Soban Singh Jeena University
Almora

Vocational Education Centre

Bachelor of Science
(Information Technology)

Semester 1		
Paper	**Course Type**	**Course Title**
1	Core Subject	Imperative Programming
2	Core Subject	Digital Electronics
3	Core Subject	Operating Systems
4	Core Subject	Discrete Mathematics
5	Ability Enhancement Skill Course	Communication Skills

Semester 2		
Paper	**Course Type**	**Course Title**
1	Core Subject	Object oriented Programming
2	Core Subject	Microprocessor Architecture
3	Core Subject	Web Programming
4	Core Subject	Numerical and Statistical Methods
5	Ability Enhancement Skill Course	Green Computing

Semester 3		
Paper	**Course Type**	**Course Title**
1	Skill Enhancement Course	Python Programming
2	Core Subject	Data Structures
3	Core Subject	Computer Networks
4	Core Subject	Database Management Systems
5	Core Subject	Applied Mathematics

Semester 4		
Paper	**Course Type**	**Course Title**
1	Skill Enhancement Course	Core Java
2	Core Subject	Introduction to Embedded Systems
3	Core Subject	Computer Oriented Statistical Techniques
4	Core Subject	Software Engineering
5	Core Subject	Computer Graphics and Animation

Semester 5		
Paper	**Course Type**	**Course Title**
1	Skill Enhancement Course	Software Project Management
2	Skill Enhancement Course	Internet of Things
3	Skill Enhancement Course	Advanced Web Programming
4	Discipline Specific Elective (Any One)	Artificial Intelligence Or Linux System Administration
5	Discipline Specific Elective (Any One)	Enterprise Java Or Next Generation Technologies

Semester 6		
Paper	**Course Type**	**Course Title**
1	Skill Enhancement Course	Software Quality Assurance
2	Skill Enhancement Course	Security in Computing
3	Skill Enhancement Course	Business Intelligence
4	Discipline Specific Elective (Any One)	Principles of Geographic Information Systems Or Enterprise Networking
5	Discipline Specific Elective (Any One)	IT Service Management Or Cyber Laws

SEMESTER # 1

Paper 1- (Imperative Programming)

Unit	Details	Lectures
I	**Introduction:** Types of Programming languages, History, features and application. Simple program logic, program development cycle, pseudocode statements and flowchart symbols, sentinel value to end a program, programming and user environments, evolution of programming models., desirable program characteristics. **Fundamentals:** Structure of a program. Compilation and Execution of a Program, Character Set, identifiers and keywords, data types, constants, variables and arrays, declarations, expressions, statements, Variable definition, symbolic constants.	**12**
II	**Operators and Expressions:** Arithmetic operators, unary operators, relational and logical operators, assignment operators, assignment operators, the conditional operator, library functions. **Data Input and output:** Single character input and output, entering input data, scanf function, printf function, gets and puts functions, interactive programming.	**12**
III	**Conditional Statements and Loops:** Decision Making Within A Program, Conditions, Relational Operators, Logical Connectives, If Statement, If-Else Statement, Loops: While Loop, Do While, For Loop. Nested Loops, Infinite Loops, Switch Statement **Functions:** Overview, defining a function, accessing a function, passing arguments to a function, specifying argument data types, function prototypes, recursion, modular programming and functions, standard library of c functions, prototype of a function: foo1lal parameter list, return type, function call, block structure, passing arguments to a function: call by reference, call by value.	**12**
IV	**Program structure:** Storage classes, automatic variables, external variables, static variables, multifile programs, more library functions, **Preprocessor:** Features, #define and #include, Directives and Macros **Arrays:** Definition, processing, passing arrays to functions, multidimensional arrays, arrays and strings.	**12**
V	**Pointers:** Fundamentals, declarations, Pointers Address Operators, Pointer Type Declaration, Pointer Assignment, Pointer Initialization, Pointer Arithmetic, Functions and Pointers, Arrays And Pointers, Pointer Arrays, passing functions to other functions	**12**
	Structures and Unions: Structure Variables, Initialization, Structure Assignment, Nested Structure, Structures and Functions, Structures and Arrays: Arrays of Structures, Structures Containing Arrays, Unions**,** Structures and pointers.	

Books and References:					
Sr.	**Title**	**Author/s**	**Publisher**	**Edition**	**Year**
1.	Programming with C	Byron Gottfried	Tata McGRAW-Hill	2nd	1996
2.	Programming Logic and Design	Joyce Farell	Cengage Learning	8th	2014
3.	"C" Programming"	Brian W. Kernighan and Denis M. Ritchie.	PHI	2nd	
4.	Let us C	Yashwant P. Kanetkar,	BPB publication		
5.	C for beginners	Madhusudan Mothe	X-Team Series	1st	2008
6.	21St Century C	Ben Klemens	OReilly	1st	2012

Imperative Programming Practical

List of Practical: (Can be done in any imperative language)	
1.	**Basic Programs:**
a.	Write a program to display the message HELLO WORLD.
b.	Write a program to declare some variables of type int, float and double. Assign some values to these variables and display these values.
c.	Write a program to find the addition, subtraction, multiplication and division of two numbers.
2.	**Programs on variables:**
a.	Write a program to swap two numbers without using third variable.
b.	Write a program to find the area of rectangle, square and circle.
c.	Write a program to find the volume of a cube, sphere, and cylinder.
3.	**Conditional statements and loops(basic)**
a.	Write a program to enter a number from the user and display the month name. If number >13 then display invalid input using switch case.
b.	Write a program to check whether the number is even or odd.
c.	Write a program to check whether the number is positive, negative or zero.
d.	Write a program to find the factorial of a number.
e.	Write a program to check whether the entered number is prime or not.
f.	Write a program to find the largest of three numbers.
4.	**Conditional statements and loops(advanced)**
a.	Write a program to find the sum of squares of digits of a number.
b.	Write a program to reverse the digits of an integer.
c.	Write a program to find the sum of numbers from 1 to 100.
d.	Write a programs to print the Fibonacci series.
e.	Write a program to find the reverse of a number.
f.	Write a program to find whether a given number is palindrome or not.
g.	Write a program that solve the quadratic equation $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$
h.	Write a program to check whether the entered number is Armstrong or not.
i.	Write a program to count the digit in a number
5.	**Programs on patterns:** Programs on different patterns.

6.	**Functions:**
a.	Programs on Functions.
7.	**Recursive functions**
a.	Write a program to find the factorial of a number using recursive function.
b.	Write a program to find the sum of natural number using recursive function.
8.	**Arrays**
a.	Write a program to find the largest value that is stored in the array.
b.	Write a program using pointers to compute the sum of all elements stored in an array.
c.	Write a program to arrange the ‘n’ numbers stored in the array in ascending and descending order.
d.	Write a program that performs addition and subtraction of matrices.
e.	Write a program that performs multiplication of matrices.
9.	**Pointers**
a.	Write a program to demonstrate the use of pointers.
b.	Write a program to perform addition and subtraction of two pointer variables.
10.	**Structures and Unions**
a.	Programs on structures.
b.	Programs on unions.

Paper 2- (Digital Electronics)

Unit	Details	Lectures
I	**Number System:** Analog System, digital system, numbering system, binary number system, octal number system, hexadecimal number system, conversion from one number system to another, floating point numbers, weighted codes binary coded decimal, non-weighted codes Excess – 3 code, Gray code, Alphanumeric codes – ASCII Code, EBCDIC, ISCII Code, Hollerith Code, Morse Code, Teletypewriter (TTY), Error detection and correction, Universal Product Code, Code conversion. **Binary Arithmetic:** Binary addition, Binary subtraction, Negative number representation, Subtraction using 1's complement and 2's complement, Binary multiplication and division, Arithmetic in octal number system, Arithmetic in hexadecimal number system, BCD and Excess – 3 arithmetic.	**12**
II	**Boolean Algebra and Logic Gates:** Introduction, Logic (AND OR NOT), Boolean theorems, Boolean Laws, De Morgan's Theorem, Perfect Induction, Reduction of Logic expression using Boolean Algebra, Deriving Boolean expression from given circuit, exclusive OR and Exclusive NOR gates, Universal Logic gates, Implementation of other gates using universal gates, Input bubbled logic, Assertion level. **Minterm, Maxterm and Karnaugh Maps:** Introduction, minterms and sum of minterm form, maxterm and Product of maxterm form, Reduction technique using Karnaugh maps – 2/3/4/5/6 variable K-maps, Grouping of variables in K-maps, K-maps for product of sum form, minimize Boolean expression using K-map and obtain K-map from Boolean expression, Quine Mc Cluskey Method.	**12**
III	**Combinational Logic Circuits:** Introduction, Multi-input, multi-output Combinational circuits, Code converters design and implementations **Arithmetic Circuits:** Introduction, Adder, BCD Adder, Excess – 3 Adder, Binary Subtractors, BCD Subtractor, Multiplier, Comparator.	**12**
IV	**Multiplexer, Demultiplexer, ALU, Encoder and Decoder:** Introduction, Multiplexer, Demultiplexer, Decoder, ALU, Encoders. **Sequential Circuits: Flip-Flop:** Introduction, Terminologies used, S-R flip-flop, D flip-fop, JK flip-flop, Race-around condition, Master – slave JK flip-flop, T flip-flop,	**12**
	conversion from one type of flip-flop to another, Application of flip-flops.	
V	**Counters:** Introduction, Asynchronous counter, Terms related to counters, IC 7493 (4-bit binary counter), Synchronous counter, Bushing, Type T Design, Type JK Design, Presettable counter, IC 7490, IC 7492, Synchronous counter ICs, Analysis of counter circuits. **Shift Register:** Introduction, parallel and shift registers, serial shifting, serial–in serial– out, serial–in parallel–out , parallel–in parallel–out, Ring counter, Johnson counter, Applications of shift registers, Pseudo-random binary sequence generator, IC7495, Seven Segment displays, analysis of shift counters.	**12**

Books and References:					
Sr. No.	**Title**	**Author/s**	**Publisher**	**Edition**	**Year**
1.	Digital Electronics and Logic Design	N. G. Palan	Technova		
2.	Make Electronics	Charles Platt	O'Reilly	1st	2010
3.	Modern Digital Electronics	R. P. Jain	Tata McGraw Hill	3rd	
4.	Digital Principles and Applications	Malvino and Leach	Tata McGraw Hill		
5.	Digital Electronics: Principles, Devices and Applications,	Anil K. Maini	Wiley		2007

Digital Electronics Practical

List of Practical	
1.	**Study of Logic gates and their ICs and universal gates:**
a.	Study of AND, OR, NOT, XOR, XNOR, NAND and NOR gates
b.	IC 7400, 7402, 7404, 7408, 7432, 7486, 74266
c.	Implement AND, OR, NOT, XOR, XNOR using NAND gates.
d.	Implement AND, OR, NOT, XOR, XNOR using NOR gates.
2.	**Implement the given Boolean expressions using minimum number of gates.**
a.	Verifying De Morgan's laws.
b.	Implement other given expressions using minimum number of gates.
c.	Implement other given expressions using minimum number of ICs.
3.	**Implement combinational circuits.**
a.	Design and implement combinational circuit based on the problem given and minimizing using K-maps.
4.	**Implement code converters.**
a.	Design and implement Binary – to – Gray code converter.
b.	Design and implement Gray – to – Binary code converter.
c.	Design and implement Binary – to – BCD code converter
d.	Design and implement Binary – to – XS-3 code converter
5.	**Implement Adder and Subtractor Arithmetic circuits.**
a.	Design and implement Half adder and Full adder.
b.	Design and implement BCD adder.
c.	Design and implement XS – 3 adder.
d.	Design and implement binary subtractor.
e.	Design and implement BCD subtractor.
f.	Design and implement XS – 3 subtractor.
6.	**Implement Arithmetic circuits.**
a.	Design and implement a 2-bit by 2-bit multiplier.
b.	Design and implement a 2-bit comparator.
7.	**Implement Encode and Decoder and Multiplexer and Demultiplexers.**
a.	Design and implement 8:3 encoder.
b.	Design and implement 3:8 decoder.
c.	Design and implement 4:1 multiplexer. Study of IC 74153, 74157
d.	Design and implement 1:4 demultiplexer. Study of IC 74139
e.	Implement the given expression using IC 74151 8:1 multiplexer.
f.	Implement the given expression using IC 74138 3:8 decoder.

