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

Evaluation Scheme & Syllabus

For

B.Tech. 3rd Year

(IT and CSI)

On

Choice Based Credit System

(Effective from the Session: 2020-21)

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

B.TECH (COMPUTER SCIENCE & ENGINEERING) CURRICULUM STRUCTURE

SEMESTER- V

Sl. No.	Subject Codes	Subject	Periods			Evaluation Scheme				End Semester		Total	Credit
			L	T	P	CT	TA	Total	PS	TE	PE		
1	KCS501	Database Management System	3	1	0	30	20	50		100		150	4
2	KIT501	Web Technology	3	1	0	30	20	50		100		150	4
3	KCS503	Design and Analysis of Algorithm	3	1	0	30	20	50		100		150	4
4		Departmental Elective-I	3	0	0	30	20	50		100		150	3
5		Departmental Elective-II	3	0	0	30	20	50		100		150	3
6	KCS551	Database Management System Lab	0	0	2				25		25	50	1
7	KIT551	Web Technology Lab	0	0	2				25		25	50	1
8	KCS553	Design and Analysis of Algorithm Lab	0	0	2				25		25	50	1
9	KCS554	Mini Project or Internship Assessment*****	0	0	2				50			50	1
10	NC^{+}	Constitution of India / Essence of Indian Traditional Knowledge	2	0	0	15	10	25		50			
11		MOOCs (Essential for Hons. Degree)											
		Total	**17**	**3**	**8**							**950**	**22**

*****The Mini Project or internship (4 weeks) conducted during summer break after IV semester and will be assessed during V semester.

SEMESTER- VI													
Sl. No.	**Subject Codes**	**Subject**	**Periods**			**Evaluation Scheme**				**End Semester**		**Total**	**Credit**
			L	**T**	**P**	**CT**	**TA**	**Total**	**PS**	**TE**	**PE**		
1	KCS601	Software Engineering	3	1	0	30	20	50		100		150	4
2	KIT601	Data Analytics	3	1	0	30	20	50		100		150	4
3	KCS603	Computer Networks	3	1	0	30	20	50		100		150	4
4		Departmental Elective-III	3	0	0	30	20	50		100		150	3
5		Open Elective-I	3	0	0	30	20	50		100		150	3
6	KCS661	Software Engineering Lab	0	0	2				25		25	50	1
7	KIT661	Data Analytics Lab	0	0	2				25		25	50	1
8	KCS663	Computer Networks Lab	0	0	2				25		25	50	1
9	NC^+	Essence of Indian Traditional Knowledge/Constitution of India	2	0	0	15	10	25		50			
10		MOOCs (Essential for Hons. Degree)											
		Total	**0**	**3**	**6**							**900**	**21**

NC^+ : Non Credit Course

Departmental Elective-I

1. KIT-051 Statistical Computing
2. KIT-052 Compiler Design
3. KCS-053 Computer Graphics
4. KCS -054 Application of Soft Computing

Departmental Elective-II

1. KCS-055 Machine Learning Techniques
2. KCS -056 Object Oriented System Design
3. KCS-057 Augmented & Virtual Reality
4. KCS-058 Human Computer Interface

Departmental Elective-III

1. KCS-061 Big Data
2. KCS-062 Image Processing
3. KIT -061 Blockchain Architecture Design
4. KCS-064 Data Compression

B.TECH. (INFORMATION TECHNOLOGY and CSI)

FIFTH SEMESTER (DETAILED SYLLABUS)

Database Management System (KCS501)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Apply knowledge of database for real life applications.	K_3
CO 2	Apply query processing techniques to automate the real time problems of databases.	K_3, K_4
CO 3	Identify and solve the redundancy problem in database tables using normalization.	K_2, K_3
CO 4	Understand the concepts of transactions, their processing so they will familiar with broad range of database management issues including data integrity, security and recovery.	K_2, K_4
CO 5	Design, develop and implement a small database project using database tools.	K_3, K_6
DETAILED SYLLABUS		**3-1-0**

Unit	Topic	Proposed Lecture
I	**Introduction:** Overview, Database System vs File System, Database System Concept and Architecture, Data Model Schema and Instances, Data Independence and Database Language and Interfaces, Data Definitions Language, DML, Overall Database Structure. Data Modeling Using the Entity Relationship Model: ER Model Concepts, Notation for ER Diagram, Mapping Constraints, Keys, Concepts of Super Key, Candidate Key, Primary Key, Generalization, Aggregation, Reduction of an ER Diagrams to Tables, Extended ER Model, Relationship of Higher Degree.	**08**
II	**Relational data Model and Language:** Relational Data Model Concepts, Integrity Constraints, Entity Integrity, Referential Integrity, Keys Constraints, Domain Constraints, Relational Algebra, Relational Calculus, Tuple and Domain Calculus. Introduction on SQL: Characteristics of SQL, Advantage of SQL. SQl Data Type and Literals. Types of SQL Commands. SQL Operators and Their Procedure. Tables, Views and Indexes. Queries and Sub Queries. Aggregate Functions. Insert, Update and Delete Operations, Joins, Unions, Intersection, Minus, Cursors, Triggers, Procedures in SQL/PL SQL	**08**
III	**Data Base Design & Normalization:** Functional dependencies, normal forms, first, second, 8 third normal forms, BCNF, inclusion dependence, loss less join decompositions, normalization using FD, MVD, and JDs, alternative approaches to database design	**08**
IV	**Transaction Processing Concept:** Transaction System, Testing of Serializability, Serializability of Schedules, Conflict & View Serializable Schedule, Recoverability, Recovery from Transaction Failures, Log Based Recovery, Checkpoints, Deadlock Handling. Distributed Database: Distributed Data Storage, Concurrency Control, Directory System.	**08**
V	**Concurrency Control Techniques:** Concurrency Control, Locking Techniques for Concurrency Control, Time Stamping Protocols for Concurrency Control, Validation Based Protocol, Multiple Granularity, Multi Version Schemes, Recovery with Concurrent Transaction, Case Study of Oracle.	**08**

Text books:

1. Korth, Silbertz, Sudarshan," Database Concepts", McGraw Hill
2. Date C J, "An Introduction to Database Systems", Addision Wesley
3. Elmasri, Navathe, " Fundamentals of Database Systems", Addision Wesley
4. O'Neil, Databases, Elsevier Pub.
5. RAMAKRISHNAN"Database Management Systems",McGraw Hill
6. Leon & Leon,"Database Management Systems", Vikas Publishing House
7. Bipin C. Desai, " An Introduction to Database Systems", Gagotia Publications
8. Majumdar & Bhattacharya, "Database Management System", TMH

Web Technology (KIT 501)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Apply the knowledge of the internet and related internet concepts that are vital in understanding web application development and analyze the insights of internet programming to implement complete application over the web.	K_3, K_6
CO 2	Understand, analyze and apply the role of mark up languages like HTML, DHTML, and XML in the workings of the web and web applications.	K_2, K_3
CO 3	Use web application development software tools i.e. XML, Apache Tomcat etc. and identifies the environments currently available on the market to design web sites.	K_3, K_6
CO 4	Understand, analyze and build dynamic web pages using client side programming JavaScript and also develop the web application using servlet and JSP.	K_2, K_4, K_6
CO 5	Understand the impact of web designing by database connectivity with JDBC in the current market place where everyone use to prefer electronic medium for shopping, commerce, fund transfer and even social life also.	K_2, K_3, K_4
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	I**ntroduction:** Introduction and Web Development Strategies, History of Web and Internet, Protocols Governing Web, Writing Web Projects, Connecting to Internet, Introduction to Internet services and tools, Introduction to client-server computing. Core Java: Introduction, Operator, Data type, Variable, Arrays, Methods & Classes, Inheritance, Package and Interface, Exception Handling, Multithread programming, I/O, Java Applet, String handling, Event handling, Introduction to AWT, AWT controls, Layout managers	**08**
II	**Web Page Designing:** HTML: List, Table, Images, Frames, forms, CSS, Document type definition, XML: DTD, XML schemes, Object Models, presenting and using XML, Using XML Processors: DOM and SAX, Dynamic HTML	**08**
III	**Scripting:** Java script: Introduction, documents, forms, statements, functions, objects; introduction to AJAX, **Networking :** Internet Addressing, InetAddress, Factory Methods, Instance Methods, TCP/IP Client Sockets, URL, URL Connection, TCP/IP Server Sockets, Datagram.	**08**
IV	**Enterprise Java Bean:** Preparing a Class to be a JavaBeans, Creating a JavaBeans, JavaBeans Properties, Types of beans, Stateful Session bean, Stateless Session bean, Entity bean **Java Database Connectivity (JDBC):** Merging Data from Multiple Tables: Joining, Manipulating, Databases with JDBC, Prepared Statements, Transaction Processing, Stored Procedures.	**08**
V	**Servlets:** Servlet Overview and Architecture, Interface Servlet and the Servlet Life Cycle, Handling HTTP get Requests, Handling HTTP post Requests, Redirecting Requests to Other Resources, Session Tracking, Cookies, Session Tracking with Http Session **Java Server Pages (JSP):** Introduction, Java Server Pages Overview, A First Java Server Page Example, Implicit Objects, Scripting, Standard Actions, Directives, Custom Tag Libraries..	**08**

Text books: 1. Burdman, Jessica, "Collaborative Web Development" Addison Wesley

2. Xavier, C, " Web Technology and Design" , New Age International

3. Ivan Bayross," HTML, DHTML, Java Script, Perl & CGI", BPB Publication

4. Bhave, "Programming with Java", Pearson Education

5. Herbert Schieldt, "The Complete Reference:Java", TMH.

6. Hans Bergsten, "Java Server Pages", SPD O'Reilly

7. Margaret Levine Young, "The Complete Reference Internet", TMH

8. Naughton, Schildt, "The Complete Reference JAVA2", TMH

9. Balagurusamy E, "Programming in JAVA", TMH

Design and Analysis of Algorithm (KCS503)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Design new algorithms, prove them correct, and analyze their asymptotic and absolute runtime and memory demands.	K_4, K_6
CO 2	Find an algorithm to solve the problem (create) and prove that the algorithm solves the problem correctly (validate).	K_5, K_6
CO 3	Understand the mathematical criterion for deciding whether an algorithm is efficient, and know many practically important problems that do not admit any efficient algorithms.	K_2, K_5
CO 4	Apply classical sorting, searching, optimization and graph algorithms.	K_2, K_4
CO 5	Understand basic techniques for designing algorithms, including the techniques of recursion, divide-and-conquer, and greedy.	K_2, K_3

