DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY, UTTAR PRADESH, LUCKNOW

EVALUATION SCHEME & SYLLABUS

FOR

B. TECH. THIRD YEAR

- **Computer Science**
- **Computer Engineering**
- **Computer Science and Engineering**

Based On

NEP2020

(Effective from the Session: 2024-25)

B.TECH (COMPUTER SCIENCE & ENGINEERING/ COMPUTER SCIENCE)
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	BCS501	Database Management System	3	1	0	20	10	30		70		100	4
2	BCS502	Web Technology	3	1	0	20	10	30		70		100	4
3	BCS503	Design and Analysis of Algorithm	3	1	0	20	10	30		70		100	4
4	Deptt-Elective-I	Departmental Elective-I	3	0	0	20	10	30		70		100	3
5	Deptt.-Elective-II	Departmental Elective-II	3	0	0	20	10	30		70		100	3
6	BCS551	Database Management System Lab	0	0	2				50		50	100	1
7	BCS552	Web Technology Lab	0	0	2				50		50	100	1
8	BCS553	Design and Analysis of Algorithm Lab	0	0	2				50		50	100	1
9	BCS554	Mini Project or Internship Assessment*	0	0	2				100			100	2
10	BNC501/ BNC502	Constitution of India/ Essence of Indian Traditional Knowledge	2	0	0	20	10	30		70			
		Total	**17**	**3**	**8**							**900**	**23**

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

Minor Degree/Honors Degree MT-1/HT-1

B.TECH (COMPUTER SCIENCE & ENGINEERING/ COMPUTER SCIENCE) CURRICULUM STRUCTURE

SEMESTER- VI

Sl. No.	Subject Codes	Subject	Periods			Evaluation Scheme				End Semester		Total	Credit
			L	T	P	CT	TA	Total	PS	TE	PE		
1	BCS601	Software Engineering	3	1	0	20	10	30		70		100	4
2	BCS602	Compiler Design	3	1	0	20	10	30		70		100	4
3	BCS603	Computer Networks	3	1	0	20	10	30		70		100	4
4	Deptt-Elective-III	Departmental Elective-III	3	0	0	20	10	30		70		100	3
5		Open Elective-I	3	0	0	20	10	30		70		100	3
6	BCS651	Software Engineering Lab	0	0	2				50		50	100	1
7	BCS652	Compiler Design Lab	0	0	2				50		50	100	1
8	BCS653	Computer Networks Lab	0	0	2				50		50	100	1
9	BNC601/ BNC602	Constitution of India/ Essence of Indian Traditional Knowledge	2	0	0	20	10	30		70			
		Total	**17**	**3**	**6**							**800**	**21**
		Minor Degree/Honors Degree MT-1/HT-1											

Departmental Elective-I

1. BCS-051 Statistical Computing
2. BCS-052 Data Analytics
3. BCS-053 Computer Graphics
4. BCS-054 Object Oriented System Design with C++

Departmental Elective-II

5. BCS-055 Machine Learning Techniques
6. BCS-056 Application of Soft Computing
7. BCS-057 Image Processing
8. BCS-058 Data Warehousing & Data Mining

Departmental Elective-III

1. BCS-061 Big Data
2. BCS-062 Augmented & Virtual Reality
3. BCS-063 Blockchain Architecture Design
4. BCS-064 Data Compression

B.TECH (CS, Computer Engineering and CSE) FIFTH SEMESTER SYLLABUS

Database Management System (BCS501)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
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 (BCS502)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course, the student will be able to:		
CO 1	Understand the fundamental concepts of web development, including the history, protocols, and tools. Apply HTML and XML in the development of web projects.	K_3, K_6
CO 2	Apply CSS for designing and styling web pages, including the use of CSS properties, styling elements, and advanced techniques for creating responsive web sites.	K_2, K_3
CO 3	Develop interactive web applications using JavaScript and AJAX, with a focus on scripting documents, forms, and networking concepts such as internet addressing and TCP/IP sockets.	K_3, K_6
CO 4	Design and implement server-side applications using Enterprise Java Beans (EJB) and Node.js, including the creation of JavaBeans, RESTful APIs, and database operations with MongoDB.	K_2, K_4, K_6
CO 5	Implement web server functionality using Servlets and Java Server Pages (JSP), focusing on handling HTTP requests, session tracking, and utilizing custom tag libraries for dynamic web content.	K_2, K_3, K_4
DETAILED SYLLABUS		**3-0-0**