8.	**Study of flip-flops and counters.**
a.	Study of IC 7473.
b.	Study of IC 7474.
c.	Study of IC 7476.
d.	Conversion of Flip-flops.
e.	Design of 3-bit synchronous counter using 7473 and required gates.
f.	Design of 3-bit ripple counter using IC 7473.
9.	**Study of counter ICs and designing Mod-N counters.**
a.	Study of IC 7490, 7492, 7493 and designing mod-n counters using these.
b.	Designing mod-n counters using IC 7473 and 7400 (NAND gates)
10.	**Design of shift registers and shift register counters.**
a.	Design serial – in serial – out, serial – in parallel – out, parallel – in serial – out, parallel – in parallel – out and bidirectional shift registers using IC 7474.
b.	Study of ID 7495.
c.	Implementation of digits using seven segment displays.

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Digital Electronics and Logic Design	N. G. Palan	Technova		
2.	Digital Principles and Applications	Malvino and Leach	Tata McGraw Hill		

Paper 3- (Operating Systems)

Unit	Details	Lectures
I	**Introduction:** What is an operating system? History of operating system, computer hardware, different operating systems, operating system concepts, system calls, operating system structure. **Processes and Threads:** Processes, threads, interprocess communication, scheduling, IPC problems.	**12**
II	**Memory Management:** No memory abstraction, memory abstraction: address spaces, virtual memory, page replacement algorithms, design issues for paging systems, implementation issues, segmentation. **File Systems:** Files, directories, file system implementation, file-system management and optimization, MS-DOS file system, UNIX V7 file system, CD ROM file system.	**12**
III	**Input-Output:** Principles of I/O hardware, Principles of I/O software, I/O software layers, disks, clocks, user interfaces: keyboard, mouse, monitor, thin clients, power management, **Deadlocks:** Resources, introduction to deadlocks, the ostrich algorithm, deadlock detection and recovery, deadlock avoidance, deadlock prevention, issues.	**12**
IV	**Virtualization and Cloud:** History, requirements for virtualization, type 1 and 2 hypervisors, techniques for efficient virtualization, hypervisor microkernels, memory virtualization, I/O virtualization, Virtual appliances, virtual machines on multicore CPUs, Clouds. **Multiple Processor Systems** Multiprocessors, multicomputers, distributed systems.	**12**
V	**Case Study on LINUX and ANDROID:** History of Unix and Linux, Linux Overview, Processes in Linux, Memory management in Linux, I/O in Linux, Linux file system, security in Linux. Android **Case Study on Windows:** History of windows through Windows 10, programming windows, system structure, processes and threads in windows, memory management, caching in windows, I/O in windows, Windows NT file system, Windows power management, Security in windows.	**12**

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Modern Operating Systems	Andrew S. Tanenbaum, Herbert Bos	Pearson	4th	2014
2.	Operating Systems – Internals and Design Principles	Willaim Stallings	Pearson	8th	2009
3.	Operating System Concepts	Abraham Silberschatz, Peter B. Galvineg Gagne	Wiley	8th	
4.	Operating Systems	Godbole and Kahate	McGraw Hill	3rd	

Operating Systems Practical

List of Practical	
1.	Installation of virtual machine software.
2.	Installation of Linux operating system (RedHat / Ubuntu) on virtual machine.
3.	Installation of Windows operating system on virtial machine.
4.	**Linux commands: Working with Directories:**
a.	pwd, cd, absolute and relative paths, ls, mkdir, rmdir,
b.	file, touch, rm, cp. mv, rename, head, tail, cat, tac, more, less, strings, chmod
5.	**Linux commands: Working with files:**
a.	ps, top, kill, pkill, bg, fg,
b.	grep, locate, find, locate.
c.	date, cal, uptime, w, whoami, finger, uname, man, df, du, free, whereis, which.
d.	Compression: tar, gzip.
6.	**Windows (DOS) Commands – 1**
a.	Date, time, prompt, md, cd, rd, path.
b.	Chkdsk, copy, xcopy, format, fidsk, cls, defrag, del, move.
7.	**Windows (DOS) Commands – 2**
a.	Diskcomp, diskcopy, diskpart, doskey, echo
b.	Edit, fc, find, rename, set, type, ver
8.	**Working with Windows Desktop and utilities**
a.	Notepad
b.	Wordpad
c.	Paint
d.	Taskbar
e.	Adjusting display resolution
f.	Using the browsers
g.	Configuring simple networking
h.	Creating users and shares
9.	**Working with Linux Desktop and utilities**
a.	The vi editor.
b.	Graphics
c.	Terminal

d.	Adjusting display resolution
e.	Using the browsers
f.	Configuring simple networking
g.	Creating users and shares
10.	**Installing utility software on Linux and Windows**

Paper 4- (Discrete Mathematics)

Unit	Details	Lectures
I	**Introduction**: Variables, The Language of Sets, The Language of Relations and Function **Set Theory**: Definitions and the Element Method of Proof, Properties of Sets, Disproofs, Algebraic Proofs, Boolean Algebras, Russell's Paradox and the Halting Problem. **The Logic of Compound Statements**: Logical Form and Logical Equivalence, Conditional Statements, Valid and Invalid Arguments	**12**
II	**Quantified Statements**: Predicates and Quantified Statements, Statements with Multiple Quantifiers, Arguments with Quantified Statements **Elementary Number Theory and Methods of Proof**: Introduction to Direct Proofs, Rational Numbers, Divisibility, Division into Cases and the Quotient-Remainder Theorem, Floor and Ceiling, Indirect Argument: Contradiction and Contraposition, Two Classical Theorems, Applications in algorithms.	**12**
III	**Sequences, Mathematical Induction, and Recursion**: Sequences, Mathematical Induction, Strong Mathematical Induction and the Well- Ordering Principle for the Integers, Correctness of algorithms, defining sequences recursively, solving recurrence relations by iteration, Second order linear homogenous recurrence relations with constant coefficients. general recursive definitions and structural induction. **Functions**: Functions Defined on General Sets, One-to-One and Onto, Inverse Functions, Composition of Functions, Cardinality with Applications to Computability	**12**
IV	**Relations**: Relations on Sets, Reflexivity, Symmetry, and Transitivity, Equivalence Relations, Partial Order Relations **Graphs and Trees**: Definitions and Basic Properties, Trails, Paths, and Circuits, Matrix Representations of Graphs, Isomorphism's of Graphs, Trees, Rooted Trees, Isomorphism's of Graphs, Spanning trees and shortest paths.	**12**
V	**Counting and Probability:** Introduction, Possibility Trees and the Multiplication Rule, Possibility Trees and the Multiplication Rule, Counting Elements of Disjoint Sets: The Addition Rule, The Pigeonhole Principle, Counting Subsets of a Set: Combinations, r- Combinations with Repetition Allowed, Probability Axioms and Expected Value, Conditional Probability, Bayes' Formula, and Independent Events.	**12**

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Discrete Mathematics with Applications	Sussana S. Epp	Cengage Learning	4^{th}	2010
2.	Discrete Mathematics, Schaum's Outlines Series	Seymour Lipschutz, Marc Lipson	Tata MCGraw Hill		2007
3.	Discrete Mathematics and its Applications	Kenneth H. Rosen	Tata MCGraw Hill		
4.	Discrete mathematical structures	B Kolman RC Busby, S Ross	PHI		
5.	Discrete structures	Liu	Tata MCGraw Hill		

Discrete Mathematics Practical

List of Practical: Write the programs for the following using SCILAB	
1.	**Set Theory**
a.	Inclusion Exclusion principle.
b.	Power Sets
c.	Mathematical Induction
2.	**Functions and Algorithms**
a.	Recursively defined functions
b.	Cardinality
c.	Polynomial evaluation
d.	Greatest Common Divisor
3.	**Counting**
a.	Sum rule principle
b.	Product rule principle
c.	Factorial
d.	Binomial coefficients
e.	Permutations
f.	Permutations with repetitions
g.	Combinations
h.	Combinations with repetitions
i.	Ordered partitions
j.	Unordered partitions
4.	**Probability Theory**
a.	Sample space and events
b.	Finite probability spaces
c.	Equiprobable spaces
d.	Addition Principle
e.	Conditional Probability
f.	Multiplication theorem for conditional probability
g.	Independent events
h.	Repeated trials with two outcomes
5.	**Graph Theory**
a.	Paths and connectivity
b.	Minimum spanning tree
c.	Isomorphism
6.	**Directed Graphs**
a.	Adjacency matrix
b.	Path matrix
7.	**Properties of integers**
a.	Division algorithm
b.	Primes
c.	Euclidean algorithm
d.	Fundamental theorem of arithmetic
e.	Congruence relation
f.	Linear congruence equation
8.	**Algebraic Systems**
a.	Properties of operations
b.	Roots of polynomials
9.	**Boolean Algebra**
a.	Basic definitions in Boolean Algebra
b.	Boolean algebra as lattices
10.	**Recurrence relations**
a.	Linear homogeneous recurrence relations with constant coefficients
b.	Solving linear homogeneous recurrence relations with constant coefficients
c.	Solving general homogeneous linear recurrence relations

Paper 5- (Communication Skills)