DETAILED SYLLABUS		**3-1-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Algorithms, Analyzing Algorithms, Complexity of Algorithms, Growth of Functions, Performance Measurements, Sorting and Order Statistics - Shell Sort, Quick Sort, Merge Sort, Heap Sort, Comparison of Sorting Algorithms, Sorting in Linear Time.	**08**
II	**Advanced Data Structures:** Red-Black Trees, B – Trees, Binomial Heaps, Fibonacci Heaps, Tries, Skip List	**08**
III	**Divide and Conquer** with Examples Such as Sorting, Matrix Multiplication, Convex Hull and Searching. **Greedy Methods** with Examples Such as Optimal Reliability Allocation, Knapsack, Minimum Spanning Trees – Prim's and Kruskal's Algorithms, Single Source Shortest Paths - Dijkstra's and Bellman Ford Algorithms.	**08**
IV	**Dynamic Programming** with Examples Such as Knapsack. All Pair Shortest Paths – Warshal's and Floyd's Algorithms, Resource Allocation Problem. Backtracking, Branch and Bound with Examples Such as Travelling Salesman Problem, Graph Coloring, n-Queen Problem, Hamiltonian Cycles and Sum of Subsets.	**08**
V	**Selected Topics:** Algebraic Computation, Fast Fourier Transform, String Matching, Theory of NP-Completeness, Approximation Algorithms and Randomized Algorithms	**08**

Text books:

1. Thomas H. Coreman, Charles E. Leiserson and Ronald L. Rivest, "Introduction to Algorithms", Printice Hall of India.
2. E. Horowitz & S Sahni, "Fundamentals of Computer Algorithms",
3. Aho, Hopcraft, Ullman, "The Design and Analysis of Computer Algorithms" Pearson Education, 2008.
4. LEE "Design & Analysis of Algorithms (POD)",McGraw Hill
5. Richard E.Neapolitan "Foundations of Algorithms" Jones & Bartlett Learning
6. Jon Kleinberg and Éva Tardos, Algorithm Design, Pearson, 2005.
7. Michael T Goodrich and Roberto Tamassia, Algorithm Design: Foundations, Analysis, and Internet Examples, Second Edition, Wiley, 2006.
8. Harry R. Lewis and Larry Denenberg, Data Structures and Their Algorithms, Harper Collins, 1997
9. Robert Sedgewick and Kevin Wayne, Algorithms, fourth edition, Addison Wesley, 2011.
10. Harsh Bhasin,"Algorithm Design and Analysis",First Edition,Oxford University Press.

11. Gilles Brassard and Paul Bratley,Algorithmics:Theory and Practice,Prentice Hall,1995.

NOTE: The syllabus below has a comprehensive coverage of traditional and modern statistical models alongwith an idea of using R-programming as a tool for performing various statistical analysis tasks

Statistical Computing (KIT051)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Learn the probability distributions, random number generation and density estimations to perform analysis of various kinds of data	
CO 2	Learn how to manipulate data, design and perform simple Monte Carlo experiments, and be able to use resampling methods	
CO 3	Perform statistical analysis on variety of data	
CO 4	Perform appropriate statistical tests using R and visualize the outcome	
CO 5	Discuss the results obtained from their analyses after creating customized graphical and numerical summaries	
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction to R programming:** History of R programming, starting and ending R, R as a scientific calculator , handling package, workspace, inspecting variables, operators and expressions in R, data objects and types, vectors, matrices and arrays, lists and data frames, built-in and user-defined functions , strings and factors, flow control and loops, advanced looping, date and times. **Using R for statistical analysis:** Importing data files, exporting data, outputting results, exporting graphs, graphics in R, interactively adding information of plot, performing data analysis tasks. R commands for descriptive statistics, data aggregation, representation of multivariate data, code factorization and optimization, statistical libraries in R.	**08**
II	**Descriptive Statistics:** Diagrammatic representation of data, measures of central tendency, measures of dispersion, measures of skewness and kurtosis, correlation, inference procedure for correlation coefficient, bivariate correlation, multiple correlations, linear regression and its inference procedure, multiple regression. **Probability:** Measures of probability, conditional probability, independent event, Bayes' theorem, random variable, discrete and continuous probability distributions, expectation and variance, markov inequality, chebyshev's inequality, central limit theorem.	**08**
III	**Inferential Statistics:** Sampling & Confidence Interval, Inference & Significance. Estimation and Hypothesis Testing, Goodness of fit, Test of Independence, Permutations and Randomization Test, t-test/z-test (one sample, independent, paired), ANOVA, chi-square. **Linear Methods for Regression Analysis:** multiple regression analysis, orthogonalization by Householder transformations (QR); singular value decomposition (SVD); linear dimension reduction using principal component analysis (PCA).	**08**
IV	**Pseudo-Random Numbers:** Random number generation, Inverse-transform, acceptance-rejection, transformations, multivariate probability calculations. **Monte Carlo Integration:** Simulation and Monte Carlo integration, variance reduction, Monte Carlo hypothesis testing, antithetic variables/control variates, importance sampling, stratified sampling Markov chain Monte Carlo (McMC): Markov chains; Metropolis-Hastings algorithm; Gibbs sampling; convergence	**08**
V	**Resampling Methods:** Cross-validation, Bootstrapping, Jackknife resampling, percentile confidence intervals, permutation tests	**08**

	Density Estimation: Univariate density estimation, kernel smoothing, multivariate density estimation **Numerical Methods:** Root finding; more on numerical integration; numerical maximization/minimization; constrained and unconstrained optimization; EM (Expectation-Maximization) algorithm; simplex algorithm	

References:

1. S.C. Gupta & V.K. Kapoor, "Fundamentals of Mathematical Statistics", Sultan Chand & Sons
2. Sheldon M. Ross, "Introduction to Probability and Statistics for Engineers and Scientists", Academic Press.
3. Dudewicz, E.J., Mishra, S.N., "Modern Mathematical Statistics", Willy
4. Purohit S. G., Gore S. D., Deshmukh S. K., "Statistics using R, Narosa
5. Rizzo, M. L., "Statistical Computing with R", Boca Raton, FL: Chapman & Hall/CRC Press
6. Normal Maltoff, The Art of R programming, William
7. Dalgaard, Peter, "Introductory statistics with R", Springer Science & Business Media
8. M. D. Ugarte, A. F. Militino, A. T. Arnholt, "Probability and Statistics with R", CRC Press
9. Kundu, D. and Basu, A., "Statistical computing – existing methods and recent developments", Narosa
10. Gentle, James E., Härdle, Wolfgang Karl, Mori, Yuich, "Handbook of Computational Statistics", Springer
11. Givens and Hoeting, "Computational Statistics", Wiley Series in Prob. and Statistics
12. Michael J. Crawley "The R Book", John Wiley and Sons.
13. Richard Cotton, "Learning R", O'Reilly
14. Brain S. Everitt, "A Handbook of Statistical Analysis Using R", Second Edition, LLC
15. Randall E. Schumacker, "Learning Statistics Using R", Sage.
16. Jared P. Lander, "R for Everyone" Addison Wesley.
17. Monahan, J.F., "Numerical methods of statistics", Cambridge University Press.
18. Robert, C. and Casella, G., "Introducing Monte Carlo Methods with R", Springer Verlag, New York.

NOTE: The syllabus below focuses more on R programming and its usage to perform statistical analysis of data

Statistical Computing using R (KIT051)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Learn R Programming language, data analytics, data visualisation and statistical models	
CO 2	Understand the inner workings of R functions and use this knowledge to optimize code	
CO 3	Understand common data structures in R (vectors, matrices, arrays, lists, data frames) and their various strengths and weaknesses.	
CO 4	Perform appropriate statistical analysis using R and visualize the outcome	
CO 5	Discuss the results obtained from their analyses after creating customized graphical and numerical summaries	
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	Introduction to R - A programming language and environment for data analysis and graphics. Syntax of R expressions: Vectors and assignment, vector arithmetic, generating regular sequence, logical vector, character vectors, index vectors; selecting and modifying subsets of data set Data objects: Basic data objects, matrices, partition of matrices, arrays, lists, factors and ordered factors, creating and using these objects; Functions- Elementary functions and summary functions, applying functions to subsets of data.	**08**
II	Data frames: The benefits of data frames, creating data frames, combining data frames, Adding new	**08**

	classes of variables to data frames; Data frame attributes. Importing data files: import.data function, read.table function; Exporting data: export.data function, cat, write, and write.table functions; Outputting results: sink function, formatting output - options, and format functions; Exporting graphs: export.graph function.	
III	Random numbers from various distributions like uniform, Normal, gamma, exponential, beta, F, poisson, binomial, weibull, etc. Graphics in R: creating graphs using plot function, box plot, histogram, line plot, steam and leaf plot, pie chart, bar chart multiple plot layout, plot titles, formatting plot axes. Interactively adding information of plot- Identifying the plotted points, adding trend lines to current scatter plot, adding new data to current plot, adding text and legend.	**08**
IV	Loops and conditional statements: Control Statements; if statement, if else Statement. Looping statement; for loop, repeat, while loop Developing simple programs in R for data analysis tasks, saving programs, executing stored programs, defining a new binary operator, assignment within function, more advanced examples, object oriented programme. Creating function libraries- library function, attaching and detaching the libraries	**08**
V	Performing data analysis tasks: Reading data with scan function, Exploring data using graphical tools, computing descriptive statistics, one sample tests, two sample tests, Goodness of fit tests, Defining Statistical Models: Introduction for defining models, Generic functions for extracting model information.	**08**

References:

1. Purohit S. G., Gore S. D., Deshmukh S. K., "Statistics using R, Narosa
2. Rizzo, M. L., "Statistical Computing with R", Boca Raton, FL: Chapman & Hall/CRC Press
3. Normal Maltoff, The Art of R programming, William
4. Dalgaard, Peter, "Introductory statistics with R", Springer Science & Business Media
5. Maindonald J., Braum, J., "Data Analysis and Graphics Using R: An example based approach", Cambridge Series in Statistical and Probabilistic Mathematics
6. M. D. Ugarte, A. F. Militino, A. T. Arnholt, "Probability and Statistics with R", CRC Press
7. Kundu, D., Basu, A., "Statistical computing – existing methods and recent developments", Narosa
8. Michael J. Crawley "The R Book", John Wiley and Sons.
9. Richard Cotton, "Learning R", O'Reilly
10. Brain S. Everitt, "A Handbook of Statistical Analysis Using R", Second Edition, LLC
11. Randall E. Schumacker, "Learning Statistics Using R", Sage.
12. Jared P. Lander, "R for Everyone" Addison Wesley.