Unit	Topic	Proposed Lecture
I	**Introduction:** 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. **Web Page Designing:** HTML: List, Table, Images, Frames, forms, XML: Document type definition (DTD), XML schemes, Object Models, presenting and using XML, Using XML Processors: DOM and SAX.	**08**
II	**CSS:** Creating Style Sheet, CSS Properties, CSS Styling (Background, Text Format, Controlling Fonts), Working with block elements and objects, Working with Lists and Tables, CSS Id and Class, Box Model (Introduction, Border properties, Padding Properties, Margin properties) **CSS Advanced** (Grouping, Dimension, Display, Positioning, Floating, Align, Pseudo class, Navigation Bar, Image Sprites, Attribute sector), CSS Color, Creating page Layout and Site Designs.	**08**
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:** Creating a JavaBeans, JavaBeans Properties, Types of beans, Stateful Session bean, Stateless Session bean, Entity bean. **Node.js:** Introduction, Environment Setup, REPL Terminal, NPM (Node Package Manager) Callbacks Concept, Events, Packaging, Express Framework, Restful API. **Node.js with MongoDB:** MongoDB Create Database, Create Collection, Insert, delete, update, join, sort, query.	**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. Hans Bergsten, "Java Server Pages", SPD O'Reilly
5. Margaret Levine Young, "The Complete Reference Internet", McGraw Hill.
6. Greg Lim, "Beginning Node.js, Express & MongoDB Development", 1 September 2020, Greg Lim
7. Shannon Bradshaw, Eoin Brazil, Kristina Chodorow, "MongoDB: The Definitive Guide, 3rd Edition", December 2019, O'Reilly Media, Inc.

Design and Analysis of Algorithm (BCS503)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Design new algorithms, prove them correct, and analyze their asymptotic and absolute runtime and memory demands.	K_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.

Statistical Computing (BCS051)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Understand and apply the probability distributions, random number generation and density estimations to perform analysis of various kinds of data	$K2, K_4, K_6$
CO 2	Understand and manipulate data, design and perform simple Monte Carlo experiments, and be able to use resampling methods	K_5, K_6
CO 3	Perform statistical analysis on variety of data	K_2, K_5
CO 4	Perform appropriate statistical tests using R and visualize the outcome	K_2, K_4
CO 5	Discuss the results obtained from their analyses after creating customized graphical and numerical summaries	K_2, K_3

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**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**
II	**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**
III	**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**
IV	**Resampling Methods:** Cross-validation, Bootstrapping, Jackknife resampling, percentile confidence intervals, permutation tests **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	**08**
V	**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 inR, 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.	**08**

	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.	

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.

Data Analytics (BCS052)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Describe the life cycle phases of Data Analytics through discovery, planning and building.	K_1, K_2
CO 2	Understand and apply Data Analysis Techniques.	K_2, K_3
CO 3	Implement various Data streams.	K_3
CO 4	Understand item sets, Clustering, frame works & Visualizations.	K_2
CO 5	Apply R tool for developing and evaluating real time applications.	K_3, K_5, K_6

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. John Garrett, Data Analytics for IT Networks : Developing Innovative Use Cases, Pearson Education
5. Michael Minelli, Michelle Chambers, and Ambiga Dhiraj, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses", Wiley
6. David Dietrich, Barry Heller, Beibei Yang, "Data Science and Big Data Analytics", EMC Education Series, John Wiley
7. Frank J Ohlhorst, "Big Data Analytics: Turning Big Data into Big Money", Wiley and SAS Business Series
8. Colleen Mccue, "Data Mining and Predictive Analysis: Intelligence Gathering and Crime Analysis", Elsevier
9. Michael Berthold, David J. Hand," Intelligent Data Analysis", Springer