Unit	Details	Lectures
I	**The Seven Cs of Effective Communication:** Completeness, Conciseness, Consideration, Concreteness, Clarity, Courtesy, Correctness **Understanding Business Communication:** Nature and Scope of Communication, Non-verbal Communication, Cross-cultural communication, Technology-enabled Business Communication	**12**
II	**Writing Business Messages and Documents:** Business writing, Business Correspondence, Instructions Business Reports and Proposals, Career building and Resume writing. **Developing Oral Communication Skills for Business:** Effective Listening, Business Presentations and Public Speaking, Conversations, Interviews	**12**
III	**Developing Oral Communication Skills for Business:** Meetings and Conferences, Group Discussions and Team Presentations, Team Briefing, **Understanding Specific Communication Needs:** Communication across Functional Areas	**12**
IV	**Understanding Specific Communication Needs:** Corporate Communication, Persuasive Strategies in Business Communication, Ethics in Business Communication, Business Communication Aids	**12**
V	**Presentation Process:** Planning the presentations, executing the presentations, Impressing the audience by performing, Planning stage: Brainstorming, mind maps / concept maps, executing stage: chunking theory, creating outlines, Use of templates. Adding graphics to your presentation: Visual communication, Impress stage: use of font, colour, layout, Importance of practice and performance.	**12**

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Business Communication	Edited by Meenakshi Raman and Prakash Singh	Oxford University Press	Second	
2.	Professional Communication	Aruna Koneru	Tata McGraw Hill		
3.	Strategies for improving your business communication	Prof. M. S. Rao	Shroff publishers and distributors		2016
4.	Business Communication	Dr. Rishipal and Dr.Jyoti Sheoran	SPD		2014
5.	Graphics for Learning: Proven Guidelines for Planning, Designing, and Evaluating Visuals in Training Materials	Ruth C. Clark, Chopeta Lyons,	Pfeiffer, Wiley		2011

6.	Basic Business Communication: Skills for Empowering the Internet Generation	Lesikar Raymond V and Marie E. Flatley.	Tata McGraw- Hill	10th	2005
7.	Nonverbal Communication: Notes on the Visual Perception of Human Relations	Ruesh, Jurgen and Weldon Kees	University of California Press		1966
8.	Business Communication Today	Bovee, Courtland L.;Thill, John V.	Pearson Education Ltd.		2015
9.	Communication Skills	Dr.Nageshwar Rao Dr. Rajendra P. Das	Himalaya Publishing House		

Communication Skills Practical

List of Practical Questions:	
1.	**Communication Origami, Guessing Game, Guessing the emotion**
2.	**Body Language, Follow All Instructions, Effective Feedback Skills**
3.	**The Name Game, Square Talk (Effective Communication), Room 101 (Influential and persuasive skills)**
4.	**Back to Back Communication, Paper Shapes (Importance of two-way communication), Memory Test(Presentation Skills)**
5.	**Exercises on Communication Principles**
6.	**Exercises on communication icebreakers**
7.	**Communication exercises**
	For the following practicals, Microsoft Office, Open Office, Libre Office or any other software suite can be used.
8.	**Use of word processing tools for communication**
9.	**Use of spreadsheet tools for communication**
10.	**Use of presentation tools for communication**

- Open Elective Courses

The courses being offered are as follow:

1. Vocal Performance
2. Voice training & Techniques
3. Contemporary Dance
4. Tabla
5. Guitar
6. Kathak
7. Bharatnatyam
8. Light Classical Vocal
9. Introduction to Sem-Classical Vocal

SEMESTER # 2

Paper 1- Object Oriented Programming

Unit	Details	Lectures
I	**Object Oriented Methodology**: Introduction, Advantages and Disadvantages of Procedure Oriented Languages, what is Object Oriented? What is Object Oriented Development? Object Oriented Themes, Benefits and Application of OOPS. **Principles of OOPS:** OOPS Paradigm, Basic Concepts of OOPS: Objects, Classes, Data Abstraction and Data Encapsulation, Inheritance, Polymorphism, Dynamic Binding, Message Passing	**12**
II	**Classes and Objects:** Simple classes (Class specification, class members accessing), Defining member functions, passing object as an argument, Returning object from functions, friend classes, Pointer to object, Array of pointer to object. **Constructors and Destructors:** Introduction, Default Constructor, Parameterized Constructor and examples, Destructors	**12**
III	**Polymorphism:** Concept of function overloading, overloaded operators, overloading unary and binary operators, overloading comparison operator, overloading arithmetic assignment operator, Data Conversion between objects and basic types, **Virtual Functions:** Introduction and need, Pure Virtual Functions, Static Functions, this Pointer, abstract classes, virtual destructors.	**12**
IV	**Program development using Inheritance:** Introduction, understanding inheritance, Advantages provided by inheritance, choosing the access specifier, Derived class declaration, derived class constructors, class hierarchies, multiple inheritance, multilevel inheritance, containership, hybrid inheritance. **Exception Handling:** Introduction, Exception Handling Mechanism, Concept of throw & catch with example	**12**
V	**Templates:** Introduction, Function Template and examples, Class Template and examples. **Working with Files:** Introduction, File Operations, Various File Modes, File Pointer and their Manipulation	**12**

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Object Oriented Analysis and Design	Timothy Budd	TMH	3rd	2012
2.	Mastering C++	K R Venugopal, Rajkumar Buyya, T Ravishankar	Tata McGraw Hill	2nd Edition	2011
3.	C++ for beginners	B. M. Hirwani	SPD		2013
4.	Effective Modern C++	Scott Meyers	SPD		
5.	Object Oriented Programming with C++	E. Balagurusamy	Tata McGraw Hill	4th	
6.	Learning Python	Mark Lutz	O' Reilly	5th	2013
7.	Mastering Object Oriented Python	Steven F. Lott	Pact Publishing		2014

Object Oriented Programming Practical

List of Practical: To be implemented using object oriented language	
1.	**Classes and methods**
a.	Design an employee class for reading and displaying the employee information, the getInfo() and displayInfo() methods will be used repectively. Where getInfo() will be privatemethod
b.	Design the class student containing getData() and displayData() as two of its methods which will be used for reading and displaying the student information respectively. Where getData() will be private method.
c.	Design the class Demo which will contain the following methods: readNo(), factorial() for calculating the factorial of a number, reverseNo() will reverse the given number, isPalindrome() will check the given number is palindrome, isArmstrong() which will calculate the given number is armStrong or not.Where readNo() will be private method.
d.	Write a program to demonstrate function definition outside class and accessing class members in function definition.
2.	**Using friend functions.**
a.	Write a friend function for adding the two complex numbers, using a single class
b.	Write a friend function for adding the two different distances and display its sum, using two classes.
c.	Write a friend function for adding the two matrix from two different classes and display its sum.
3.	**Constructors and method overloading.**
a.	Design a class Complex for adding the two complex numbers and also show the use of constructor.
b.	Design a class Geometry containing the methods area() and volume() and also overload the area() function .
c.	Design a class StaticDemo to show the implementation of static variable and static function.
4.	**Operator Overloading**
a.	Overload the operator unary(-) for demonstrating operator overloading.
b.	Overload the operator + for adding the timings of two clocks, And also pass objects as an argument.
c.	Overload the + for concatenating the two strings. For e.g “Py” + “thon” = Python
5.	**Inheritance**
a.	Design a class for single level inheritance using public and private type derivation.
b.	Design a class for multiple inheritance.
c.	Implement the hierarchical inheritance.
6	**Virtual functions and abstract classes**
a	Implement the concept of method overriding.
b	Show the use of virtual function
c	Show the implementation of abstract class.
7	**String handling**
a	String operations for string length , string concatenation
b	String operations for string reverse, string comparison,
c	Console formatting functions.
8	**Exception handling**
a	Show the implementation of exception handling
b	Show the implementation for exception handling for strings
c	Show the implementation of exception handling for using the pointers.
9	**File handling**
a	Design a class FileDemo open a file in read mode and display the total number of words and lines in the file.
b	Design a class to handle multiple files and file operations
c	Design a editor for appending and editing the files
10	**Templates**
a	Show the implementation for the following
b	Show the implementation of template class library for swap function.
c	Design the template class library for sorting ascending to descending and vice- versa

Paper 2- Microprocessor Architecture

Unit	Details	Lectures
I	**Microprocessor, microcomputers, and Assembly Language:** Microprocessor, Microprocessor Instruction Set and Computer Languages, From Large Computers to Single-Chip Microcontrollers, Applications. **Microprocessor Architecture and Microcomputer System:** Microprocessor Architecture and its operation's, Memory, I/O Devices, Microcomputer System, Logic Devices and Interfacing, Microprocessor-Based System Application. **8085 Microprocessor Architecture and Memory Interface:** Introduction, 8085 Microprocessor unit, 8085-Based Microcomputer, Memory Interfacing, Interfacing the 8155 Memory Segment, Illustrative Example: Designing Memory for the MCTS Project, Testing and Troubleshooting Memory Interfacing Circuit, 8085-Based Single-Board microcomputer.	**12**
II	**Interfacing of I/O Devices** Basic Interfacing concepts, Interfacing Output Displays, Interfacing Input Devices, Memory Mapped I/O, Testing and Troubleshooting I/O Interfacing Circuits. **Introduction to 8085 Assembly Language Programming:** The 8085 Programming Model, Instruction Classification, Instruction, Data and Storage, Writing assembling and Execution of a simple program, Overview of 8085 Instruction Set, Writing and Assembling Program. **Introduction to 8085 Instructions:** Data Transfer Operations, Arithmetic Operations, Logic Operation, Branch Operation, Writing Assembly Languages Programs, Debugging a Program.	**12**
III	**Programming Techniques With Additional Instructions:** Programming Techniques: Looping, Counting and Indexing, Additional Data Transfer and 16-Bit Arithmetic Instructions, Arithmetic Instruction Related to Memory, Logic Operations: Rotate, Logics Operations: Compare, Dynamic Debugging. **Counters and Time Delays:** Counters and Time Delays, Illustrative Program: Hexadecimal Counter, Illustrative Program: zero-to-nine (Modulo Ten) Counter, Generating Pulse Waveforms, Debugging Counter and Time-Delay Programs. **Stacks and Sub-Routines:** Stack, Subroutine, Restart, Conditional Call, Return Instructions, Advanced Subroutine concepts.	**12**
IV	**Code Conversion, BCD Arithmetic, and 16-Bit Data Operations:** BCD-to-Binary Conversion, Binary-to-BCD Conversion, BCD-to- Seven-Segment-LED Code Conversion, Binary-to-ASCII and ASCII- to-Binary Code Conversion, BCD Addition, BCD Subtraction, Introduction To Advanced Instructions and Applications, Multiplication, Subtraction With Carry. **Software Development System and Assemblers:** Microprocessors-Based Software Development system, Operating System and Programming Tools, Assemblers and Cross-Assemblers, Writing Program Using Cross Assemblers. **Interrupts:** The 8085 Interrupt, 8085 Vectored Interrupts, Restart as S/W Instructions, Additional I/O Concepts and processes.	**12**