Compiler Design (KIT-052)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Acquire knowledge of different phases and passes of the compiler and also able to use the compiler tools like LEX, YACC, etc. Students will also be able to design different types of compiler tools to meet the requirements of the realistic constraints of compilers.	K_3, K_6
CO 2	Understand the parser and its types i.e. Top-Down and Bottom-up parsers and construction of LL, SLR, CLR, and LALR parsing table.	K_2, K_6
CO 3	Implement the compiler using syntax-directed translation method and get knowledge about the synthesized and inherited attributes.	K_4, K_5

CO 4	Acquire knowledge about run time data structure like symbol table organization and different techniques used in that.	K_2, K_3
CO 5	Understand the target machine's run time environment, its instruction set for code generation and techniques used for code optimization.	K_2, K_4

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction to Compiler**: Phases and passes, Bootstrapping, Finite state machines and regular expressions and their applications to lexical analysis, Optimization of DFA-Based Pattern Matchers implementation of lexical analyzers, lexical-analyzer generator, LEX compiler, Formal grammars and their application to syntax analysis, BNF notation, ambiguity, YACC. The syntactic specification of programming languages: Context free grammars, derivation and parse trees, capabilities of CFG.	**08**
II	**Basic Parsing Techniques:** Parsers, Shift reduce parsing, operator precedence parsing, top down parsing, predictive parsers Automatic Construction of efficient Parsers: LR parsers, the canonical Collection of LR(0) items, constructing SLR parsing tables, constructing Canonical LR parsing tables, Constructing LALR parsing tables, using ambiguous grammars, an automatic parser generator, implementation of LR parsing tables.	**08**
III	**Syntax-directed Translation:** Syntax-directed Translation schemes, Implementation of Syntax-directed Translators, Intermediate code, postfix notation, Parse trees & syntax trees, three address code, quadruple & triples, translation of assignment statements, Boolean expressions, statements that alter the flow of control, postfix translation, translation with a top down parser. More about translation: Array references in arithmetic expressions, procedures call, declarations and case statements.	**08**
IV	**Symbol Tables**: Data structure for symbols tables, representing scope information. Run-Time Administration: Implementation of simple stack allocation scheme, storage allocation in block structured language. Error Detection & Recovery: Lexical Phase errors, syntactic phase errors semantic errors.	**08**
V	**Code Generation:** Design Issues, the Target Language. Addresses in the Target Code, Basic Blocks and Flow Graphs, Optimization of Basic Blocks, Code Generator. Code optimization: Machine-Independent Optimizations, Loop optimization, DAG representation of basic blocks, value numbers and algebraic laws, Global Data-Flow analysis.	**08**

Text books:

1.K. Muneeswaran,Compiler Design,First Edition,Oxford University Press.

2,J.P. Bennet, "Introduction to Compiler Techniques", Second Edition, Tata McGraw-Hill,2003.

3.Henk Alblas and Albert Nymeyer, "Practice and Principles of Compiler Building with C", PHI, 2001.

4.Aho, Sethi & Ullman, "Compilers: Principles, Techniques and Tools", Pearson Education

5.V Raghvan, " Principles of Compiler Design", TMH

6.Kenneth Louden," Compiler Construction", Cengage Learning.

7.Charles Fischer and Ricard LeBlanc," Crafting a Compiler with C", Pearson Education

Computer Graphics (KCS-053)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**

At the end of course , the student will be able to understand		
CO 1	Understand the graphics hardware used in field of computer graphics.	K_2
CO 2	Understand the concept of graphics primitives like lines and circle based on different algorithms.	K_2, K_4
CO 3	Apply the 2D graphics transformations, composite transformation and Clipping concepts .	K_4
CO 4	Apply the concepts of and techniques used in 3D computer graphics, including viewing transformations.	K_2, K_3
CO 5	Perform the concept of projections, curve and hidden surfaces in real life.	K_2, K_3

DETAILED SYLLABUS		3-0-0
Unit	**Topic**	**Proposed Lecture**
I	**Introduction and Line Generation:** Types of computer graphics, Graphic Displays- Random scan displays, Raster scan displays, Frame buffer and video controller, Points and lines, Line drawing algorithms, Circle generating algorithms, Mid-point circle generating algorithm, and parallel version of these algorithms.	**08**
II	**Transformations:** Basic transformation, Matrix representations and homogenous coordinates, Composite transformations, Reflections and shearing. **Windowing and Clipping:** Viewing pipeline, Viewing transformations, 2-D Clipping algorithms- Line clipping algorithms such as Cohen Sutherland line clipping algorithm, Liang Barsky algorithm, Line clipping against non rectangular clip windows; Polygon clipping – Sutherland Hodgeman polygon clipping, Weiler and Atherton polygon clipping, Curve clipping, Text clipping	**08**
III	**Three Dimensional:** 3-D Geometric Primitives, 3-D Object representation, 3-D Transformation, 3-D viewing, projections, 3-D Clipping.	**08**
IV	**Curves and Surfaces:** Quadric surfaces, Spheres, Ellipsoid, Blobby objects, Introductory concepts of Spline, Bspline and Bezier curves and surfaces.	**08**
V	**Hidden Lines and Surfaces:** Back Face Detection algorithm, Depth buffer method, A- buffer method, Scan line method, basic illumination models– Ambient light, Diffuse reflection, Specular reflection and Phong model, Combined approach, Warn model, Intensity Attenuation, Color consideration, Transparency and Shadows.	**08**

Text books:

Donald Hearn and M Pauline Baker, "Computer Graphics C Version", Pearson Education
2. Foley, Vandam, Feiner, Hughes – "Computer Graphics principle", Pearson Education.
3. Rogers, " Procedural Elements of Computer Graphics", McGraw Hill
4. W. M. Newman, R. F. Sproull – "Principles of Interactive computer Graphics" – Tata MCGraw Hill.
5. Amrendra N Sinha and Arun D Udai," Computer Graphics", Tata MCGraw Hill.
6. R.K. Maurya, "Computer Graphics " Wiley Dreamtech Publication.
7. Mukherjee, Fundamentals of Computer graphics & Multimedia, PHI Learning Private Limited.
8. Donald Hearn and M Pauline Baker, "Computer Graphics with OpenGL", Pearson education

Application of Soft Computing (KCS- 054)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Recognize the feasibility of applying a soft computing methodology for a particular problem	K_2, K_4
CO 2	Know the concepts and techniques of soft computing and foster their abilities in designing and implementing soft computing based solutions for real-world and engineering problems.	K_4, K_6

CO 3	Apply neural networks to pattern classification and regression problems and compare solutions by various soft computing approaches for a given problem.	K_3, K_5
CO 4	Apply fuzzy logic and reasoning to handle uncertainty and solve engineering problems	K_3, K_4
CO 5	Apply genetic algorithms to combinatorial optimization problems	K_3

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Neural Networks-I (Introduction & Architecture) :** Neuron, Nerve structure and synapse, Artificial Neuron and its model, activation functions, Neural network architecture: single layer and multilayer feed forward networks, recurrent networks. Various learning techniques; perception and convergence rule, Auto-associative and hetro-associative memory.	**08**
II	**Neural Networks-II (Back propogation networks):** Architecture: perceptron model, solution, single layer artificial neural network, multilayer perception model; back propogation learning methods, effect of learning rule co-efficient ;back propagation algorithm, factors affecting backpropagation training, applications.	**08**
III	**Fuzzy Logic-I (Introduction):** Basic concepts of fuzzy logic, Fuzzy sets and Crisp sets, Fuzzy set theory and operations, Properties of fuzzy sets, Fuzzy and Crisp relations, Fuzzy to Crisp conversion.	**08**
IV	**Fuzzy Logic –II (Fuzzy Membership, Rules)** : Membership functions, interference in fuzzy logic, fuzzy if-then rules, Fuzzy implications and Fuzzy algorithms, Fuzzyfications & Defuzzificataions, Fuzzy Controller, Industrial applications	**08**
V	**Genetic Algorithm(GA):** Basic concepts, working principle, procedures of GA, flow chart of GA, Genetic representations, (encoding) Initialization and selection, Genetic operators, Mutation, Generational Cycle, applications.	**08**

Text books:

1. S. Rajsekaran & G.A. Vijayalakshmi Pai, "Neural Networks,Fuzzy Logic and Genetic Algorithm:Synthesis and Applications" Prentice Hall of India.