10. Paul Zikopoulos, Chris Eaton, Paul Zikopoulos, “Understanding Big Data: Analytics for Enterprise Class Hadoop and Streaming Data”, McGraw Hill
11. Trevor Hastie, Robert Tibshirani, Jerome Friedman, "The Elements of Statistical Learning", Springer
12. Mark Gardner, “Beginning R: The Statistical Programming Language”, Wrox Publication
13. Pete Warden, Big Data Glossary, O’Reilly
14. Glenn J. Myatt, Making Sense of Data, John Wiley & Sons1
15. Pete Warden, Big Data Glossary, O’Reilly.
16. Peter Bühlmann, Petros Drineas, Michael Kane, Mark van der Laan, "Handbook of Big Data", CRC Press
17. Jiawei Han, Micheline Kamber “Data Mining Concepts and Techniques”, Second Edition, Elsevier

Computer Graphics (BCS053)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Understand the graphics hardware used in field of computer graphics.	K_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:

1. 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

Object Oriented System Design with C++ (BCS054)

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to:		
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 know the concepts of C++ for understanding the implementation of object oriented concepts	K_2, K_3
CO 5	To understand and apply object oriented paradigm concepts to implement real world problems.	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 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.	**08**
III	Object Oriented Analysis: Object oriented design, Object design, Combining three models, Designing algorithms, design optimization, Implementation of control, Adjustment of inheritance, Object representation, Physical packaging, Documenting design considerations. **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", 2nd Edition Pearson Education
2. Grady Booch, James Rumbaugh, Ivar Jacobson, "The Unified Modeling Language User Guide", Pearson Education
3. Object Oriented Programming With C++, E Balagurusamy, McGraw-Hill Education
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, McGraw-Hill Education

Machine Learning Techniques (BCS055)

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 understand a wide variety of learning algorithms and how to evaluate models generated from data	K_1 , K_3
CO 3	To understand the latest trends in machine learning	K_2 , K_3
CO 4	To design appropriate machine learning algorithms and apply the algorithms to a real-world problems	K_4 , K_6
CO 5	To optimize the models learned and report on the expected accuracy that can be achieved by applying the models	K_4, K_5

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**INTRODUCTION** – Learning, Types of Learning, Well defined learning problems, Designing a Learning System, History of ML, Introduction of Machine Learning Approaches – (Artificial Neural Network, Clustering, Reinforcement Learning, Decision Tree Learning, Bayesian networks, Support Vector Machine, Genetic Algorithm), Issues in Machine Learning and Data Science Vs Machine Learning;	**08**
II	**REGRESSION:** Linear Regression and Logistic Regression **BAYESIAN LEARNING -** Bayes theorem, Concept learning, Bayes Optimal Classifier, Naïve Bayes classifier, Bayesian belief networks, EM algorithm. **SUPPORT VECTOR MACHINE:** Introduction, Types of support vector kernel – (Linear kernel, polynomial kernel,and Gaussiankernel), Hyperplane – (Decision surface), Properties of SVM, and Issues in SVM.	**08**
III	**DECISION TREE LEARNING -** Decision tree learning algorithm, Inductive bias, Inductive inference with decision trees, Entropy and information theory, Information gain, ID-3 Algorithm, Issues in Decision tree learning. **INSTANCE-BASED LEARNING** – k-Nearest Neighbour Learning, Locally Weighted Regression, Radial basis function networks, Case-based learning.	**08**
IV	**ARTIFICIAL NEURAL NETWORKS** – Perceptron's, Multilayer perceptron, Gradient descent and the Delta rule, Multilayer networks, Derivation of Backpropagation Algorithm, Generalization, Unsupervised Learning – SOM Algorithm and its variant; **DEEP LEARNING -** Introduction,concept of convolutional neural network , Types of layers – (Convolutional Layers , Activation function , pooling , fully connected) , Concept of Convolution (1D and 2D) layers, Training of network, Case study of CNN for eg on Diabetic Retinopathy, Building a smart speaker, Self-deriving car etc.	**08**
V	**REINFORCEMENT LEARNING**–Introduction to Reinforcement Learning , Learning Task,Example of Reinforcement Learning in Practice, Learning Models for Reinforcement – (Markov Decision process , Q Learning - Q Learning function, Q Learning Algorithm), Application of Reinforcement Learning,Introduction to Deep Q Learning. **GENETIC ALGORITHMS:** Introduction, Components, GA cycle of reproduction, Crossover, Mutation, Genetic Programming, Models of Evolution and Learning, Applications.	**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.