V	**The Pentium and Pentium Pro microprocessors:** Introduction, Special Pentium registers, Memory management, Pentium instructions, Pentium Pro microprocessor, Special Pentium Pro features. **Core 2 and later Microprocessors:** Introduction, Pentium II software changes, Pentium IV and Core 2, i3, i5 and i7. **SUN SPARC Microprocessor:** Architecture, Register file, data types and instruction format	**12**

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Microprocessors Architecture, Programming and Applications with the 8085.	Ramesh Gaonkar	PENRAM	Fifth	2012
2.	Computer System Architecture	M. Morris Mano	PHI		1998
3.	Structured Computer Organization	Andrew C. Tanenbaum	PHI		

Microprocessor Architecture Practical

List of Practical	
1.	**Perform the following Operations related to memory locations.**
a.	Store the data byte 32H into memory location 4000H.
b.	Exchange the contents of memory locations 2000H and 4000H
2.	**Simple assembly language programs.**
a.	Subtract the contents of memory location 4001H from the memory location 2000H and place the result in memory location 4002H.
b.	Subtract two 8-bit numbers.
c.	Add the 16-bit number in memory locations 4000H and 4001H to the 16-bit number in memory locations 4002H and 4003H. The most significant eight bits of the two numbers to be added are in memory locations 4001H and 4003H. Store the result in memory locations 4004H and 4005H with the most significant byte in memory location 4005H.
d.	Add the contents of memory locations 40001H and 4001H and place the result in the memory locations 4002Hand 4003H.
e.	Subtract the 16-bit number in memory locations 4002H and 4003H from the 16-bit number in memory locations 4000H and 4001H. The most significant eight bits of the two numbers are in memory locations 4001H and 4003H. Store the result in memory locations 4004H and 4005H with the most significant byte in memory location 4005H.
f.	Find the l's complement of the number stored at memory location 4400H and store the complemented number at memory location 4300H.
g.	Find the 2's complement of the number stored at memory location 4200H and store the complemented number at memory location 4300H.
3.	**Packing and unpacking operations.**
a.	Pack the two unpacked BCD numbers stored in memory locations 4200H and 4201H and store result in memory location 4300H. Assume the least significant digit is stored at 4200H.
b.	Two digit BCD number is stored in memory location 4200H. Unpack the BCD number and store the two digits in memory locations 4300H and 4301H such that memory location 4300H will have lower BCD digit.

4.	**Register Operations.**
a.	Write a program to shift an eight bit data four bits right. Assume that data is in register C.
b.	Program to shift a 16-bit data 1 bit left. Assume data is in the HL register pair
c.	Write a set of instructions to alter the contents of flag register in 8085.
d.	Write a program to count number of l's in the contents of D register and store the count in the B register.
5.	**Multiple memory locations.**
a.	Calculate the sum of series of numbers. The length of the series is in memory location 4200H and the series begins from memory location 4201H. a. Consider the sum to be 8 bit number. So, ignore carries. Store the sum at memory location 4300H. b. Consider the sum to be 16 bit number. Store the sum at memory locations 4300H and 4301H
b.	Multiply two 8-bit numbers stored in memory locations 2200H and 2201H by repetitive addition and store the result in memory locations 2300H and 2301H.
c.	Divide 16 bit number stored in memory locations 2200H and 2201H by the 8 bit number stored at memory location 2202H. Store the quotient in memory locations 2300H and 2301H and remainder in memory locations 2302H and 2303H.
d.	Find the number of negative elements (most significant bit 1) in a block of data. The length of the block is in memory location 2200H and the block itself begins in memory location 2201H. Store the number of negative elements in memory location 2300H
e.	Find the largest number in a block of data. The length of the block is in memory location 2200H and the block itself starts from memory location 2201H. Store the maximum number in memory location 2300H. Assume that the numbers in the block are all 8 bit unsigned binary numbers.
6.	**Calculations with respect to memory locations.**
a.	Write a program to sort given 10 numbers from memory location 2200H in the ascending order.
b.	Calculate the sum of series of even numbers from the list of numbers. The length of the list is in memory location 2200H and the series itself begins from memory location 2201H. Assume the sum to be 8 bit number so you can ignore carries and store the sum at memory location 2Sample problem:
c.	Calculate the sum of series of odd numbers from the list of numbers. The length of the list is in memory location 2200H and the series itself begins from memory location 2201H. Assume the sum to be 16-bit. Store the sum at memory locations 2300H and 2301H.
d.	Find the square of the given numbers from memory location 6100H and store the result from memory location 7000H
e.	Search the given byte in the list of 50 numbers stored in the consecutive memory locations and store the address of memory location in the memory locations 2200H and 2201H. Assume byte is in the C register and starting address of the list is 2000H. If byte is not found store 00 at 2200H and 2201H
f.	Two decimal numbers six digits each, are stored in BCD package form. Each number occupies a sequence of byte in the memory. The starting address of first number is 6000H Write an assembly language program that adds these two numbers and stores the sum in the same format starting from memory location 6200H
g.	Add 2 arrays having ten 8-bit numbers each and generate a third array of result. It is necessary to add the first element of array 1 with the first element of array-2 and so on. The starting addresses of array l, array2 and array3 are 2200H, 2300H and 2400H, respectively
7.	**Assembly programs on memory locations.**
a.	Write an assembly language program to separate even numbers from the given list of 50 numbers and store them in the another list starting from 2300H. Assume starting address of 50 number list is 2200H

b.	Write assembly language program with proper comments for the following: A block of data consisting of 256 bytes is stored in memory starting at 3000H. This block is to be shifted (relocated) in memory from 3050H onwards. Do not shift the block or part of the block anywhere else in the memory.
c.	Add even parity to a string of 7-bit ASCII characters. The length of the string is in memory location 2040H and the string itself begins in memory location 2041H. Place even parity in the most significant bit of each character.
d.	A list of 50 numbers is stored in memory, starting at 6000H. Find number of negative, zero and positive numbers from this list and store these results in memory locations 7000H, 7001H, and 7002H respectively
e.	Write an assembly language program to generate fibonacci number.
f.	Program to calculate the factorial of a number between 0 to 8.
8.	**String operations in assembly programs.**
a.	Write an 8085 assembly language program to insert a string of four characters from the tenth location in the given array of 50 characters
b.	Write an 8085 assembly language program to delete a string of 4 characters from the tenth location in the given array of 50 characters.
c.	Multiply the 8-bit unsigned number in memory location 2200H by the 8-bit unsigned number in memory location 2201H. Store the 8 least significant bits of the result in memory location 2300H and the 8 most significant bits in memory location 2301H.
d.	Divide the 16-bit unsigned number in memory locations 2200H and 2201H (most significant bits in 2201H) by the B-bit unsigned number in memory location 2300H store the quotient in memory location 2400H and remainder in 2401H
e.	DAA instruction is not present. Write a sub routine which will perform the same task as DAA.
9.	**Calculations on memory locations.**
a.	To test RAM by writing '1' and reading it back and later writing '0' (zero) and reading it back. RAM addresses to be checked are 40FFH to 40FFH. In case of any error, it is indicated by writing 01H at port 10
b.	Arrange an array of 8 bit unsigned no in descending order
c.	Transfer ten bytes of data from one memory to another memory block. Source memory block starts from memory location 2200H where as destination memory block starts from memory location 2300H
d.	Write a program to find the Square Root of an 8 bit binary number. The binary number is stored in memory location 4200H and store the square root in 4201H.
e.	Write a simple program to Split a HEX data into two nibbles and store it in memory
10.	**Operations on BCD numbers.**
a.	Add two 4 digit BCD numbers in HL and DE register pairs and store result in memory locations, 2300H and 2301H. Ignore carry after 16 bit.
b.	Subtract the BCD number stored in E register from the number stored in the D register
c.	Write an assembly language program to multiply 2 BCD numbers

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Microprocessors Architecture, Programming and Applications with the 8085.	Ramesh Gaonkar	PENRAM	Fifth	2012
2.	8080A/8085 Assembly Language Programming	Lance A. Leventhel	Osborne		1978

Paper 3- Web Programming

Unit	Details	Lectures
I	**Internet and the World Wide Web:** What is Internet? Introduction to internet and its applications, E-mail, telnet, FTP, e-commerce, video conferencing, e-business. Internet service providers, domain name server, internet address, World Wide Web (WWW): World Wide Web and its evolution, uniform resource locator (URL), browsers – internet explorer, Netscape navigator, opera, Firefox, chrome, Mozilla. search engine, web saver – apache, IIS, proxy server, HTTP protocol **HTML5:** Introduction, Why HTML5? Formatting text by using tags, using lists and backgrounds, Creating hyperlinks and anchors. Style sheets, CSS formatting text using style sheets, formatting paragraphs using style sheets.	**12**
II	**HTML5 Page layout and navigation:** Creating navigational aids: planning site organization, creating text based navigation bar, creating graphics based navigation bar, creating graphical navigation bar, creating image map, redirecting to another URL, creating division based layouts: HTML5 semantic tags, creating divisions, creating HTML5 semantic layout, positioning and formatting divisions. **HTML5 Tables, Forms and Media:** Creating tables: creating simple table, specifying the size of the table, specifying the width of the column, merging table cells, using tables for page layout, formatting tables: applying table borders, applying background and foreground fills, changing cell padding, spacing and alignment, creating user forms: creating basic form, using check boxes and option buttons, creating lists, additional input types in HTML5, Incorporating sound and video: audio and video in HTML5, HTML multimedia basics, embedding video clips, incorporating audio on web page.	**12**
III	**Java Script:** Introduction, Client-Side JavaScript, Server-Side JavaScript, JavaScript Objects, JavaScript Security, **Operators**: Assignment Operators, Comparison Operators, Arithmetic Operators, % (Modulus), ++(Increment), --(Decrement), -(Unary Negation), Logical Operators, Short-Circuit Evaluation, String Operators, Special Operators, ?: (Conditional operator), , (Comma operator), delete, new, this, void **Statements:** Break, comment, continue, delete, do...while, export, for, for...in, function, if...else, import, labelled, return, switch, var, while, with,	**12**
	Core JavaScript (Properties and Methods of Each) : Array, Boolean, Date, Function, Math, Number, Object, String, regExp **Document and its associated objects:** document, Link, Area, Anchor, Image, Applet, Layer **Events and Event Handlers :** General Information about Events, Defining Event Handlers, event, onAbort, onBlur, onChange, onClick, onDblClick, onDragDrop, onError, onFocus, onKeyDown, onKeyPress, onKeyUp, onLoad, onMouseDown, onMouseMove, onMouseOut, onMouseOver, onMouseUp, onMove, onReset, onResize, onSelect, onSubmit, onUnload	
IV	**PHP:** Why PHP and MySQL? Server-side scripting, PHP syntax and variables, comments, types, control structures, branching, looping, termination, functions, passing information with PHP, GET, POST, formatting form variables, superglobal arrays, strings and string functions, regular expressions, arrays, number handling, basic PHP errors/problems	**12**
V	**Advanced PHP and MySQL :** PHP/MySQL Functions, Integrating web forms and databases, Displaying queries in tables, Building Forms from queries, String and Regular Expressions, Sessions, Cookies and HTTP, E-Mail	**12**