2. N.P.Padhy,"Artificial Intelligence and Intelligent Systems" Oxford University Press. Reference Books:

3. Siman Haykin,"Neural Netowrks"Prentice Hall of India

4. Timothy J. Ross, "Fuzzy Logic with Engineering Applications" Wiley India.

5. Kumar Satish, "Neural Networks" Tata Mc Graw Hill

Machine Learning Techniques (KCS 055)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able:		
CO 1	To understand the need for machine learning for various problem solving	K_1 , K_2
CO 2	To study the various supervised, semi-supervised and unsupervised learning algorithms in machine learning	K_1 , K_2
CO 3	To understand the latest trends in machine learning	K_1 , K_2
CO 4	To design appropriate machine learning algorithms for problem solving	K_3 , K_6

CO 5	To understand the need for machine learning for various problem solving	K_4, K_5
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	INTRODUCTION – Well defined learning problems, Designing a Learning System, Issues in Machine Learning; THE CONCEPT LEARNING TASK - General-to-specific ordering of hypotheses, Find-S, List then eliminate algorithm, Candidate elimination algorithm, Inductive bias	**08**
II	DECISION TREE LEARNING - Decision tree learning algorithm-Inductive bias- Issues in Decision tree learning; ARTIFICIAL NEURAL NETWORKS – Perceptrons, Gradient descent and the Delta rule, Adaline, Multilayer networks, Derivation of backpropagation rule Backpropagation AlgorithmConvergence, Generalization;	**08**
III	Evaluating Hypotheses: Estimating Hypotheses Accuracy, Basics of sampling Theory, Comparing Learning Algorithms; **Bayesian Learning:** Bayes theorem, Concept learning, Bayes Optimal Classifier, Naïve Bayes classifier, Bayesian belief networks, EM algorithm;	**08**
IV	**Computational Learning Theory:** Sample Complexity for Finite Hypothesis spaces, Sample Complexity for Infinite Hypothesis spaces, The Mistake Bound Model of Learning; INSTANCE-BASED LEARNING – k-Nearest Neighbour Learning, Locally Weighted Regression, Radial basis function networks, Case-based learning	**08**
V	**Genetic Algorithms:** an illustrative example, Hypothesis space search, Genetic Programming, Models of Evolution and Learning; Learning first order rules-sequential covering algorithms-General to specific beam search-FOIL; REINFORCEMENT LEARNING - The Learning Task, Q Learning.	**08**

Text books:

1. Tom M. Mitchell, ―Machine Learning, McGraw-Hill Education (India) Private Limited, 2013.
2. Ethem Alpaydin, ―Introduction to Machine Learning (Adaptive Computation and Machine Learning), The MIT Press 2004.
3. Stephen Marsland, ―Machine Learning: An Algorithmic Perspective, CRC Press, 2009.
4. Bishop, C., Pattern Recognition and Machine Learning. Berlin: Springer-Verlag.

Object Oriented System Design (KCS-056)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	To Understand the application development and analyze the insights of object oriented programming to implement application	K_2, K_4
CO 2	To Understand, analyze and apply the role of overall modeling concepts (i.e. System, structural)	K_2, K_3
CO 3	To Understand, analyze and apply oops concepts (i.e. abstraction, inheritance)	K_2, K_3, K_4
CO 4	To learn concepts of C++ for understanding the implementation of object oriented concepts	K_2, K_3
CO 5	To learn the programming concepts to implement object oriented modeling.	K_2, K_3
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	**Introduction:** The meaning of Object Orientation, object identity, Encapsulation, information hiding, polymorphism, generosity, importance of modelling, principles of modelling, object oriented modelling, Introduction to UML, conceptual model of the UML, Architecture.	**08**
II	**Basic Structural Modeling:** Classes, Relationships, common Mechanisms, and diagrams. Class &Object Diagrams: Terms, concepts, modelling techniques for Class & Object Diagrams. **Collaboration Diagrams:** Terms, Concepts, depicting a message, polymorphism in collaboration	**08**

	Diagrams, iterated messages, use of self in messages. Sequence Diagrams: Terms, concepts, depicting asynchronous messages with/without priority, call-back mechanism, broadcast messages. **Basic Behavioural Modeling:** Use cases, Use case Diagrams, Activity Diagrams, State Machine , Process and thread, Event and signals, Time diagram, interaction diagram, Package diagram. **Architectural Modeling:** Component, Deployment, Component diagrams and Deployment diagrams.	
III	Object Oriented Analysis: Object oriented design, Object design, Combining three models, Designing algorithms, design optimization, Implementation of control, Adjustment of inheritance, Object representation, Physical packaging, Documenting design considerations. **Structured analysis and structured design (SA/SD),** Jackson Structured Development (JSD).Mapping object oriented concepts using non-object oriented language, Translating classes into data structures, Passing arguments to methods, Implementing inheritance, associations encapsulation. **Object oriented programming style:** reusability, extensibility, robustness, programming in the large. Procedural v/s OOP, Object oriented language features. Abstraction and Encapsulation.	**08**
IV	**C++ Basics :** Overview, Program structure, namespace, identifiers, variables, constants, enum, operators, typecasting, control structures **C++ Functions :** Simple functions, Call and Return by reference, Inline functions, Macro Vs. Inline functions, Overloading of functions, default arguments, friend functions, virtual functions	**08**
V	**Objects and Classes :** Basics of object and class in C++, Private and public members, static data and function members, constructors and their types, destructors, operator overloading, type conversion. Inheritance : Concept of Inheritance, types of inheritance: single, multiple, multilevel, hierarchical, hybrid, protected members, overriding, virtual base class **Polymorphism :** Pointers in C++, Pointes and Objects, this pointer, virtual and pure virtual functions, Implementing polymorphism	**08**

Text Books

1. James Rumbaugh et. al, "Object Oriented Modeling and Design", PHI
2. Grady Booch, James Rumbaugh, Ivar Jacobson, "The Unified Modeling Language User Guide", Pearson Education
3. Object Oriented Programming With C++, E Balagurusamy, TMH
4. C++ Programming, Black Book, Steven Holzner, dreamtech
5. Object Oriented Programming in Turbo C++, Robert Lafore, Galgotia
6. Object Oriented Programming with ANSI and Turbo C++, Ashok Kamthane, Pearson
7. The Compete Reference C++, Herbert Schlitz, TMH

Augmented & Virtual Reality (KCS- 057)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able :		
CO 1	To make students know the basic concept and framework of virtual reality.	K_1 , K_2
CO 2	To teach students the principles and multidisciplinary features of virtual reality.	K_2 , K_4
CO 3	To teach students the technology for multimodal user interaction and perception in VR, in particular the visual, audial and haptic interface and behavior.	K_2 , K_3
CO 4	To teach students the technology for managing large scale VR environment in real time.	K_2 , K_3
CO 5	To provide students with an introduction to the AR system framework and	K_2 , K_3,

	development tools.	
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**VIRTUAL REALITY AND VIRTUAL ENVIRONMENTS:** The historical development of VR: Scientific landmarks Computer Graphics, Real-time computer graphics, Flight simulation, Virtual environments, Requirements for VR, benefits of Virtual reality. HARDWARE TECHNOLOGIES FOR 3D USER INTERFACES: Visual Displays Auditory Displays, Haptic Displays, Choosing Output Devices for 3D User Interfaces.	**08**
II	**3D USER INTERFACE INPUT HARDWARE:** Input device characteristics, Desktop input devices, Tracking Devices, 3D Mice, Special Purpose Input Devices, Direct Human Input, Home - Brewed Input Devices, Choosing Input Devices for 3D Interfaces.	**08**
III	**SOFTWARE TECHNOLOGIES:** Database - World Space, World Coordinate, World Environment, Objects - Geometry, Position / Orientation, Hierarchy, Bounding Volume, Scripts and other attributes, VR Environment - VR Database, Tessellated Data, LODs, Cullers and Occluders, Lights and Cameras, Scripts, Interaction - Simple, Feedback, Graphical User Interface, Control Panel, 2D Controls, Hardware Controls, Room / Stage / Area Descriptions, World Authoring and Playback, VR toolkits, Available software in the market	**08**
IV	**3D INTERACTION TECHNIQUES:** 3D Manipulation tasks, Manipulation Techniques and Input Devices, Interaction Techniques for 3D Manipulation, Deign Guidelines - 3D Travel Tasks, Travel Techniques, Design Guidelines - Theoretical Foundations of Wayfinding, User Centered Wayfinding Support, Environment Centered Wayfinding Support, Evaluating Wayfinding Aids, Design Guidelines - System Control, Classification, Graphical Menus, Voice Commands, Gestrual Commands, Tools, Mutimodal System Control Techniques, Design Guidelines, Case Study: Mixing System Control Methods, Symbolic Input Tasks, symbolic Input Techniques, Design Guidelines, Beyond Text and Number entry . **DESIGNING AND DEVELOPING 3D USER INTERFACES:** Strategies for Designing and Developing Guidelines and Evaluation. **VIRTUAL REALITY APPLICATIONS:** Engineering, Architecture, Education, Medicine, Entertainment, Science, Training.	**08**
V	Augmented and Mixed Reality, Taxonomy, technology and features of augmented reality, difference between AR and VR, Challenges with AR, AR systems and functionality, Augmented reality methods, visualization techniques for augmented reality, wireless displays in educational augmented reality applications, mobile projection interfaces, marker-less tracking for augmented reality, enhancing interactivity in AR environments, evaluating AR systems.	**08**

Text books:

1. Alan B Craig, William R Sherman and Jeffrey D Will, "Developing Virtual Reality Applications: Foundations of Effective Design", Morgan Kaufmann, 2009.

2. Gerard Jounghyun Kim, "Designing Virtual Systems: The Structured Approach", 2005.

3. Doug A Bowman, Ernest Kuijff, Joseph J LaViola, Jr and Ivan Poupyrev, "3D User Interfaces, Theory and Practice",

Addison Wesley, USA, 2005.

4. Oliver Bimber and Ramesh Raskar, “Spatial Augmented Reality: Meging Real and Virtual Worlds”, 2005.

5. Burdea, Grigore C and Philippe Coiffet, “Virtual Reality Technology”, Wiley Interscience, India, 2003.

6. John Vince, “Virtual Reality Systems”, Addison Wesley, 1995.

7. Howard Rheingold, “Virtual Reality: The Revolutionary Technology and how it Promises to Transform Society”, Simon and Schuster, 1991.

