution- Discourse Coherence and Structure.

UNIT IV NATURAL LANGUAGE GENERATION AND MACHINE TRANSLATION 9

Natural Language Generation**:** Architecture of NLG Systems- Generation Tasks and Representations-Application of NLG. Machine Translation: Problems in Machine Translation- Characteristics of Indian Languages- Machine Translation Approaches-Translation involving Indian Languages.

UNIT V INFORMATION RETRIEVAL AND LEXICAL RESOURCES 9

Information Retrieval**:** Design features of Information Retrieval Systems-Classical, Non-classical, Alternative Models of Information Retrieval – valuation Lexical Resources**:** World Net-Frame Net-Stemmers-POS Tagger- Research Corpora.

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, the student should be able to:

Analyze the natural language text.
Generate the natural language.
Do machine translation.
Apply information retrieval techniques.

TEXT BOOK:

1. Tanveer Siddiqui, U.S. Tiwary, “Natural Language Processing and Information Retrieval”, Oxford University Press, 2008.

REFERENCES:

1. Daniel Jurafsky and James H Martin, “Speech and Language Processing: An introduction to Natural Language Processing, Computational Linguistics and Speech Recognition”, 2nd Edition, Prentice Hall, 2008.
2. James Allen, “Natural Language Understanding”, 2nd edition, Benjamin /Cummings publishing company, 1995.

CS6012 SOFT COMPUTING L T P C
3 0 0 3

OBJECTIVES:

The student should be made to:

Learn the various soft computing frame works.
Be familiar with design of various neural networks.
Be exposed to fuzzy logic.
Learn genetic programming.
Be exposed to hybrid systems.

UNIT I INTRODUCTION 9

Artificial neural network: Introduction, characteristics- learning methods – taxonomy – Evolution of neural networks- basic models - important technologies - applications.
Fuzzy logic: Introduction - crisp sets- fuzzy sets - crisp relations and fuzzy relations: cartesian product of relation - classical relation, fuzzy relations, tolerance and equivalence relations, non-iterative fuzzy sets. Genetic algorithm- Introduction - biological background - traditional optimization and search techniques - Genetic basic concepts.

UNIT II NEURAL NETWORKS 9

McCulloch-Pitts neuron - linear separability - hebb network - supervised learning network: perceptron networks - adaptive linear neuron, multiple adaptive linear neuron, BPN, RBF, TDNN- associative memory network: auto-associative memory network, hetero-associative memory network, BAM, hopfield networks, iterative autoassociative memory network & iterative associative memory network – unsupervised learning networks: Kohonen self organizing feature maps, LVQ – CP networks, ART network.

UNIT III FUZZY LOGIC 9

Membership functions: features, fuzzification, methods of membership value assignments- Defuzzification: lambda cuts - methods - fuzzy arithmetic and fuzzy measures: fuzzy arithmetic - extension principle - fuzzy measures - measures of fuzziness -fuzzy integrals - fuzzy rule base and approximate reasoning : truth values and tables, fuzzy propositions, formation of rules-decomposition of rules, aggregation of fuzzy rules, fuzzy reasoning-fuzzy inference systems-overview of fuzzy expert system-fuzzy decision making.

UNIT IV GENETIC ALGORITHM 9

Genetic algorithm and search space - general genetic algorithm – operators - Generational cycle - stopping condition – constraints - classification - genetic programming – multilevel optimization – real life problem- advances in GA.

UNIT V HYBRID SOFT COMPUTING TECHNIQUES & APPLICATIONS 9

Neuro-fuzzy hybrid systems - genetic neuro hybrid systems - genetic fuzzy hybrid and fuzzy genetic hybrid systems - simplified fuzzy ARTMAP - Applications: A fusion approach of multispectral images with SAR, optimization of traveling salesman problem using genetic algorithm approach, soft computing based hybrid fuzzy controllers.

TOTAL: 45 PERIODS

OUTCOMES:

Upon completion of the course, the student should be able to:

Apply various soft computing frame works.
Design of various neural networks.
Use fuzzy logic.
Apply genetic programming.
Discuss hybrid soft computing.

TEXT BOOKS:

1. J.S.R.Jang, C.T. Sun and E.Mizutani, “Neuro-Fuzzy and Soft Computing”, PHI / Pearson Education 2004.
2. S.N.Sivanandam and S.N.Deepa, "Principles of Soft Computing", Wiley India Pvt Ltd, 2011.

REFERENCES:

1. S.Rajasekaran and G.A.Vijayalakshmi Pai, "Neural Networks, Fuzzy Logic and Genetic Algorithm: Synthesis & Applications", Prentice-Hall of India Pvt. Ltd., 2006.
2. George J. Klir, Ute St. Clair, Bo Yuan, “Fuzzy Set Theory: Foundations and Applications” Prentice Hall, 1997.
3. David E. Goldberg, “Genetic Algorithm in Search Optimization and Machine Learning” Pearson Education India, 2013.
4. James A. Freeman, David M. Skapura, “Neural Networks Algorithms, Applications, and Programming Techniques, Pearson Education India, 1991.
5. Simon Haykin, “Neural Networks Comprehensive Foundation” Second Edition, Pearson Education, 2005.