Books and References:					
Sr. No.	**Title**	**Author/s**	**Publisher**	**Edition**	**Year**
1.	Web Design The Complete Reference	Thomas Powell	Tata McGraw Hill		-
2.	HTML5 Step by Step	Faithe Wempen	Microsoft Press		2011
3.	PHP 5.1 for Beginners	Ivan Bayross Sharanam Shah,	SPD		2013
4.	PHP Project for Beginners	SharanamShah, Vaishali Shah	SPD		2015
5.	PHP 6 and MySQL Bible	Steve Suehring, Tim Converse, Joyce Park	Wiley		2009
6.	Head First HTML 5 programming	Eric Freeman	O'Reilly		2013
7.	JavaScript 2.0: The Complete Reference	Thomas Powell and Fritz Schneider	Tata McGraw Hill	2nd	

Web Programming Practical

List of Practical	
1.	**Use of Basic Tags**
a.	Design a web page using different text formatting tags.
b.	Design a web page with links to different pages and allow navigation between web pages.
c.	Design a web page demonstrating all Style sheet types
2.	**Image maps, Tables, Forms and Media**
a.	Design a web page with Imagemaps.
b.	Design a web page demonstrating different semantics
c.	Design a web page with different tables. Design a webpages using table so that the content appears well placed.
d.	Design a web page with a form that uses all types of controls.
e.	Design a web page embedding with multimedia features.
3.	**Java Script**
a.	Using JavaScript design, a web page that prints factorial/Fibonacci series/any given series.
b.	Design a form and validate all the controls placed on the form using Java Script.
c.	Write a JavaScript program to display all the prime numbers between 1 and 100.
a.	Write a JavaScript program to accept a number from the user and display the sum of its digits.
d.	Write a program in JavaScript to accept a sentence from the user and display the number of words in it. (Do not use split () function).
e.	Write a java script program to design simple calculator.
4.	**Control and looping statements and Java Script references**
a.	Design a web page demonstrating different conditional statements.
b.	Design a web page demonstrating different looping statements.
c.	Design a web page demonstrating different Core JavaScript references (Array, Boolean, Date, Function, Math, Number, Object, String, regExp).
5.	**Basic PHP I**
a.	Write a PHP Program to accept a number from the user and print it factorial.
b.	Write a PHP program to accept a number from the user and print whether it is prime or not.
6.	**Basic PHP II**
a.	Write a PHP code to find the greater of 2 numbers. Accept the no. from the user.

b.	Write a PHP program to display the following Binary Pyramid: 1 0 1 1 0 1 0 1 0 1
7.	**String Functions and arrays**
a.	Write a PHP program to demonstrate different string functions.
b.	Write a PHP program to create one dimensional array.
8.	**PHP and Database**
a.	Write a PHP code to create: • Create a database College • Create a table Department (Dname, Dno, Number_Of_faculty)
b.	Write a PHP program to create a database named “College”. Create a table named “Student” with following fields (sno, sname, percentage). Insert 3 records of your choice. Display the names of the students whose percentage is between 35 to 75 in a tabular format.
c.	Design a PHP page for authenticating a user.
9.	**Email**
a.	Write a program to send email with attachment.
10.	**Sessions and Cookies**
a.	Write a program to demonstrate use of sessions and cookies.

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	HTML5 Step by Step	Faithe Wempen	Microsoft Press		2011
2.	JavaScript 2.0: The Complete Reference	Thomas Powell and Fritz Schneider	Tata McGraw Hill	2nd	
3.	PHP 6 and MySQL Bible	Steve Suehring, Tim Converse, Joyce Park	Wiley		2009
4.	PHP 5.1 for Beginners	Ivan Bayross Sharanam Shah,	SPD		2013
5.	PHP Project for Beginners	SharanamShah, Vaishali Shah	SPD		2015
6.	Murach’s PHP and MySQL	Joel Murach Ray Harris	SPD		2011

Paper 4- Numerical and Statistical Methods

Unit	Details	Lectures
I	**Mathematical Modeling and Engineering Problem Solving:** A Simple Mathematical Model, Conservation Laws and Engineering Problems **Approximations and Round-Off Errors:** Significant Figures, Accuracy and Precision, Error Definitions, Round-Off Errors **Truncation Errors and the Taylor Series:** The Taylor Series, Error Propagation, Total Numerical Errors, Formulation Errors and Data Uncertainty	**12**
II	**Solutions of Algebraic and Transcendental Equations:** The Bisection Method, The Newton-Raphson Method, The Regula-falsi method, The Secant Method. **Interpolation:** Forward Difference, Backward Difference, Newton's Forward Difference Interpolation, Newton's Backward Difference Interpolation, Lagrange's Interpolation.	**12**
III	**Solution of simultaneous algebraic equations (linear) using iterative methods:** Gauss-Jordan Method, Gauss-Seidel Method. **Numerical differentiation and Integration:** Numberical differentiation, Numerical integration using Trapezoidal Rule, Simpson's $1/3^{rd}$ and $3/8^{th}$ rules. **Numerical solution of 1st and 2nd order differential equations:** Taylor series, Euler's Method, Modified Euler's Method, Runge-Kutta Method for 1^{st} and 2^{nd} Order Differential Equations.	**12**
IV	**Least-Squares Regression:** Linear Regression, Polynomial Regression, Multiple Linear Regression, General Linear Least Squares, Nonlinear Regression **Linear Programming:** Linear optimization problem, Formulation and Graphical solution, Basic solution and Feasible solution.	**12**
V	**Random variables:** Discrete and Continuous random variables, Probability density function, Probability distribution of random variables, Expected value, Variance. **Distributions:** Discrete distributions: Uniform, Binomial, Poisson, Bernoulli, Continuous distributions: uniform distributions, exponential, (derivation of mean and variance only and state other properties and discuss their applications) Normal distribution state all the properties and its applications.	**12**

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Introductory Methods of Numerical Methods	S. S. Shastri	PHI	Vol – 2	
2.	Numerical Methods for Engineers	Steven C. Chapra, Raymond P. Canale	Tata Mc Graw Hill	6^{th}	2010
3.	Numerical Analysis	Richard L. Burden, J. Douglas Faires	Cengage Learning	9^{th}	2011
4.	Fundamentals of Mathematical Statistics	S. C. Gupta, V. K. Kapoor			
5.	Elements of Applied Mathematics	P.N.Wartikar and J.N.Wartikar	A. V. Griha Pune	Volume 1 and 2	

Numerical and Statistical Methods Practical

List of Practical	
1.	**Iterative Calculation**
a.	Program for iterative calculation.
b.	Program to calculate the roots of a quadratic equation using the formula.
c.	Program to evaluate using infinite series.
2.	**Solution of algebraic and transcendental equations:**
a.	Program to solve algebraic and transcendental equation by bisection method.
b.	Program to solve algebraic and transcendental equation by false position method.
c.	Program to solve algebraic and transcendental equation by Secant method.
d.	Program to solve algebraic and transcendental equation by Newton Raphson method.
3.	**Interpolation**
a.	Program for Newton's forward interpolation.
b.	Program for Newton's backward interpolation.
c.	Program for Lagrange's interpolation.
4.	**Solving linear system of equations by iterative methods**
a.	Program for solving linear system of equations using Gauss Jordan method.
b.	Program for solving linear system of equations using Gauss Seidel method.
5.	**Numerical Differentiation**
a.	Programing to obtain derivatives numerically.
6.	**Numerical Integration**
a.	Program for numerical integration using Trapezoidal rule.
b.	Program for numerical integration using Simpson's $1/3^{rd}$ rule.
c.	Program for numerical integration using Simpson's $3/8^{th}$ rule.
7.	**Solution of differential equations**
a.	Program to solve differential equation using Euler's method
b.	Program to solve differential equation using modified Euler's method.
c.	Program to solve differential equation using Runge-kutta 2^{nd} order and 4^{th} order methods.
8.	**Regression**
a.	Program for Linear regression.
b.	Program for Polynomial Regression.
c.	Program for multiple linear regression.
d.	Program for non-linear regression.
9.	**Random variables and distributions**
a.	Program to generate random variables.
b.	Program to fit binomial distribution.
c.	Program to fit Poisson distribution.
10.	**Distributions**
a.	Program for Uniform distribution.
b.	Program for Bernoulli distribution
c.	Program for Negative binomial distribution.

Paper 5- Green Computing

Unit	Details	Lectures
I	**Overview and Issues:** Problems: Toxins, Power Consumption, Equipment Disposal, Company's Carbon Footprint: Measuring, Details, reasons to bother, Plan for the Future, Cost Savings: Hardware, Power. **Initiatives and Standards:** Global Initiatives: United Nations, Basel Action Network, Basel Convention, North America: The United States, Canada, Australia, Europe, WEEE Directive, RoHS, National Adoption, Asia: Japan, China, Korea.	**12**
II	**Minimizing Power Usage:** Power Problems, Monitoring Power Usage, Servers, Low-Cost Options, Reducing Power Use, Data De-Duplication, Virtualization, Management, Bigger Drives, Involving the Utility Company, Low- Power Computers, PCs, Linux, Components, Servers, Computer Settings, Storage, Monitors, Power Supplies, Wireless Devices, Software. **Cooling:** Cooling Costs, Power Cost, Causes of Cost, Calculating Cooling Needs, Reducing Cooling Costs, Economizers, On-Demand Cooling, HP's Solution, Optimizing Airflow, Hot Aisle/Cold Aisle, Raised Floors, Cable Management, Vapour Seal, Prevent Recirculation of Equipment Exhaust, Supply Air Directly to Heat Sources, Fans, Humidity, Adding Cooling, Fluid Considerations, System Design, Datacentre Design, Centralized Control, Design for Your Needs, Put Everything Together.	**12**
III	**Changing the Way of Work:** Old Behaviours, starting at the Top, Process Reengineering with Green in Mind, Analysing the Global Impact of Local Actions, Steps: Water, Recycling, Energy, Pollutants, Teleworkers and Outsourcing, Telecommuting, Outsourcing, how to Outsource. **Going Paperless:** Paper Problems, The Environment, Costs: Paper and Office, Practicality, Storage, Destruction, Going Paperless, Organizational Realities, Changing Over, Paperless Billing, Handheld Computers vs. the Clipboard, Unified Communications, Intranets, What to Include, Building an Intranet, Microsoft Office SharePoint Server 2007, Electronic Data Interchange (EDI), Nuts and Bolts, Value Added Networks, Advantages, Obstacles.	**12**
IV	**Recycling:** Problems, China, Africa, Materials, Means of Disposal, Recycling, Refurbishing, Make the Decision, Life Cycle, from beginning to end, Life, Cost, Green Design, Recycling Companies, Finding the Best One, Checklist, Certifications, Hard Drive Recycling, Consequences, cleaning a Hard Drive, Pros and cons of each method, CDs and DVDs, good and bad about CD and DVDs disposal, Change the mind-set, David vs. America Online **Hardware Considerations:** Certification Programs, EPEAT, RoHS, Energy Star, Computers, Monitors, Printers, Scanners, All-in-Ones, Thin Clients, Servers, Blade Servers, Consolidation, Products, Hardware Considerations, Planned Obsolescence, Packaging, Toxins, Other Factors, Remote Desktop, Using Remote Desktop, Establishing a Connection, In Practice	**12**
V	**Greening Your Information Systems:** Initial Improvement Calculations, Selecting Metrics, Tracking Progress, Change Business Processes, Customer Interaction, Paper Reduction, Green Supply Chain, Improve Technology Infrastructure, Reduce PCs and Servers, Shared Services, Hardware Costs, Cooling. **Staying Green:** Organizational Check-ups, Chief Green Officer, Evolution, Sell the CEO, SMART Goals, Equipment Check-ups, Gather Data, Tracking the data, Baseline Data, Benchmarking, Analyse Data, Conduct Audits, Certifications, Benefits, Realities, Helpful Organizations.	**12**