8. William R Sherman and Alan B Craig, “Understanding Virtual Reality: Interface, Application and Design (The Morgan Kaufmann Series in Computer Graphics)”. Morgan Kaufmann Publishers, San Francisco, CA, 2002

9. Alan B. Craig, Understanding Augmented Reality, Concepts and Applications, Morgan Kaufmann, 2013.

Human Computer Interface (KCS- 058)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Critically discuss common methods in the user-centered design process and the appropriateness of individual methods for a given problem.	K_2, K_4
CO 2	Use, adapt and extend classic design standards, guidelines, and patterns.	K_3, K_5
CO 3	Employ selected design methods and evaluation methods at a basic level of competence.	K_4, K_5
CO 4	Build prototypes at varying levels of fidelity, from paper prototypes to functional, interactive prototypes.	K_4, K_5
CO 5	Demonstrate sufficient theory of human computer interaction, experimental methodology and inferential statistics to engage with the contemporary research literature in interface technology and design.	K_3, K_4

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction :** Importance of user Interface – definition, importance of 8 good design. Benefits of good design. A brief history of Screen design. The graphical user interface – popularity of graphics, the concept of direct manipulation, graphical system, Characteristics, Web user – Interface popularity, characteristics- Principles of user interface	**08**
II	**Design process:** Human interaction with computers, importance of 8 human characteristics human consideration, Human interaction speeds, understanding business junctions. III Screen Designing : Design goals – Scre	**08**
III	**Screen Designing :** Design goals – Screen planning and purpose, 8 organizing screen elements, ordering of screen data and content – screen navigation and flow – Visually pleasing composition – amount of information – focus and emphasis – presentation information simply and meaningfully – information retrieval on web – statistical graphics – Technological consideration in interface design.	**08**
IV	**Windows :** New and Navigation schemes selection of window, 8 selection of devices based and screen based controls. Components – text and messages, Icons and increases – Multimedia, colors, uses problems, choosing colors	**08**
V	**Software tools :** Specification methods, interface – Building Tools. 8 Interaction Devices – Keyboard and function keys – pointing devices – speech recognition digitization and generation – image and video displays – drivers.	**08**

Text books:

1. Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale Human Computer Interaction, 3rd Edition Prentice Hall, 2004.

2. Jonathan Lazar Jinjuan Heidi Feng, Harry Hochheiser, Research Methods in HumanComputer Interaction, Wiley, 2010.

3. Ben Shneiderman and Catherine Plaisant Designing the User Interface: Strategies for Effective Human-Computer Interaction (5th Edition, pp. 672, ISBN 0- 321-53735-1, March 2009), Reading, MA: Addison-Wesley Publishing Co.

Database Management Systems Lab (KCS-551)

1. Installing oracle/ MYSQL
2. Creating Entity-Relationship Diagram using case tools.
3. Writing SQL statements Using ORACLE /MYSQL:
    a)Writing basic SQL SELECT statements.
    b) Restricting and sorting data.
    c)Displaying data from multiple tables.
    d)Aggregating data using group function.
    e)Manipulating data.
    e)Creating and managing tables.
4. Normalization
5. Creating cursor
6. Creating procedure and functions
7. Creating packages and triggers
8. Design and implementation of payroll processing system
9. Design and implementation of Library Information System
10. Design and implementation of Student Information System
11. Automatic Backup of Files and Recovery of Files

Web Technology Lab (KIT-551)

This lab is based on the Web Technologies. Some examples are as follows:

1. Write HTML/Java scripts to display your CV in navigator, your Institute website, Department Website and Tutorial website for specific subject

2. Write an HTML program to design an entry form of student details and send it to store at database server like SQL, Oracle or MS Access.

3. Write programs using Java script for Web Page to display browsers information.

5. Write a Java applet to display the Application Program screen i.e. calculator and other.

6. Writing program in XML for creation of DTD, which specifies set of rules. Create a style sheet in CSS/ XSL & display the document in internet explorer.

7. Program to illustrate JDBC connectivity. Program for maintaining database by sending queries. Design and implement a simple servlet book query with the help of JDBC & SQL. Create MS Access Database, Create on ODBC link, Compile & execute JAVA JDVC Socket.

8. Install TOMCAT web server and APACHE. Access the above developed static web pages for books web site, using these servers by putting the web pages developed .

9. Assume four users user1, user2, user3 and user4 having the passwords pwd1, pwd2, pwd3 and pwd4 respectively. Write a servlet for doing the following. Create a Cookie and add these four user id's and passwords to this Cookie. 2. Read the user id and passwords entered in the Login form and authenticate with the values available in the cookies.

10. Install a database (Mysql or Oracle). Create a table which should contain at least the following fields: name, password, email-id, phone number Write a java program/servlet/JSP to connect to that database and extract data from the tables and display them. Insert the details of the users who register with the web site, whenever a new user clicks the submit button in the registration page.

11. Write a JSP which insert the details of the 3 or 4 users who register with the web site by using registration form. Authenticate the user when he submits the login form using the user name and password from the database

12. Design and implement a simple shopping cart example with session tracking API.

Design and Analysis of Algorithm Lab (KCS-553)

1. Program for Recursive Binary & Linear Search.
2. Program for Heap Sort.
3. Program for Merge Sort.
4. Program for Selection Sort.
5. Program for Insertion Sort.
6. Program for Quick Sort.
7. Knapsack Problem using Greedy Solution
8. Perform Travelling Salesman Problem
9. Find Minimum Spanning Tree using Kruskal's Algorithm
10. Implement N Queen Problem using Backtracking

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner

B.TECH. (INFORMATION TECHNOLOGY and CSI)

SIXTH SEMESTER (DETAILED SYLLABUS)

Software Engineering (KCS-601)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	To learn about generic models of software development process.	K_2
CO 2	To understand fundamental concepts of requirements engineering and Analysis Modeling.	K_2
CO 3	To understand the different design techniques and their implementation.	K_2, K_3
CO 4	To learn various testing measures.	K_2 ,K_4
CO 5	To learn various maintenance and project management techniques.	K_2, K_3
DETAILED SYLLABUS		**3-1-0**

Unit	Topic	Proposed Lecture
I	**Introduction:** Introduction to Software Engineering, Software Components, Software Characteristics, Software Crisis, Software Engineering Processes, Similarity and Differences from Conventional Engineering Processes, Software Quality Attributes. Software Development Life Cycle (SDLC) Models: Water Fall Model, Prototype Model, Spiral Model, Evolutionary Development Models, Iterative Enhancement Models.	**08**
II	**Software Requirement Specifications (SRS):** Requirement Engineering Process: Elicitation, Analysis, Documentation, Review and Management of User Needs, Feasibility Study, Information Modelling, Data Flow Diagrams, Entity Relationship Diagrams, Decision Tables, SRS Document, IEEE Standards for SRS. Software Quality Assurance (SQA): Verification and Validation, SQA Plans, Software Quality Frameworks, ISO 9000 Models, SEI-CMM Model.	**08**
III	**Software Design:** Basic Concept of Software Design, Architectural Design, Low Level Design: Modularization, Design Structure Charts, Pseudo Codes, Flow Charts, Coupling and Cohesion Measures, Design Strategies: Function Oriented Design, Object Oriented Design, Top-Down and Bottom-Up Design. Software Measurement and Metrics: Various Size Oriented Measures: Halestead's Software Science, Function Point (FP) Based Measures, Cyclomatic Complexity Measures: Control Flow Graphs.	**08**
IV	**Software Testing:** Testing Objectives, Unit Testing, Integration Testing, Acceptance Testing, Regression Testing, Testing for Functionality and Testing for Performance, TopDown and Bottom-Up Testing Strategies: Test Drivers and Test Stubs, Structural Testing (White Box Testing), Functional Testing (Black Box Testing), Test Data Suit Preparation, Alpha and Beta Testing of Products. Static Testing Strategies: Formal Technical Reviews (Peer Reviews), Walk Through, Code Inspection, Compliance with Design and Coding Standards.	**08**
V	**Software Maintenance and Software Project Management:** Software as an Evolutionary Entity, Need for Maintenance, Categories of Maintenance: Preventive, Corrective and Perfective Maintenance, Cost of Maintenance, Software Re- Engineering, Reverse Engineering. Software Configuration Management Activities, Change Control Process, Software Version Control, An Overview of CASE Tools. Estimation of Various Parameters such as Cost, Efforts, Schedule/Duration, Constructive Cost Models (COCOMO), Resource Allocation Models, Software Risk Analysis and Management.	**08**

Text books:

1.RS Pressman, Software Engineering: A Practitioners Approach, McGraw Hill.