Application of Soft Computing (BCS056)

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to:		
CO 1	Recognize the feasibility of applying a soft computing methodology for a particular problem	K_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 Networks" 3rd Edition Pearson Education

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

5. Kumar Satish, "Neural Networks" McGraw Hill

Image Processing (BCS057)

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able:		
CO 1	Explain the basic concepts of two-dimensional signal acquisition, sampling, quantization and color model.	K_1, K_2
CO 2	Apply image processing techniques for image enhancement in both the spatial and frequency domains.	K_2, K_3
CO 3	Apply and compare image restoration techniques in both spatial and frequency domain.	K_2, K_3
CO 4	Compare edge based and region based segmentation algorithms for ROI extraction.	K_3, K_4
CO 5	Explain compression techniques and descriptors for image processing.	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 Descriptors – Topological feature, Texture – Patterns and Pattern classes – Recognition based on matching.	**08**

Text books:

1. Rafael C. Gonzalez, Richard E. Woods,Digital Image Processing Pearson, 3rd 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

Data Warehousing and Data Mining (BCS058)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to understand		
CO 1	Be familiar with mathematical foundations of data mining tools..	K1 , K2
CO 2	Understand and implement classical models and algorithms in data warehouses and data mining	K3
CO 3	Characterize the kinds of patterns that can be discovered by association rule mining, classification and clustering.	K1 , K2
CO 4	Master data mining techniques in various applications like social, scientific and environmental context.	K3
CO 5	Develop skill in selecting the appropriate data mining algorithm for solving practical problems.	K1 , K2

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Data Warehousing:** Overview, Definition, Data Warehousing Components, Building a Data Warehouse, Warehouse Database, Mapping the Data Warehouse to a Multiprocessor Architecture, Difference between Database System and Data Warehouse, Multi Dimensional Data Model, Data Cubes, Stars, Snow Flakes, Fact Constellations, Concept	**08**
II	**Data Warehouse Process and Technology:** Warehousing Strategy, Warehouse /management and Support Processes, Warehouse Planning and Implementation, Hardware and Operating Systems for Data Warehousing, Client/Server Computing Model & Data Warehousing. Parallel Processors & Cluster Systems, Distributed DBMS implementations, Warehousing Software, Warehouse Schema Design,	**08**
III	**Data Mining:** Overview, Motivation, Definition & Functionalities, Data Processing, Form of Data Pre-processing, Data Cleaning: Missing Values, Noisy Data, (Binning, Clustering, Regression, Computer and Human inspection), Inconsistent Data, Data Integration and Transformation. Data Reduction:-Data Cube Aggregation, Dimensionality reduction, Data Compression, Numerosity Reduction, Discretization and Concept hierarchy generation, Decision Tree.	**08**
IV	**Classification**: Definition, Data Generalization, Analytical Characterization, Analysis of attribute relevance, Mining Class comparisons, Statistical measures in large Databases, Statistical-Based Algorithms, Distance-Based Algorithms, Decision Tree-Based Algorithms. Clustering: Introduction, Similarity and Distance Measures, Hierarchical and Partitional Algorithms. Hierarchical Clustering-CURE and Chameleon. Density Based Methods-DBSCAN, OPTICS. Grid Based Methods- STING, CLIQUE. Model Based Method –Statistical Approach, Association rules: Introduction, Large Item sets, Basic Algorithms, Parallel and Distributed Algorithms, Neural Network approach.	**08**
V	**Data Visualization and Overall Perspective:** Aggregation, Historical information, Query Facility, OLAP function and Tools. OLAP Servers, ROLAP, MOLAP, HOLAP, Data Mining interface, Security, Backup and Recovery, Tuning Data Warehouse, Testing Data Warehouse. Warehousing applications and Recent Trends: Types of Warehousing Applications, Web Mining, Spatial Mining and Temporal Mining	**08**

Text books:

1. Alex Berson, Stephen J. Smith "Data Warehousing, Data-Mining & OLAP", TMH
2. Mark Humphries, Michael W. Hawkins, Michelle C. Dy, " Data Warehousing: Architecture and Implementation", Pearson
3. Margaret H. Dunham, S. Sridhar,"Data Mining:Introductory and Advanced Topics" Pearson Education
4. Arun K. Pujari, "Data Mining Techniques" Universities Press
5. Pieter Adriaans, Dolf Zantinge, "Data-Mining", Pearson Education