Books and References:					
Sr. No.	**Title**	**Author/s**	**Publisher**	**Edition**	**Year**
1.	Green IT	Toby Velte, Anthony Velte, Robert Elsenpeter	McGraw Hill		2008
2.	Green Data Center: Steps for the Journey	Alvin Galea, Michael Schaefer, Mike Ebbers	Shroff Publishers and Distributers		2011
3.	Green Computing and Green IT Best Practice	Jason Harris	Emereo		
4.	Green Computing Tools and Techniques for Saving Energy, Money and Resources	Bud E. Smith	CRC Press		2014

Green Computing Practical

Project and Viva Voce	
1.	**A project should be done based on the objectives of Green Computing. A report of minimum 50 pages should be prepared. The report should have a font size of 12, Times new roman and 1.5 line spacing. The headings should have font size 14. The report should be hard bound.**
2.	**The project can be done individually or a group of two students.**
3.	**The students will have to present the project during the examination.**
4.	**A certified copy of the project report is essential to appear for the examination.**

SEMESTER # 3

Paper 1- Python Programming

Unit	Details	Lectures
I	**Introduction:** The Python Programming Language, History, features, Installing Python, Running Python program, Debugging : Syntax Errors, Runtime Errors, Semantic Errors, Experimental Debugging, Formal and Natural Languages, The Difference Between Brackets, Braces, and Parentheses, **Variables and Expressions** Values and Types, Variables, Variable Names and Keywords, Type conversion, Operators and Operands, Expressions, Interactive Mode and Script Mode, Order of Operations. **Conditional Statements:** if, if-else, nested if –else **Looping**: for, while, nested loops **Control statements:** Terminating loops, skipping specific conditions	**12**
II	**Functions:** Function Calls, Type Conversion Functions, Math Functions, Composition, Adding New Functions, Definitions and Uses, Flow of Execution, Parameters and Arguments, Variables and Parameters Are Local, Stack Diagrams, Fruitful Functions and Void Functions, Why Functions? Importing with from, Return Values, Incremental Development, Composition, Boolean Functions, More Recursion, Leap of Faith, Checking Types **Strings:** A String Is a Sequence, Traversal with a for Loop, String Slices, Strings Are Immutable, Searching, Looping and Counting, String Methods, The in Operator, String Comparison, String Operations.	**12**
III	**Lists:** Values and Accessing Elements, Lists are mutable, traversing a List, Deleting elements from List, Built-in List Operators, Concatenation, Repetition, In Operator, Built-in List functions and methods **Tuples and Dictionaries:** Tuples, Accessing values in Tuples, Tuple Assignment, Tuples as return values, Variable-length argument tuples, Basic tuples operations, Concatenation, Repetition, in Operator, Iteration, Built-in Tuple Functions Creating a Dictionary, Accessing Values in a dictionary, Updating Dictionary, Deleting Elements from Dictionary, Properties of Dictionary keys, Operations in Dictionary, Built-In Dictionary Functions, Built-in Dictionary Methods **Files:** Text Files, The File Object Attributes, Directories	**12**
	Exceptions: Built-in Exceptions, Handling Exceptions, Exception with Arguments, User-defined Exceptions	
IV	**Regular Expressions –** Concept of regular expression, various types of regular expressions, using match function. **Classes and Objects:** Overview of OOP (ObjectOriented Programming), Class Definition, Creating Objects, Instances as Arguments, Instances as return values, Built-in Class Attributes, Inheritance, Method Overriding, Data Encapsulation, Data Hiding **Multithreaded Programming:** Thread Module, creating a thread, synchronizing threads, multithreaded priority queue **Modules:** Importing module, Creating and exploring modules, Math module, Random module, Time module	**12**
V	**Creating the GUI Form and Adding Widgets: Widgets:** Button, Canvas, Checkbutton, Entry, Frame, Label, Listbox, Menubutton, Menu, Message, Radiobutton, Scale, Scrollbar, text, Toplevel, Spinbox, PanedWindow, LabelFrame, tkMessagebox. Handling Standard attributes and Properties of Widgets. **Layout Management:** Designing GUI applications with proper Layout Management features. **Look and Feel Customization**: Enhancing Look and Feel of GUI using different appearances of widgets. **Storing Data in Our MySQL Database via Our GUI :** Connecting to a MySQL database from Python, Configuring the MySQL connection, Designing the Python GUI database, Using the INSERT command, Using the UPDATE command, Using the DELETE command, Storing and retrieving data from MySQL database.	**12**

Books and References:					
Sr. No.	**Title**	**Author/s**	**Publisher**	**Edition**	**Year**
1.	Think Python	Allen Downey	O'Reilly	1st	2012
2.	An Introduction to Computer Science using Python 3	Jason Montojo, Jennifer Campbell, Paul Gries	SPD	1st	2014
3.	Python GUI Programming Cookbook	Burkhard A. Meier	Packt		2015
4.	Introduction to Problem Solving with Python	E. Balagurusamy	TMH	1st	2016
5.	Murach's Python programming	Joel Murach, Michael Urban	SPD	1st	2017
6.	Object-oriented Programming in Python	Michael H. Goldwasser, David Letscher	Pearson Prentice Hall	1st	2008
7.	Exploring Python	Budd	TMH	1st	2016

Python Programming Practical

List of Practical	
1.	**Write the program for the following:**
a.	Create a program that asks the user to enter their name and their age. Print out a message addressed to them that tells them the year that they will turn 100 years old.
b.	Enter the number from the user and depending on whether the number is even or odd, print out an appropriate message to the user.
c.	Write a program to generate the Fibonacci series.
d.	Write a function that reverses the user defined value.
e.	Write a function to check the input value is Armstrong and also write the function for Palindrome.
f.	Write a recursive function to print the factorial for a given number.
2.	**Write the program for the following:**
a.	Write a function that takes a character (i.e. a string of length 1) and returns True if it is a vowel, False otherwise.
b.	Define a function that computes the *length* of a given list or string.
c.	Define a *procedure* histogram() that takes a list of integers and prints a histogram to the screen. For example, histogram([4, 9, 7]) should print the following: **** ********* *******
3.	**Write the program for the following:**
a.	A *pangram* is a sentence that contains all the letters of the English alphabet at least once, for example: *The quick brown fox jumps over the lazy dog*. Your task here is to write a function to check a sentence to see if it is a pangram or not.
b.	Take a list, say for example this one: a = [1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89] and write a program that prints out all the elements of the list that are less than 5.
4.	**Write the program for the following:**

a.	Write a program that takes two lists and returns True if they have at least one common member
b.	Write a Python program to print a specified list after removing the 0th, 2nd, 4th and 5th elements.
c.	Write a Python program to clone or copy a list
5.	**Write the program for the following:**
a.	Write a Python script to sort (ascending and descending) a dictionary by value.
b.	Write a Python script to concatenate following dictionaries to create a new one. Sample Dictionary : dic1={1:10, 2:20}, dic2={3:30, 4:40} dic3={5:50,6:60} Expected Result : {1: 10, 2: 20, 3: 30, 4: 40, 5: 50, 6: 60}
c.	Write a Python program to sum all the items in a dictionary.
6.	**Write the program for the following:**
a.	Write a Python program to read an entire text file.
b.	Write a Python program to append text to a file and display the text.
c.	Write a Python program to read last n lines of a file.
7.	**Write the program for the following:**
a.	Design a class that store the information of student and display the same
b.	Implement the concept of inheritance using python
c.	Create a class called Numbers, which has a single class attribute called MULTIPLIER, and a constructor which takes the parameters x and y (these should all be numbers). i. Write a method called add which returns the sum of the attributes xand y. ii. Write a class method called multiply, which takes a single number parameter a and returns the product of a and MULTIPLIER. iii. Write a static method called subtract, which takes two number parameters, b and c, and returns b - c. iv. Write a method called value which returns a tuple containing the values of x and y. Make this method into a property, and write a setter and a delete for manipulating the values of x and y.
8.	**Write the program for the following:**
a.	Open a new file in IDLE (“New Window” in the “File” menu) and save it as geometry.py in the directory where you keep the files you create for this course. Then copy the functions you wrote for calculating volumes and areas in the “Control Flow and Functions” exercise into this file and save it. Now open a new file and save it in the same directory. You should now be able to import your own module like this: importgeometry
	Try and add print dir(geometry) to the file and run it. Now write a function pointy Shape Volume (x, y, squareBase) that calculates the volume of a square pyramid if squareBase is True and of a right circular cone if squareBase is False. x is the length of an edge on a square if squareBase is True and the radius of a circle when squareBase is False. y is the height of the object. First use squareBase to distinguish the cases. Use the circleArea and squareArea from the geometry module to calculate the base areas.
b.	Write a program to implement exception handling.
9.	**Write the program for the following:**
a.	Try to configure the widget with various options like: bg=”red”, family=”times”, size=18
b.	Try to change the widget type and configuration options to experiment with other widget types like Message, Button, Entry, Checkbutton, Radiobutton, Scale etc.
10.	**Design the database applications for the following:**
a.	Design a simple database application that stores the records and retrieve the same.
b.	Design a database application to search the specified record from the database.
c.	Design a database application to that allows the user to add, delete and modify the records.