2. Pankaj Jalote, Software Engineering, Wiley

3. Rajib Mall, Fundamentals of Software Engineering, PHI Publication.

4. KK Aggarwal and Yogesh Singh, Software Engineering, New Age International Publishers.

5. Ghezzi, M. Jarayeri, D. Manodrioli, Fundamentals of Software Engineering, PHI Publication.

6. Ian Sommerville, Software Engineering, Addison Wesley.

7. Kassem Saleh, "Software Engineering", Cengage Learning.

8. P fleeger, Software Engineering, Macmillan Publication

Data Analytics (KIT 601)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Describe the life cycle phases of Data Analytics through discovery, planning and building.	
CO 2	Learn various Data Analysis Techniques.	
CO 3	Implement various Data streams.	
CO 4	Understand item sets, Clustering, frame works & Visualizations.	
CO 5	Apply R tool for developing real time applications.	
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction to Data Analytics:** Sources and nature of data, classification of data (structured, semi-structured, unstructured), characteristics of data, introduction to Big Data platform, need of data analytics, evolution of analytic scalability, analytic process and tools, analysis vs reporting, modern data analytic tools, applications of data analytics. **Data Analytics Lifecycle:** Need, key roles for successful analytic projects, various phases of data analytics lifecycle – discovery, data preparation, model planning, model building, communicating results, operationalization.	**08**
II	**Data Analysis:** Regression modeling, multivariate analysis, Bayesian modeling, inference and Bayesian networks, support vector and kernel methods, analysis of time series: linear systems analysis & nonlinear dynamics, rule induction, neural networks: learning and generalisation, competitive learning, principal component analysis and neural networks, fuzzy logic: extracting fuzzy models from data, fuzzy decision trees, stochastic search methods.	**08**
III	**Mining Data Streams:** Introduction to streams concepts, stream data model and architecture, stream computing, sampling data in a stream, filtering streams, counting distinct elements in a stream, estimating moments, counting oneness in a window, decaying window, Real-time Analytics Platform (RTAP) applications, Case studies – real time sentiment analysis, stock market predictions.	**08**
IV	**Frequent Itemsets and Clustering:** Mining frequent itemsets, market based modelling, Apriori algorithm, handling large data sets in main memory, limited pass algorithm, counting frequent itemsets in a stream, clustering techniques: hierarchical, K-means, clustering high dimensional data, CLIQUE and ProCLUS, frequent pattern based clustering methods, clustering in non-euclidean space, clustering for streams and parallelism.	**08**
V	**Frame Works and Visualization:** MapReduce, Hadoop, Pig, Hive, HBase, MapR, Sharding, NoSQL Databases, S3, Hadoop Distributed File Systems, Visualization: visual data analysis techniques, interaction techniques, systems and applications. **Introduction to R** - R graphical user interfaces, data import and export, attribute and data types, descriptive statistics, exploratory data analysis, visualization before analysis, analytics for unstructured data.	**08**

Text books and References:

1. Michael Berthold, David J. Hand, Intelligent Data Analysis, Springer

2. Anand Rajaraman and Jeffrey David Ullman, Mining of Massive Datasets, Cambridge University Press.
3. Bill Franks, Taming the Big Data Tidal wave: Finding Opportunities in Huge Data Streams with Advanced Analytics, John Wiley & Sons.
4. Michael Minelli, Michelle Chambers, and Ambiga Dhiraj, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses", Wiley
5. David Dietrich, Barry Heller, Beibei Yang, “Data Science and Big Data Analytics”, EMC Education Series, John Wiley
6. Frank J Ohlhorst, “Big Data Analytics: Turning Big Data into Big Money”, Wiley and SAS Business Series
7. Colleen Mccue, “Data Mining and Predictive Analysis: Intelligence Gathering and Crime Analysis”, Elsevier
8. Michael Berthold, David J. Hand,” Intelligent Data Analysis”, Springer
9. Paul Zikopoulos, Chris Eaton, Paul Zikopoulos, “Understanding Big Data: Analytics for Enterprise Class Hadoop and Streaming Data”, McGraw Hill
10. Trevor Hastie, Robert Tibshirani, Jerome Friedman, "The Elements of Statistical Learning", Springer
11. Mark Gardner, “Beginning R: The Statistical Programming Language”, Wrox Publication
12. Pete Warden, Big Data Glossary, O’Reilly
13. Glenn J. Myatt, Making Sense of Data, John Wiley & Sons
14. Pete Warden, Big Data Glossary, O’Reilly.
15. Peter Bühlmann, Petros Drineas, Michael Kane, Mark van der Laan, "Handbook of Big Data", CRC Press
16. Jiawei Han, Micheline Kamber “Data Mining Concepts and Techniques”, Second Edition, Elsevier

Data Analytics (KIT 601)		
Course Outcome (CO)		**Bloom’s Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Gain the principle concepts and foundational understanding of data analytics.	
CO 2	Understanding of the statistical procedures most often used by practicing engineers	
CO 3	Demonstrate the business analytical techniques used in decision making.	
CO 4	Understand item sets, classification, clustering and machine learning techniques.	
CO 5	Employ tools and technologies to analyze data	
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Sources, modes of availability, inaccuracies, and uses of data. **Data Objects and Attributes:** Descriptive Statistics; Visualization; and Data Similarity and Dissimilarity.	**08**
II	**Pre-processing of Data:** Cleaning for Missing and Noisy Data; Data Reduction – Discrete Wavelet Transform, Principal Component Analysis, Partial Least Square Method, Attribute Subset Selection; and Data Transformation and Discretization. **Inferential Statistics:** Probability Density Functions; Inferential Statistics through Hypothesis Tests	**08**
III	**Business Analytics:** Predictive Analysis (Regression and Correlation, Logistic Regression, InSample and Out-of-Sample Predictions), Prescriptive Analytics (Optimization and Simulation with Multiple Objectives); **Mining Frequent Patterns:** Concepts of Support and Confidence; Frequent Itemset Mining Methods; Pattern Evaluation.	**08**

IV	**Classification:** Decision Trees – Attribute Selection Measures and Tree Pruning; Bayesian and Rule-based Classification; Model Evaluation and Selection; Cross-Validation; Classification Accuracy; Bayesian Belief Networks; Classification by Backpropagation; and Support Vector Machine. **Partitioning Methods** – k-means Hierarchical Methods and Hierarchical Clustering Using Feature Trees; Probabilistic Hierarchical Clustering; Introduction to Density-, Grid-, and Fuzzy and Probabilistic Model-based Clustering Methods; and Evaluation of Clustering Methods.	**08**
V	**Machine Learning:** Introduction and Concepts: Ridge Regression; Lasso Regression; and kNearest Neighbours, Regression and Classification. **Supervised Learning with Regression and Classification Techniques:** Bias-Variance Dichotomy, Linear and Quadratic Discriminant Analysis, Classification and Regression Trees, Ensemble Methods: Random Forest, Neural Networks, Deep Learning.	**08**

Text books and References:

1. James, G., D. Witten, T. Hastie, and R. Tibshirani, An Introduction to Statistical learning with Application to R, Springer, New York.
2. Jank, W., Business Analytics for Managers, Springer, New York.
3. Witten, I. H., E. Frank, and M. A. Hall, Data Mining: Practical Machine Learning Tools and Techniques, Morgan Kaufmann.
4. Wolfgang, J., Business Analytics for Managers, Springer.
5. Montgomery, D. C., and G. C. Runger, Applied Statistics and Probability for Engineers.
6. John Wiley & Sons
7. Samueli G., N. R. Patel, and P. C. Bruce, Data Mining for Business Intelligence, John Wiley & Sons, New York.
8. Hastie, T., R. T. Jerome, and H. Friedman, "The Elements of Statistical Learning: Data Mining, Inference and Prediction", Springer.
9. Mark Gardner, "Beginning R: The Statistical Programming Language", Wrox Publication
10. Colleen Mccue, "Data Mining and Predictive Analysis: Intelligence Gathering and Crime Analysis", Elsevier
11. Michael Berthold, David J. Hand," Intelligent Data Analysis", Springer
12. Glenn J. Myatt, Making Sense of Data, John Wiley & Sons
13. Michael Berthold, David J. Hand, Intelligent Data Analysis, Springer
14. David Dietrich, Barry Heller, Beibei Yang, "Data Science and Big Data Analytics", EMC Education Series, John Wiley
15. Jiawei Han, Micheline Kamber "Data Mining Concepts and Techniques", Second Edition, Elsevier

Computer Networks (KCS- 603)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Build an understanding of the fundamental concepts and Layered Architecture of computer networking.	K_2, K_3
CO 2	Understand the basic concepts of link layer properties to detect error and develop the solution for error control and flow control.	K_2, K_4
CO 3	Design, calculate, and apply subnet masks and addresses to fulfil networking requirements and calculate distance among routers in subnet.	K_3, K_6
CO 4	Understanding the duties of transport layer, session layer and presentation layer and also focus on network security issues to secure communication towards society.	K_2, K_4
CO 5	Allow the student to gain expertise in some specific areas of networking such as the design and	K_3, K_6

	maintenance of individual networks.	
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introductory Concepts**: Goals and applications of networks, Categories of networks, Organization of the Internet, ISP, Network structure and architecture (layering principles, services, protocols and standards), The OSI reference model, TCP/IP protocol suite, Network devices and components. **Physical Layer:** Network topology design, Types of connections, Transmission media, Signal transmission and encoding, Network performance and transmission impairments, Switching techniques and multiplexing.	**08**
II	**Link layer:** Framing, Error Detection and Correction, Flow control (Elementary Data Link Protocols, Sliding Window protocols). Medium Access Control and Local Area Networks: Channel allocation, Multiple access protocols, LAN standards, Link layer switches & bridges (learning bridge and spanning tree algorithms).	**08**
III	**Network Layer:** Point-to-point networks, Logical addressing, Basic internetworking (IP, CIDR, ARP, RARP, DHCP, ICMP), Routing, forwarding and delivery, Static and dynamic routing, Routing algorithms and protocols, Congestion control algorithms, IPv6.	**08**
IV	**Transport Layer:** Process-to-process delivery, Transport layer protocols (UDP and TCP), Multiplexing, Connection management, Flow control and retransmission, Window management, TCP Congestion control, Quality of service.	**08**
V	**Application Layer:** Domain Name System, World Wide Web and Hyper Text Transfer Protocol, Electronic mail, File Transfer Protocol, Remote login, Network management, Data compression, Cryptography – basic concepts.	**08**

Text books:

Text books and References:

1. Behrouz Forouzan, “Data Communication and Networking”, McGraw Hill
2. Andrew Tanenbaum “Computer Networks”, Prentice Hall.
3. William Stallings, “Data and Computer Communication”, Pearson.
4. Kurose and Ross, “Computer Networking- A Top-Down Approach”, Pearson.
5. Peterson and Davie, “Computer Networks: A Systems Approach”, Morgan Kaufmann
6. W. A. Shay, “Understanding Communications and Networks”, Cengage Learning.
7. D. Comer, “Computer Networks and Internets”, Pearson.
8. Behrouz Forouzan, “TCP/IP Protocol Suite”, McGraw Hill.