Database Management Systems Lab (BCS551)

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to:		
CO 1	Understand and apply oracle 11 g products for creating tables, views, indexes, sequences and other database objects.	K_2, K_4
CO 2	Design and implement a database schema for company data base, banking data base, library information system, payroll processing system, student information system.	K_3, K_5
CO 3	Write and execute simple and complex queries using DDL, DML, DCL and TCL.	K_4, K_5
CO 4	Write and execute PL/SQL blocks, procedure functions, packages and triggers, cursors.	K_4, K_5
CO 5	Enforce entity integrity, referential integrity, key constraints, and domain constraints on database.	K_3, K_4

DETAILED SYLLABUS

1. Installing oracle/ MYSQL
2. Creating Entity-Relationship Diagram using case tools.
3. Writing SQL statements Using ORACLE /MYSQL:
   a) Writing basic SQL SELECT statements.
   b) Restricting and sorting data.
   c)Displaying data from multiple tables.
   d)Aggregating data using group function.
   e)Manipulating data.
   e)Creating and managing tables.
4. Normalization
5. Creating cursor
6. Creating procedure and functions
7. Creating packages and triggers
8. Design and implementation of payroll processing system
9. Design and implementation of Library Information System
10. Design and implementation of Student Information System
11. Automatic Backup of Files and Recovery of Files
12. Mini project (Design & Development of Data and Application) for following :
    a) Inventory Control System.
    b) Material Requirement Processing.
    c) Hospital Management System.
    d) Railway Reservation System.
    e) Personal Information System.
    f) Web Based User Identification System.
    g) Timetable Management System.
    h) Hotel Management System

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner
It is also suggested that open source tools should be preferred to conduct the lab (MySQL , SQL server , Oracle ,MongoDB ,Cubrid ,MariaDBetc)

Database Management Systems Lab (BCS-551): Mapping with Virtual Lab

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

Web Technology Lab (BCS552)

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course, the student will be able to:		
CO 1	Understanding fundaments of website development and apply HTL and XML languages for development of websites	K_2, K_4
CO 2	Applying CSS in designing and development of responsive website for compatibility of various devices.	K2, K_3, K_5
CO 3	Understand, analyze and design the role of JavaScript for dynamic web pages.	K2, K_4, K_5
CO 4	Design and deploy different components using Java Bean, Node.js and database tables using MongoDB and produce various results based on given query.	K_4, K_5
CO 5	Design and deploy server-side java application called Servlet & JSP tools to catch form data sent from client, process it and store it on database.	K_3, K_4

DETAILED SYLLABUS

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

1. Write HTML program for designing your institute website. Display departmental information of your institute on the website.
2. Write HTML program to design an entry form for student details/employee information/faculty details.
3. Develop a responsive website using CSS and HTML. Website may be for tutorial/blogs/commercial website.
4. Write programs using HTML and Java Script for validation of input data.
5. Write a 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.
6. Create a Java Bean for Employee information (EmpID, Name, Salary, Designation and Department).
7. Build a command-line utility using Node.js that performs a specific task, such as converting text to uppercase, calculating the factorial of a number, or generating random passwords.
8. Develop a script that uses MongoDB's aggregation framework to perform operations like grouping, filtering, and sorting. For instance, aggregate user data to find the average age of users in different cities.
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: 1. 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. Create a table which should contain at least the following fields: name, password, email-id, phone number Write Servlet/JSP to connect to that database and extract data from the tables and display them. Insert the details of the users who register with the web site, whenever a new user clicks the submit button in the registration page.
11. Write a JSP which insert the details of the 3 or 4 users who register with the web site by using registration form. Authenticate the user when he submits the login form using the user name and password from the database.
12. Design and implement a simple shopping cart example with session tracking API.