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Think Python	Allen Downey	O’Reilly	1st	2012
2.	Computer Science using Python 3	Jason Montojo,	SPD	1st	2014

Paper 2- Data Structures

Unit	Details	Lectures
I	**Introduction:** Data and Information, Data Structure, Classification of Data Structures, Primitive Data Types, Abstract Data Types, Data structure vs. File Organization, Operations on Data Structure, Algorithm, Importance of Algorithm Analysis, Complexity of an Algorithm, Asymptotic Analysis and Notations, Big O Notation, Big Omega Notation, Big Theta Notation, Rate of Growth and Big O Notation. **Array**: Introduction, One Dimensional Array, Memory Representation of One Dimensional Array, Traversing, Insertion, Deletion, Searching, Sorting, Merging of Arrays, Multidimensional Arrays, Memory Representation of Two Dimensional Arrays, General Multi- Dimensional Arrays, Sparse Arrays, Sparse Matrix, Memory Representation of Special kind of Matrices, Advantages and Limitations of Arrays.	**12**
II	**Linked List:** Linked List, One-way Linked List, Traversal of Linked List, Searching, Memory Allocation and De-allocation, Insertion in Linked List, Deletion from Linked List, Copying a List into Other List, Merging Two Linked Lists, Splitting a List into Two Lists, Reversing One way linked List, Circular Linked List, Applications of Circular Linked List, Two way Linked List, Traversing a Two way Linked List, Searching in a Two way linked List, Insertion of an element in Two way Linked List, Deleting a node from Two way Linked List, Header Linked List, Applications of the Linked list, Representation of Polynomials, Storage of Sparse Arrays, Implementing other Data Structures.	**12**
III	**Stack**: Introduction, Operations on the Stack Memory Representation of Stack, Array Representation of Stack, Applications of Stack, Evaluation of Arithmetic Expression, Matching Parenthesis, infix and postfix operations, Recursion**.** **Queue:** Introduction, Queue, Operations on the Queue, Memory Representation of Queue, Array representation of queue, Linked List Representation of Queue, Circular Queue, Some special kinds of queues, Deque, Priority Queue, Application of Priority Queue, Applications of Queues.	**12**
IV	**Sorting and Searching Techniques** Bubble, Selection, Insertion, Merge Sort. Searching: Sequential, Binary, Indexed Sequential Searches, Binary Search. **Tree:** Tree, Binary Tree, Properties of Binary Tree, Memory Representation of Binary Tree, Operations Performed on Binary Tree, Reconstruction of Binary Tree from its Traversals, Huffman Algorithm, Binary Search Tree, Operations on Binary Search Tree, Heap, Memory Representation of Heap, Operation on Heap, Heap Sort. **Advanced Tree Structures:** Red Black Tree, Operations Performed on Red Black Tree, AVL Tree, Operations performed on AVL Tree, 2- 3 Tree, B-Tree.	**12**
V	**Hashing Techniques** Hash function, Address calculation techniques, Common hashing functions Collision resolution, Linear probing, Quadratic, Double hashing, Bucket hashing, Deletion and rehashing **Graph**: Introduction, Graph, Graph Terminology, Memory Representation of Graph, Adjacency Matrix Representation of Graph, Adjacency List or Linked Representation of Graph, Operations Performed on Graph, Graph Traversal, Applications of the Graph, Reachability, Shortest Path Problems, Spanning Trees.	**12**

Books and References:					
Sr. No.	**Title**	**Author/s**	**Publisher**	**Edition**	**Year**
1.	A Simplified Approach to Data Structures	Lalit Goyal, Vishal Goyal, Pawan Kumar	SPD	1st	2014
2.	An Introduction to Data Structure with Applications	Jean – Paul Tremblay and Paul Sorenson	Tata MacGraw Hill	2nd	2007
3.	Data Structure and Algorithm	Maria Rukadikar	SPD	1st	2017
4.	Schaum's Outlines Data structure	Seymour Lipschutz	Tata McGraw Hill	2nd	2005
5.	Data structure – A Pseudocode Approach with C	AM Tanenbaum, Y Langsam and MJ Augustein	Prentice Hall India	2nd	2006
6.	Data structure and Algorithm Analysis in C	Weiss, Mark Allen	Addison Wesley	1st	2006

Data Structures Practical

List of Practical	
1.	**Implement the following:**
a.	Write a program to store the elements in 1-D array and perform the operations like searching, sorting and reversing the elements. [Menu Driven]
b.	Read the two arrays from the user and merge them and display the elements in sorted order.[Menu Driven]
c.	Write a program to perform the Matrix addition, Multiplication and Transpose Operation. [Menu Driven]
2.	**Implement the following for Linked List:**
a.	Write a program to create a single linked list and display the node elements in reverse order.
b.	Write a program to search the elements in the linked list and display the same
c.	Write a program to create double linked list and sort the elements in the linked list.
3.	**Implement the following for Stack:**
a.	Write a program to implement the concept of Stack with Push, Pop, Display and Exit operations.
b.	Write a program to convert an infix expression to postfix and prefix conversion.
c.	Write a program to implement Tower of Hanoi problem.
4.	**Implement the following for Queue:**
a.	Write a program to implement the concept of Queue with Insert, Delete, Display and Exit operations.
b.	Write a program to implement the concept of Circular Queue
c.	Write a program to implement the concept of Deque.
5.	**Implement the following sorting techniques:**
a.	Write a program to implement bubble sort.
b.	Write a program to implement selection sort.
c.	Write a program to implement insertion sort.
6.	**Implement the following data structure techniques:**
a.	Write a program to implement merge sort.
b.	Write a program to search the element using sequential search.
c.	Write a program to search the element using binary search.

7.	**Implement the following data structure techniques:**
a.	Write a program to create the tree and display the elements.
b.	Write a program to construct the binary tree.
c.	Write a program for inorder, postorder and preorder traversal of tree
8.	**Implement the following data structure techniques:**
a.	Write a program to insert the element into maximum heap.
b.	Write a program to insert the element into minimum heap.
9.	**Implement the following data structure techniques:**
a.	Write a program to implement the collision technique.
b.	Write a program to implement the concept of linear probing.
10.	**Implement the following data structure techniques:**
a.	Write a program to generate the adjacency matrix.
b.	Write a program for shortest path diagram.

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Data Structures and Algorithms Using Python	Rance Necaise	Wiley	First	2016
2.	Data Structures Using C and C++	Langsam , Augenstein, Tanenbaum	Pearson	First	2015

Paper 3- Computer Networks

Unit	Details	Lectures
I	**Introduction:** Data communications, networks, network types, Internet history, standards and administration. **Network Models:** Protocol layering, TCP/IP protocol suite, The OSI model. **Introduction to Physical layer:** Data and signals, periodic analog signals, digital signals, transmission impairment, data rate limits, performance. **Digital and Analog transmission:** Digital-to-digital conversion, analog-to-digital conversion, transmission modes, digital-to-analog conversion, analog-to-analog conversion.	**12**
II	**Bandwidth Utilization: Multiplexing and Spectrum Spreading:** Multiplexing, Spread Spectrum **Transmission media:** Guided Media**,** Unguided Media **Switching:** Introduction, circuit switched networks, packet switching, structure of a switch. **Introduction to the Data Link Layer:** Link layer addressing, Data Link Layer Design Issues, Error detection and correction, block coding, cyclic codes, checksum, forward error correction, error correcting codes, error detecting codes.	**12**
III	**Data Link Control:** DLC services, data link layer protocols, HDLC, Point-to-point protocol. **Media Access Control**: Random access, controlled access, channelization, Wired LANs – Ethernet Protocol, standard ethernet, fast ethernet, gigabit ethernet, 10 gigabit ethernet, **Wireless LANs:** Introduction, IEEE 802.11 project, Bluetooth, WiMAX, Cellular telephony, Satellite networks. **Connecting devices and Virtual LANs.**	**12**
IV	**Introduction to the Network Layer**: Network layer services, packet switching, network layer performance, IPv4 addressing, forwarding of IP packets, Internet Protocol, ICMPv4, Mobile IP **Unicast Routing:** Introduction, routing algorithms, unicast routing protocols. **Next generation IP:** IPv6 addressing, IPv6 protocol, ICMPv6 protocol, transition from IPv4 to IPv6.	**12**
V	**Introduction to the Transport Layer**: Introduction, Transport layer protocols (Simple protocol, Stop-and-wait protocol, Go-Back-n	**12**
	protocol, Selective repeat protocol, Bidirectional protocols), Transport layer services, User datagram protocol, Transmission control protocol, **Standard Client0Server Protocols:** World wide-web and HTTP, FTP, Electronic mail, Telnet, Secured Shell, Domain name system.	

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Data Communication and Networking	Behrouz A. Forouzan	Tata McGraw Hill	Fifth Edition	2013
2.	TCP/IP Protocol Suite	Behrouz A. Forouzan	Tata McGraw Hill	Fourth Edition	2010
3.	Computer Networks	Andrew Tanenbaum	Pearson	Fifth	2013

Computer Networks Practical

List of Practical	
1.	**IPv4 Addressing and Subnetting** a) Given an IP address and network mask, determine other information about the IP address such as: • Network address • Network broadcast address • Total number of host bits • Number of hosts b) Given an IP address and network mask, determine other information about the IP address such as: • The subnet address of this subnet • The broadcast address of this subnet • The range of host addresses for this subnet • The maximum number of subnets for this subnet mask • The number of hosts for each subnet • The number of subnet bits • The number of this subnet
2.	Use of ping and tracert / traceroute, ipconfig / ifconfig, route and arp utilities.
3.	Configure IP static routing.
4.	Configure IP routing using RIP.
5.	Configuring Simple OSPF.
6.	Configuring DHCP server and client.
7.	Create virtual PC based network using virtualization software and virtual NIC.
8.	Configuring DNS Server and client.
9.	Configuring OSPF with multiple areas.
10.	Use of Wireshark to scan and check the packet information of following protocols • HTTP • ICMP • TCP • SMTP • POP3

Paper 4- Database Management Systems

Unit	Details	Lectures
I	**Introduction to Databases and Transactions** What is database system, purpose of database system, view of data, relational databases, database architecture, transaction management **Data Models** The importance of data models, Basic building blocks, Business rules, The evolution of data models, Degrees of data abstraction. **Database Design, ER Diagram and Unified Modeling Language** Database design and ER Model: overview, ER Model, Constraints, ER Diagrams, ERD Issues, weak entity sets, Codd's rules, Relational Schemas, Introduction to UML	**12**
II	**Relational database model:** Logical view of data, keys, integrity rules, Relational Database design: features of good relational database design, atomic domain and Normalization (1NF, 2NF, 3NF, BCNF). **Relational Algebra and Calculus** Relational algebra: introduction, Selection and projection, set operations, renaming, Joins, Division, syntax, semantics. Operators, grouping and ungrouping, relational comparison. **Calculus:** Tuple relational calculus, Domain relational Calculus, calculus vs algebra, computational capabilities	**12**
III	**Constraints, Views and SQL** Constraints, types of constrains, Integrity constraints, Views: Introduction to views, data independence, security, updates on views, comparison between tables and views SQL: data definition, aggregate function, Null Values, nested sub queries, Joined relations. Triggers.	**12**
IV	**Transaction management and Concurrency** Control Transaction management: ACID properties, serializability and concurrency control, Lock based concurrency control (2PL, Deadlocks), Time stamping methods, optimistic methods, database recovery management.	**12**
V	**PL-SQL**: Beginning with PL / SQL, Identifiers and Keywords, Operators, Expressions, Sequences, Control Structures, Cursors and Transaction, Collections and composite data types, Procedures and Functions, Exceptions Handling, Packages, With Clause and Hierarchical Retrieval, Triggers.	**12**