Big Data (KCS-061)		
Course Outcome (CO)		**Bloom’s Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Identify Big Data and its business implications.	
CO 2	Use various techniques for mining data stream	
CO 3	List the components of Hadoop and Hadoop Eco-System.	
CO 4	Apply Map Reduce programming model to access and process data on Distributed File System.	
CO 5	Manage job execution in Hadoop environment and develop Big Data solutions by applying Hadoop Eco System components	
DETAILED SYLLABUS		**3-0-0**

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

Text books and References:

1. Michael Minelli, Michelle Chambers, and Ambiga Dhiraj, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses", Wiley
2. Big-Data Black Book, DT Editorial Services, Wiley
3. Dirk deRoos, Chris Eaton, George Lapis, Paul Zikopoulos, Tom Deutsch, “Understanding Big Data Analytics for Enterprise Class Hadoop and Streaming Data”, McGrawHill.
4. Thomas Erl, Wajid Khattak, Paul Buhler, “Big Data Fundamentals: Concepts, Drivers and Techniques”, Prentice

Hall.
5. Bart Baesens “Analytics in a Big Data World: The Essential Guide to Data Science and its Applications (WILEY Big Data Series)”, John Wiley & Sons
6. Arshdeep Bahga, Vijay Madisetti, “Big Data Science & Analytics: A HandsOn Approach “, VPT
7. Anand Rajaraman and Jeffrey David Ullman, “Mining of Massive Datasets”, CUP
8. Tom White, "Hadoop: The Definitive Guide", O'Reilly.
9. Eric Sammer, "Hadoop Operations", O'Reilly.
10. Chuck Lam, “Hadoop in Action”, MANNING Publishers
11. Deepak Vohra, “Practical Hadoop Ecosystem: A Definitive Guide to Hadoop-Related Frameworks and Tools”, Apress
12. E. Capriolo, D. Wampler, and J. Rutherglen, "Programming Hive", O'Reilly
13. Lars George, "HBase: The Definitive Guide", O'Reilly.
14. Alan Gates, "Programming Pig", O'Reilly.
15. Michael Berthold, David J. Hand, “Intelligent Data Analysis”, Springer
16. Bill Franks, “Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics”, John Wiley & sons
17. Glenn J. Myatt, “Making Sense of Data”, John Wiley & Sons
18. Pete Warden, “Big Data Glossary”, O’Reilly

Image Processing (KCS-062)		
Course Outcome (CO)		**Bloom’s Knowledge Level (KL)**
At the end of course , the student will be able:		
CO 1	To become familiar with digital image fundamentals.	K_1 , K_2
CO 2	To get exposed to simple image enhancement techniques in Spatial and Frequency domain	K_2 , K_3
CO 3	To learn concepts of degradation function and restoration techniques	K_2 , K_3
CO 4	To study the image segmentation and representation techniques.	K_2 , K_3
CO 5	To become familiar with image compression and recognition method	K_2 , K_3
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**DIGITAL IMAGE FUNDAMENTALS:** Steps in Digital Image Processing – Components – Elements of Visual Perception – Image Sensing and Acquisition – Image Sampling and Quantization – Relationships between pixels – Color image fundamentals – RGB, HSI models, Two-dimensional mathematical preliminaries, 2D transforms – DFT, DCT.	**08**
II	**IMAGE ENHANCEMENT :** Spatial Domain: Gray level transformations – Histogram processing – Basics of Spatial Filtering– Smoothing and Sharpening Spatial Filtering, Frequency Domain: Introduction to Fourier Transform– Smoothing and Sharpening frequency domain filters – Ideal, Butterworth and Gaussian filters, Homomorphic filtering, Color image enhancement.	**08**
III	**IMAGE RESTORATION :** Image Restoration – degradation model, Properties, Noise models – Mean Filters – Order Statistics – Adaptive filters – Band reject Filters – Band pass Filters – Notch Filters – Optimum Notch Filtering – Inverse Filtering – Wiener filtering	**08**
IV	**IMAGE SEGMENTATION:** Edge detection, Edge linking via Hough transform – Thresholding – Region based segmentation – Region growing – Region splitting and merging – Morphological processing- erosion and dilation, Segmentation by morphological watersheds – basic concepts – Dam construction – Watershed segmentation algorithm.	**08**
V	**IMAGE COMPRESSION AND RECOGNITION:** Need for data compression, Huffman, Run Length Encoding, Shift codes, Arithmetic coding, JPEG standard, MPEG. Boundary representation, Boundary description, Fourier Descriptor, Regional	**08**

	Descriptors – Topological feature, Texture – Patterns and Pattern classes – Recognition based on matching.	

Text books:

1. Rafael C. Gonzalez, Richard E. Woods,Digital Image Processing Pearson, Third Edition, 2010
2. Anil K. Jain,Fundamentals of Digital Image Processing Pearson, 2002.
3. Kenneth R. Castleman,Digital Image Processing Pearson, 2006.
4. Rafael C. Gonzalez, Richard E. Woods, Steven Eddins,Digital Image Processing using MATLAB Pearson Education, Inc., 2011.
5. D,E. Dudgeon and RM. Mersereau,Multidimensional Digital Signal Processing Prentice Hall Professional Technical Reference, 1990.
6. William K. Pratt,Digital Image Processing John Wiley, New York, 2002
7. Milan Sonka et al Image processing, analysis and machine vision Brookes/Cole, Vikas Publishing House, 2nd edition, 1999

Blockchain Architecture Design (KIT-061)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	To understand the overview of the structure and mechanism of Bitcoin, Ethereum, Hyperledger and Multichain Blockchain platforms.	K_1 , K_2
CO 2	To understand the importance of consensus in transactions and how transactions are stored on Blockchain.	K_1 , K_2
CO 3	To setup your own private Blockchain and deploy smart contracts on Ethereum.	K_3 , K_6
CO 4	To learn to deploy the business network using Hyperledger Composer.	K_4, K_5, K_6
CO 5	To learn the implementation of Blockchain through various use cases	K_4, K_5, K_6
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction to Blockchain**: Digital Money to Distributed Ledgers , Design Primitives: Protocols, Security, Consensus, Permissions, Privacy. Blockchain Architecture and Design: Basic crypto primitives: Hash, Signature,) Hashchain to Blockchain, Basic consensus mechanisms	**08**
II	**Consensus:** Requirements for the consensus protocols, Proof of Work (PoW), Scalability aspects of Blockchain consensus protocols Permissioned Blockchains:Design goals, Consensus protocols for Permissioned Blockchains	**08**
III	**Hyperledger Fabric (A):** Decomposing the consensus process , Hyperledger fabric components, Chaincode Design and Implementation **Hyperledger Fabric (B):** Beyond Chaincode: fabric SDK and Front End (b) Hyperledger composer tool	**08**
IV	**Use case 1 :** Blockchain in Financial Software and Systems (FSS): (i) Settlements, (ii) KYC, (iii) Capital markets, (iv) Insurance **Use case 2:** Blockchain in trade/supply chain: (i) Provenance of goods, visibility, trade/supply chain finance, invoice management discounting, etc	**08**
V	**Use case 3**: Blockchain for Government: (i) Digital identity, land records and other kinds of record keeping between government entities, (ii) public distribution system social welfare systems Blockchain Cryptography, Privacy and Security on Blockchain	**08**

Text books:

1. Mstering Bitcoin: Unlocking Digital Cryptocurrencies, by Andreas Antonopoulos
2. Blockchain by Melanie Swa, O'Reilly

3. Hyperledger Fabric - https://www.hyperledger.org/projects/fabric
4. Zero to Blockchain - An IBM Redbooks course, by Bob Dill, David Smits - https://www.redbooks.ibm.com/Redbooks.nsf/RedbookAbstracts/crse0401.html

Data Compression (KCS-064)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	To gain a fundamental understanding of data compression methods for text, images, and video, and related issues in the storage, access, and use of large data sets	K_1 , K_2
CO 2	To select, giving reasons that are sensitive to the specific application and particular circumstance, most appropriate compression techniques for text, audio, image and video information	K_2 , K_3
CO 3	To illustrate the concept of various algorithms for compressing text, audio, image and video information.	K_2 , K_3
CO 4	To understand various Distortion criterias.	K_2 , K_3
CO 5	To illustrate the Advantages of Vector Quantization over Scalar Quantization.	K_2, K_3
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	Compression Techniques: Loss less compression, Lossy Compression, Measures of performance, Modeling and coding, Mathematical Preliminaries for Lossless compression: A brief introduction to information theory, Models: Physical models, Probability models, Markov models, composite source model, Coding: uniquely decodable codes, Prefix codes.	**08**
II	The Huffman coding algorithm: Minimum variance Huffman codes, Adaptive Huffman coding: Update procedure, Encoding procedure, Decoding procedure. Golomb codes, Rice codes, Tunstall codes, Applications of Hoffman coding: Loss less image compression, Text compression, Audio Compression.	**08**
III	Coding a sequence, Generating a binary code, Comparison of Binary and Huffman coding, Applications: Bi-level image compression-The JBIG standard, JBIG2, Image compression. Dictionary Techniques: Introduction, Static Dictionary: Diagram Coding, Adaptive Dictionary. The LZ77 Approach, The LZ78 Approach, Applications: File Compression-UNIX compress, Image Compression: The Graphics Interchange Format (GIF), Compression over Modems: V.42 bits, Predictive Coding: Prediction with Partial match (ppm): The basic algorithm, The ESCAPE SYMBOL, length of context, The Exclusion Principle, The Burrows-Wheeler Transform: Moveto-front coding, CALIC, JPEG-LS, Multi-resolution Approaches, Facsimile Encoding, Dynamic Markoy Compression.	**08**
IV	Distortion criteria, Models, Scalar Ouantization: The Quantization problem, Uniform Quantizer, Adaptive Quantization, Non uniform Quantization.	**08**
V	Advantages of Vector Quantization over Scalar Quantization, The Linde-Buzo-Gray Algorithm, Tree structured Vector Quantizers. Structured VectorQuantizers.	**08**

Text books:

1. Khalid Sayood, Introduction to Data Compression, Morgan Kaufmann Publishers
2. Elements of Data Compression,Drozdek, Cengage Learning

3. Introduction to Data Compression, Second Edition, Khalid Sayood,The Morgan aufmann Series
4.Data Compression: The Complete Reference 4th Edition byDavid Salomon, Springer
5.Text Compression1st Edition by Timothy C. Bell Prentice Hall

Software Engineering Lab (KCS-661)

For any given case/ problem statement do the following;
1. Prepare a SRS document in line with the IEEE recommended standards.
2. Draw the use case diagram and specify the role of each of the actors. Also state the precondition, post condition and function of each use case.
3. Draw the activity diagram.
4. Identify the classes. Classify them as weak and strong classes and draw the class diagram.
5. Draw the sequence diagram for any two scenarios.
6. Draw the collaboration diagram.
7. Draw the state chart diagram.
8. Draw the component diagram.
9. Perform forward engineering in java. (Model to code conversion)
10. Perform reverse engineering in java. (Code to Model conversion) 11. Draw the deployment diagram.