Note: The instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner
It is also suggested that open source tools should be preferred to conduct the lab (Servlet, JSP, Node.js, MongoDB, etc)

Design and Analysis of Algorithm Lab (BCS553)

	Course Outcome (CO)	Bloom's Knowledge Level (KL)
At the end of course , the student will be able to:		
CO 1	Understand and implement algorithm to solve problems by iterative approach.	K_2, K_4
CO 2	Understand and implement algorithm to solve problems by divide and conquer approach.	K_3, K_5
CO 3	Understand and implement algorithm to solve problems by Greedy algorithm approach.	K_4, K_5
CO 4	Understand and analyze algorithm to solve problems by Dynamic programming, backtracking.	K_4, K_5
CO 5	Understand and analyze the algorithm to solve problems by branch and bound approach.	K_3, K_4

DETAILED SYLLABUS

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
11. Sort a given set of n integer elements using Quick Sort method and compute its time complexity. Run the program for varied values of n> 5000 and record the time taken to sort. Plot a graph of the time taken versus non graph sheet. The elements can be read from a file or can be generated using the random number generator. Demonstrate using Java how the divide and- conquer method works along with its time complexity analysis: worst case, average case and best case.
12. Sort a given set of n integer elements using Merge Sort method and compute its time complexity. Run the program for varied values of n> 5000, and record the time taken to sort. Plot a graph of the time taken versus non graph sheet. The elements can be read from a file or can be generated using the random number generator. Demonstrate how the divide and-conquer method works along with its time complexity analysis: worst case, average case and best case.
13. 6. Implement , the 0/1 Knapsack problem using
    (a) Dynamic Programming method
    (b) Greedy method.
14. From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.
15. Find Minimum Cost Spanning Tree of a given connected undirected graph using Kruskal's algorithm. Use Union-Find algorithms in your program.
16. Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm.
17. Write programs to (a) Implement All-Pairs Shortest Paths problem using Floyd's algorithm.
    (b) Implement Travelling Sales Person problem using Dynamic programming.
18. Design and implement to find a subset of a given set S = {Sl, S2,..... ,Sn} of n positive integers whose SUM is equal to a given positive integer d. For example, if S ={1, 2, 5, 6, 8} and d= 9, there are two solutions {1,2,6}and {1,8}. Display a suitable message, if the given problem instance doesn't have a solution.
19. Design and implement to find all Hamiltonian Cycles in a connected undirected Graph G of n vertices using backtracking principle.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner
It is also suggested that open source tools should be preferred to conduct the lab (C, C++ etc)

B.TECH (CS, Computer Engineering and CSE) SIXTH SEMESTER SYLLABUS

Software Engineering (BCS601)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Explain various software characteristics and analyze different software Development Models	K_1, K_2
CO 2	Demonstrate the contents of a SRS and apply basic software quality assurance practices to ensure that design, development meet or exceed applicable standards	K_1, K_2
CO 3	Compare and contrast various methods for software design.	K_2, K_3
CO 4	Formulate testing strategy for software systems, employ techniques such as unit testing, Test driven development and functional testing	K_3
CO 5	Manage software development process independently as well as in teams and make use of Various software management tools for development, maintenance and analysis.	K_5

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

Compiler Design (BCS602)

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to		
CO 1	Acquire knowledge of different phases and passes of the compiler and also able to use the compiler tools like LEX, YACC, etc. Students will also be able to design different types of compiler tools to meet the requirements of the realistic constraints of compilers.	K_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. Aho, Sethi & Ullman, "Compilers: Principles, Techniques and Tools", Pearson Education
2. K. Muneeswaran,Compiler Design,First Edition,Oxford University Press
3 .J.P. Bennet, "Introduction to Compiler Techniques", Second Edition, McGraw-Hill,2003.
4. Henk Alblas and Albert Nymeyer, "Practice and Principles of Compiler Building with C", PHI, 2001.
5. V Raghvan, " Principles of Compiler Design", McGraw-Hill,
6. Kenneth Louden," Compiler Construction", Cengage Learning.
7 .Charles Fischer and Ricard LeBlanc," Crafting a Compiler with C", Pearson Education

Computer Networks (BCS603)

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to understand		
CO 1	Explain basic concepts, OSI reference model, services and role of each layer of OSI model and TCP/IP, networks devices and transmission media, Analog and digital data transmission	K_1,K_2
CO 2	Apply channel allocation, framing, error and flow control techniques.	K_3
CO 3	Describe the functions of Network Layer i.e. Logical addressing, subnetting & Routing Mechanism.	K_2,K_3
CO 4	Explain the different Transport Layer function i.e. Port addressing, Connection Management, Error control and Flow control mechanism.	K_2,K_3
CO 5	Explain the functions offered by session and presentation layer and their Implementation.	K_2,K_3
CO 6	Explain the different protocols used at application layer i.e. HTTP, SNMP, SMTP, FTP, TELNET and VPN.	K_2

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 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 (BCS061)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Demonstrate knowledge of Big Data Analytics concepts and its applications in business.	K_1,K_2
CO 2	Demonstrate functions and components of Map Reduce Framework and HDFS.	K_1,K_2
CO 3	Discuss Data Management concepts in NoSQL environment.	K_6
CO 4	Explain process of developing Map Reduce based distributed processing applications.	K_2,K_5
CO 5	Explain process of developing applications using HBASE, Hive, Pig etc.	K_2,K_5
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 Reducetypes, 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,	**09**

	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.	

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. DT Editorial Services, Big-Data Black Book, Wiley
3. Dirk deRoos, Chris Eaton, George Lapis, Paul Zikopoulos, Tom Deutsch, "Understanding Big Data Analytics for Enterprise Class Hadoop and Streaming Data", McGraw Hill.
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. ArshdeepBahga, 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

Augmented & Virtual Reality (BCS062)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able :		
CO 1	To understand the basic concept and apply framework of virtual reality.	K1 , K2, K3
CO 2	To understand and analyze the principles and multidisciplinary features of virtual reality.	K_2 , K_4
CO 3	To understand and apply the technology for multimodal user interaction and perceptionin VR, in particular the visual, audial and haptic interface and behavior.	K_2 , K_3
CO 4	To understand and apply the technology for managing large scale VR environment inreal time.	K_2 , K_3
CO 5	To know an introduction to the AR system framework and apply AR tools in softwaredevelopment.	K_2 , K_3,

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 ofEffective 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 (TheMorgan 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.	

Blockchain Architecture Design (BCS063)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Describe the basic understanding of Blockchain architecture along with its primitive.	K_1, K_2
CO 2	Explain the requirements for basic protocol along with scalability aspects.	K_2, K_3
CO 3	Design and deploy the consensus process using frontend and backend.	K_3, K_4
CO 4	Apply Blockchain techniques for different use cases like Finance, Trade/Supply and Government activities.	K_4, K_5

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 (BCS064)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Describe the evolution and fundamental concepts of Data Compression and Coding Techniques.	K_1, K_2
CO 2	Apply and compare different static coding techniques (Huffman & Arithmetic coding) for text compression.	K_2, K_3
CO 3	Apply and compare different dynamic coding techniques (Dictionary Technique) for text compression.	K_2, K_3
CO 4	Evaluate the performance of predictive coding technique for Image Compression.	K_2, K_3
CO 5	Apply and compare different Quantization Techniques for Image Compression.	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 (BCS651)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Identify ambiguities, inconsistencies and incompleteness from a requirements specification and state functional and non-functional requirement	K_2, K_4
CO 2	Identify different actors and use cases from a given problem statement and draw use case diagram to associate use cases with different types of relationship	K_3, K_5
CO 3	Draw a class diagram after identifying classes and association among them	K_4, K_5
CO 4	Graphically represent various UML diagrams, and associations among them and identify the logical sequence of activities undergoing in a system, and represent them pictorially	K_4, K_5
CO 5	Able to use modern engineering tools for specification, design, implementation and testing	K_3, K_4

DETAILED SYLLABUS

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.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner
It is also suggested that open source tools should be preferred to conduct the lab (Open Office , Libra , Junit, Open Project , GanttProject , dotProject, AgroUML, StarUML etc.)

Software Engineering Lab (BCS-651): Mapping with Virtual Lab

Name of the Lab	Name of the Experiment
Software Engineering Lab (BCS-651)	Identifying the Requirements from Problem Statements
	Estimation of Project Metrics
	Modeling UML Use Case Diagrams and Capturing Use Case Scenarios
	E-R Modeling from the Problem Statements
	Identifying Domain Classes from the Problem Statements
	Statechart and Activity Modeling
	Modeling UML Class Diagrams and Sequence diagrams
	Modeling Data Flow Diagrams
	Estimation of Test Coverage Metrics and Structural Complexity
	Designing Test Suites