KIT-661: Data Analytics Lab

1. To get the input from user and perform numerical operations (MAX, MIN, AVG, SUM, SQRT, ROUND) using in R.
2. To perform data import/export (.CSV, .XLS, .TXT) operations using data frames in R.
3. To get the input matrix from user and perform Matrix addition, subtraction, multiplication, inverse transpose and division operations using vector concept in R.
4. To perform statistical operations (Mean, Median, Mode and Standard deviation) using R.
5. To perform data pre-processing operations i) Handling Missing data ii) Min-Max normalization
6. To perform dimensionality reduction operation using PCA for Houses Data Set
7. To perform Simple Linear Regression with R.
8. To perform K-Means clustering operation and visualize for iris data set
9. Write R script to diagnose any disease using KNN classification and plot the results.
10. To perform market basket analysis using Association Rules (Apriori).

KCS-663: Computer Networks Lab

1. To learn handling and configuration of networking hardware like RJ-45 connector, CAT-6 cable, crimping tool, etc.
2. Configuration of router, hub, switch etc. (using real devices or simulators)
3. Running and using services/commands like ping, trace route, nslookup, arp, telnet, ftp, etc.
4. Network packet analysis using tools like Wireshark, tcpdump, etc.
5. Network simulation using tools like Cisco Packet Tracer, NetSim, OMNeT++, NS2, NS3, etc.
6. Socket programming using UDP and TCP (e.g., simple DNS, data & time client/server, echo client/server, iterative & concurrent servers)
7. Programming using raw sockets
8. Programming using RPC

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner

Open Electives to be offered by the CSE/CS/IT/CSI Branches

Open Elective-1	
KOE-061	Basics of Data Base Management System
KOE-062	Software Project Management

Basics of Data Base Management System (KOE-061)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Identify and apply the concept of databases, database management systems, ER modeling for designing simple databases	
CO 2	Summarize the concepts related to relational model and solve database queries using relational algebra	
CO 3	Write database queries using Structured Query Language (SQL)	
CO 4	Design and develop databases from the real world by applying the concepts of normalization and design algorithms.	
CO 5	Outline the issues associated with transaction processing and recovery	
CO 6	Identify and understand the recent trends & applications in database management	
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** An overview of database management system, database system vs file system, database system concepts and architecture, views of data – levels of abstraction, data models, schema and instances, data independence, database languages and interfaces, data definition languages, DML, overall database structure, transaction management, storage management, database users and administrator. **Data Modeling using the Entity Relationship Model:** ER model concepts, notation for ER diagram, mapping constraints, keys, concepts of super key, candidate key, primary key, generalization, aggregation, reduction of an ER diagrams to tables, extended ER model, relationships of higher degree.	**08**
II	**Relational Database Concepts:** Introduction to relational database, relational database structure, relational model terminology – domains, attributes, tuples, relations & relational database schema, integrity constraints, entity integrity, referential integrity, keys constraints, domain constraints, Relational algebra - relational calculus, tuple and domain calculus, basic operations – selection and projection, set-theoretic operations, join operations. **Data Base Design & Normalization:** Functional dependencies, normal forms, first, second, & third normal forms, BCNF, inclusion dependence, loss less join decompositions, normalization using FD, MVD, and JDs, alternative approaches to database design	**08**
III	**Structured Query Language (SQL):** Basics of SQL, DDL, DML, DCL, advantage of SQL, SQL data type and literals, types of SQL commands, SQL operators and their	**08**

	procedure, tables – creation & alteration, defining constraints, views and indexes, queries and sub queries, aggregate functions, built-in functions, insert, update and delete operations, joins, unions, intersection, minus, transaction control commands. **PL/SQL:** Introduction, features, syntax and constructs, SQL within Pl/SL, DML in PL/SQL Cursors, stored procedures, stored function, database triggers, indices	
IV	**Transaction Processing Concepts:** Transaction concepts, properties of transaction, testing of serializability, Serializability of schedules, conflict & view serializable schedule, recoverability, recovery from transaction failures, two-phase commit protocol, log based recovery, checkpoints, deadlock handling. **Concurrency Control Techniques:** Concurrency control, locking techniques for concurrency control, time stamping protocols for concurrency control, validation based protocol, multiple granularity, multi-version schemes, recovery with concurrent transaction.	**08**
V	**Database Security** – Types of security, system failure, backup & recovery techniques, authorization & authentication, system policies, levels of security – physical, OS, network & DBMS, privileges – grant & revoke. **Recent Trends in Database Management Systems:** Centralized and Client-Server Architectures, Distributed Databases, Object-Oriented Database, Spatial & Temporal Databases, Decision Support Systems, Data Analysis, Data Mining & Warehousing, Data Visualization, Mobile Databases, OODB & XML Databases, Multimedia & Web Databases, Spatial and Geographical Databases, Web and Mobile Databases, Active Databases	**08**

Text Books and References:

1. Elmasri, Navathe, "Fundamentals of Database System", Addision Wesley.
2. Korth, Silbertz, Sudarshan, "Database Concepts", Mc Graw Hill.
3. Bipin C. Desai, "An Introduction to Database System", Galgotia Publication.
4. Majumdar & Bhattacharya, " Database Management System", TMH.
5. Date C.J., "An Introduction to Database System", Addision Wesley.
6. Ramakrishnan, Gehrke, "Database Management System", Mc Graw Hill.
7. Atul Kahate, "Introduction to Database Management Systems", Pearson Education.
8. Paul Beynon Davies, "Database System", Palgrave Macmillan.
9. Bharti P.K., " An Introduction to Database Systems", JPNP.
10. Rajesh Narang, "Database Management System", PHI.
11. Singh, S.K., "Database System Concepts – design & application", Pearson Education.
12. Leon & Leon, "Database Management Systems", Vikas Publishing House.
13. O'Neil, "Databases", Elsevier Pub.
14. Ivan Bayross, "SQL, PL/SQL – The Programming Language of Oracle", BPB Publications.
15. P.S. Deshpande, "SQL and PL/SQL for Oracle 10g, Black Book", Dreamtech Press.
16. George Koch, Kevin Loney, "Oracle: The Complete Reference", TMH/Oracle Press.
17. Coronel, Morris and Rob, "Database Principles: Fundamentals of Design, Implementation and Management", Cengage Learning.
18. Gillenson, Paulraj Ponniah, "Introduction to Database Management", Wiley.
19. G. K. Gupta, "Database Management Systems", McGraw Hill.
20. Shraman Shah, "Oracle for Professional", SPD.

Software Project Management (KOE-062)	
Course Outcome (CO)	**Bloom's**

		Knowledge Level (KL)
At the end of course , the student will be able :		
CO 1	To understand the Software Project Planning, Evaluation techniques and software development life cycle (SDLC).	K_2
CO 2	To learn about the activity planning and risk management principles.	K_2, K_4
CO 3	To manage software projects and control software deliverables.	K_4, K_5
CO 4	To develop skills to manage the various phases involved in project management and people management.	K_2, K_4
CO 5	To deliver successful software projects that support organization's strategic goals.	K_2, K_4

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Project Evaluation and Project Planning :** 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.	**08**
II	**Project Life Cycle and Effort Estimation :** Software process and Process Models – Choice of Process models – Rapid Application development – Agile methods – Dynamic System Development Method – Extreme Programming– Managing interactive processes – Basics of Software estimation – Effort and Cost estimation techniques – COSMIC Full function points – COCOMO II – a Parametric Productivity Model.	**08**
III	**Activity Planning and Risk Management :** Objectives of Activity planning – Project schedules – Activities – Sequencing and scheduling – Network Planning models – Formulating Network Model – Forward Pass & Backward Pass techniques – Critical path (CRM) method – Risk identification – Assessment – Risk Planning –Risk Management – – PERT technique – Monte Carlo simulation – Resource Allocation – Creation of critical paths – Cost schedules.	**08**
IV	**Project Management and Control:** Framework for Management and control – Collection of data – Visualizing progress – Cost monitoring – Earned Value Analysis – Prioritizing Monitoring – Project tracking – Change control – Software Configuration Management – Managing contracts – Contract Management.	**08**
V	**Staffing in Software Projects :** Managing people – Organizational behavior – Best methods of staff selection – Motivation – The Oldham – Hackman job characteristic model – Stress – Health and Safety – Ethical and Professional concerns – Working in teams – Decision making – Organizational structures – Dispersed and Virtual teams – Communications genres – Communication plans – Leadership.	**08**

Text books:

21. Bob Hughes, Mike Cotterell and Rajib Mall: Software Project Management – Fifth Edition, Tata McGraw Hill, New Delhi, 2012.
22. Robert K. Wysocki ―Effective Software Project Management – Wiley Publication, 2011.
23. Walker Royce: ―Software Project Management- Addison-Wesley, 1998.
24. Gopalaswamy Ramesh, ―Managing Global Software Projects – McGraw Hill Education (India), Fourteenth Reprint 2013.