Compiler Design Lab (BCS652)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Identify patterns, tokens & regular expressions for lexical analysis.	K_2, K_4
CO 2	Design Lexical analyser for given language using C and LEX /YACC tools	K_3, K_5
CO 3	Design and analyze top down and bottom up parsers.	K_4, K_5
CO 4	Generate the intermediate code	K_4, K_5
CO 5	Generate machine code from the intermediate code forms	K_3, K_4

DETAILED SYLLABUS

1. Design and implement a lexical analyzer for given language using C and the lexical analyzer should ignore redundant spaces, tabs and new lines.
2. Implementation of Lexical Analyzer using Lex Tool
3. Generate YACC specification for a few syntactic categories.
   a) Program to recognize a valid arithmetic expression that uses operator +, – , * and /.
   b) Program to recognize a valid variable which starts with a letter followed by any number of letters or digits.
   c) Implementation of Calculator using LEX and YACC
   d) Convert the BNF rules into YACC form and write code to generate abstract syntax tree
4. Write program to find ε – closure of all states of any given NFA with ε transition.
5. Write program to convert NFA with ε transition to NFA without ε transition.
6. Write program to convert NFA to DFA
7. Write program to minimize any given DFA.
8. Develop an operator precedence parser for a given language.
9. Write program to find Simulate First and Follow of any given grammar.
10. Construct a recursive descent parser for an expression.
11. Construct a Shift Reduce Parser for a given language.
12. Write a program to perform loop unrolling.
13. Write a program to perform constant propagation.
14. Implement Intermediate code generation for simple expressions.
15. Implement the back end of the compiler which takes the three address code and produces the 8086 assembly language instructions that can be assembled and run using an 8086 assembler. The target assembly instructions can be simple move, add, sub, jump etc.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner
It is also suggested that open source tools should be preferred to conduct the lab (R , Python etc.)

Computer Networks Lab (BCS653)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Simulate different network topologies.	K_3,K_4
CO 2	Implement various framing methods of Data Link Layer.	K_3,K_4
CO 3	Implement various Error and flow control techniques.	K_3,K_4
CO 4	Implement network routing and addressing techniques.	K_3, K_4
CO 5	Implement transport and security mechanisms	K_3, K_4

DETAILED SYLLABUS

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
12. To learn handling and configuration of networking hardware like RJ-45 connector, CAT-6 cable, crimping tool, etc.
13. Configuration of router, hub, switch etc. (using real devices or simulators)
14. Running and using services/commands like ping, traceroute, nslookup, arp, telnet, ftp, etc.
15. Network packet analysis using tools like Wireshark, tcpdump, etc.
16. Network simulation using tools like Cisco Packet Tracer, NetSim, OMNeT++, NS2, NS3, etc.
17. Socket programming using UDP and TCP (e.g., simple DNS, data & time client/server, echo client/server, iterative & concurrent servers)

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner
It is also suggested that open source tools should be preferred to conduct the lab (C , C++ , Java , NS3, Mininet, Opnet, TCP Dump, Wireshark etc.

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

Open Elective-1	
BOE-067	Basics of Data Base Management System
BOE-068	Software Project Management

Basics of Data Base Management System (BOE067)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Describe the features of a database system and its application and compare various types of data models.	K_2
CO 2	Construct an ER Model for a given problem and transform it into a relation database schema.	K_5, K_6
CO 3	Formulate solution to a query problem using SQL Commands, relational algebra, tuple calculus and domain calculus.	K_5, K_6
CO 4	Explain the need of normalization and normalize a given relation to the desired normal form.	K_2, K_3
CO 5	Explain different approaches of transaction processing and concurrency control.	K_2
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 & relationaldatabase 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 theirprocedure, 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	**08**

	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", McGraw Hill.
3. Bipin C. Desai, "An Introduction to Database System", Galgotia Publication.
4. Majumdar & Bhattacharya, " Database Management System", McGraw Hill.
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", McGraw Hill.
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 (BOE068)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able :		
CO 1	Identify project planning objectives, along with various cost/effort estimation models.	K_3
CO 2	Organize & schedule project activities to compute critical path for risk analysis.	K_3
CO 3	Monitor and control project activities.	K_4, K_5
CO 4	Formulate testing objectives and test plan to ensure good software quality under SEI-CMM.	K_6
CO 5	Configure changes and manage risks using project management tools.	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:

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