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Database System and Concepts	A Silberschatz, H Korth, S Sudarshan	McGraw-Hill	Fifth Edition	
2.	Database Systems	Rob Coronel	Cengage Learning	Twelfth Edition	
3.	Programming with PL/SQL for Beginners	H. Dand, R. Patil and T. Sambare	X –Team	First	2011
4.	Introduction to Database System	C.J.Date	Pearson	First	2003

Database Management System Practical

List of Practical	
1.	**SQL Statements – 1**
a.	Writing Basic SQL SELECT Statements
b.	Restricting and Sorting Data
c.	Single-Row Functions
2.	**SQL Statements – 2**
a.	Displaying Data from Multiple Tables
b.	Aggregating Data Using Group Functions
c.	Subqueries
3.	**Manipulating Data**
a.	Using INSERT statement
b.	Using DELETE statement
c.	Using UPDATE statement
4.	**Creating and Managing Tables**
a.	Creating and Managing Tables
b.	Including Constraints
5.	**Creating and Managing other database objects**
a.	Creating Views
b.	Other Database Objects
c.	Controlling User Access
6.	**Using SET operators, Date/Time Functions, GROUP BY clause (advanced features) and advanced sub queries**
a.	Using SET Operators
b.	Datetime Functions
c.	Enhancements to the GROUP BY Clause
d.	Advanced Subqueries
7.	**PL/SQL Basics**
a.	Declaring Variables
b.	Writing Executable Statements
c.	Interacting with the Oracle Server
d.	Writing Control Structures
8.	**Composite data types, cursors and exceptions.**
a.	Working with Composite Data Types
b.	Writing Explicit Cursors
c.	Handling Exceptions
9.	**Procedures and Functions**
a.	Creating Procedures
b.	Creating Functions
c.	Managing Subprograms
d.	Creating Packages
10.	**Creating Database Triggers**

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Database System and Concepts	A Silberschatz, H Korth, S Sudarshan	McGraw-Hill	Fifth Edition	
2.	Programming with PL/SQL for Beginners	H.Dand , R.Patil and T. Sambare	X –Team	First	2011
3.	PL/SQL Programming	Ivan Bayross	BPB	First	2010

Paper 5- Applied Mathematics

Unit	Details	Lectures
I	**Matrices:** Inverse of a matrix, Properties of matrices, Elementary Transformation, Rank of Matrix, Echelon or Normal Matrix, Inverse of matrix, Linear equations, Linear dependence and linear independence of vectors, Linear transformation, Characteristics roots and characteristics vectors, Properties of characteristic vectors, Caley- Hamilton Theorem, Similarity of matrices, Reduction of matrix to a diagonal matrix which has elements as characteristics values. **Complex Numbers:** Complex number, Equality of complex numbers, Graphical representation of complex number(Argand's Diagram), Polar form of complex numbers, Polar form of x+iy for different signs of x,y, Exponential form of complex numbers, Mathematical operation with complex numbers and their representation on Argand's Diagram, Circular functions of complex angles, Definition of hyperbolic function, Relations between circular and hyperbolic functions, Inverse hyperbolic functions, Differentiation and Integration, Graphs of the hyperbolic functions, Logarithms of complex quality, j(=i)as an operator(Electrical circuits)	**12**
II	**Equation of the first order and of the first degree:** Separation of variables, Equations homogeneous in x and y, Non-homogeneous linear equations, Exact differential Equation, Integrating Factor, Linear Equation and equation reducible to this form, Method of substitution. **Differential equation of the first order of a degree higher than the first:** Introduction, Solvable for p (or the method of factors), Solve for y, Solve for x, Clairaut's form of the equation, Methods of Substitution, Method of Substitution. **Linear Differential Equations with Constant Coefficients:** Introduction, The Differential Operator, Linear Differential Equation f(D) y = 0, Different cases depending on the nature of the root of the equation f(D) = 0, Linear differential equation f(D) y = X, The complimentary Function, The inverse operator 1/f(D) and the symbolic expiration for the particular integral 1/f(D) X; the general methods, Particular integral : Short methods, Particular integral : Other methods, Differential equations reducible to the linear differential equations with constant coefficients.	**12**
III	**The Laplace Transform:** Introduction, Definition of the Laplace Transform, Table of Elementary Laplace Transforms, Theorems on Important Properties of Laplace Transformation, First Shifting	**12**
	Theorem, Second Shifting Theorem, The Convolution Theorem, Laplace Transform of an Integral, Laplace Transform of Derivatives, **Inverse Laplace Transform:** Shifting Theorem, Partial fraction Methods, Use of Convolution Theorem, Solution of Ordinary Linear Differential Equations with Constant Coefficients, Solution of Simultaneous Ordinary Differential Equations, Laplace Transformation of Special Function, Periodic Functions, Heaviside Unit Step Function, Dirac-delta Function(Unit Impulse Function),	
IV	**Multiple Integrals:** Double Integral, Change of the order of the integration, Double integral in polar co-ordinates, Triple integrals. **Applications of integration:** Areas, Volumes of solids.	**12**
V	**Beta and Gamma Functions –** Definitions**,** Properties and Problems. Duplication formula. **Differentiation Under the Integral Sign Error Functions**	**12**

Books and References:

Sr. No.	Title	Author/s	Publisher
1.	A text book of Applied Mathematics Vol I	P. N. Wartikar and J. N. Wartikar	Pune Vidyathi Graha
2.	Applied Mathematics II	P. N. Wartikar and J. N. Wartikar	Pune VidyathiGraa
3.	Higher Engineering Mathematics	Dr. B. S Grewal	Khanna Pub

Mobile Programming Practical

The practical's will be based on HTML5, CSS, CORDOVA and PhoneGAP API. (Android will be introduced later after they learn Java)

List of Practical	
	Setting up CORDOVA, PhoneGAP Project and environment.
1.	☐ Creating and building simple "Hello World" App using Cordova ☐ Addingand Using Buttons ☐ Addingand Using Event Listeners
2.	• CreatingandUsing Functions • Using Events • Handling and Using Back Button
3.	• Installing and Using Plugins • Installing and Using BatteryPlugin • Installing and Using Camera Plugin
4.	• Installing and Using Contacts Plugin • Installing and Using Device Plugin • Installing and Using Accelerometer Plugin
5.	• Install and Using Device Orientation plugin • Install and Using Device Orientation plugin • Create and Using Prompt Function
6.	☐ Installing and Using File Plugin ☐ Installing and Using File Transfer Plugin ☐ Using Download and Upload functions
7.	• Installing and Using Globalization Plugin • Installing and Using Media Plugin • Installing and Using Media Capture Plugin
8.	• Installing and Using Network Information Plugin • Installing and Using SplashScreen Plugin • Installing and Using Vibration Plugin
9.	• Developing Single Page Apps • Developing MultipageApps • Storing Data Locallyin a Cordova App
10.	• Use of sqlite pluginwith PhoneGap/ apache Cordova • Using Sqlite read/writeandsearch • Populating Cordova SQLitestoragewiththe JQueryAPI

Books and References:

Sn	Title	Author/s	Publisher	Edition	Year
1	Apache Cordova 4 Programming	John M. Wargo	Addison- Wesley Professional	1st	2015
2	Apache Cordova in Action	Raymond Camden	Manning Publications	1st	2015
3	PhoneGap By Example	Andrey Kovalenko	PACKT Publishing	1st	2015

SEMESTER # 4

Paper 1- Core Java

Unit	Details	Lectures
I	**Introduction:** History, architecture and its components, Java Class File, Java Runtime Environment, The Java Virtual Machine, JVM Components, The Java API, java platform, java development kit, Lambda Expressions, Methods References, Type Annotations, Method Parameter Reflection, setting the path environment variable, Java Compiler And Interpreter, java programs, java applications, main(), public, static, void, string[] args, statements, white space, case sensitivity, identifiers, keywords, comments, braces and code blocks, variables, variable name **Data types:** primitive data types, Object Reference Types, Strings, Auto boxing, operators and properties of operators, Arithmetic operators, assignment operators, increment and decrement operator, relational operator, logical operator, bitwise operator, conditional operator.	12
II	**Control Flow Statements:** The If…Else If…Else Statement, The Switch…Case Statement **Iterations:** The While Loop, The Do … While Loop, The For Loop, The Foreach Loop, Labeled Statements, The Break And Continue Statements, The Return Statement **Classes:** Types of Classes, Scope Rules, Access Modifier, Instantiating Objects From A Class, Initializing The Class Object And Its Attributes, Class Methods, Accessing A Method, Method Returning A Value, Method's Arguments, Method Overloading, Variable Arguments [Varargs], Constructors, this Instance, super Instance, Characteristics Of Members Of A Class, constants, this instance, static fields of a class, static methods of a class, garbage collection.	12
III	**Inheritance:** Derived Class Objects, Inheritance and Access Control, Default Base Class Constructors, this and super keywords. Abstract Classes And Interfaces, Abstract Classes, Abstract Methods, Interfaces, What Is An Interface? How Is An Interface Different From An Abstract Class?, Multiple Inheritance, Default Implementation, Adding New Functionality, Method Implementation, Classes V/s Interfaces, Defining An Interface, Implementing Interfaces. **Packages:** Creating Packages, Default Package, Importing Packages, Using A Package.	12
IV	**Enumerations, Arrays:** Two Dimensional Arrays, Multi-Dimensional Arrays, Vectors, Adding Elements To A Vector, Accessing Vector Elements, Searching For Elements In A Vector, Working With The Size of The Vector. **Multithreading:** the thread control methods, thread life cycle, the main thread, creating a thread, extending the thread class. **Exceptions:** Catching Java Exceptions, Catching Run-Time Exceptions, Handling Multiple Exceptions, The finally Clause, The throws Clause **Byte streams:** reading console input, writing console output, reading file, writing file, writing binary data, reading binary data, getting started with character streams, writing file, reading file	12
V	**Event Handling:** Delegation Event Model, Events, Event classes, Event listener interfaces, Using delegation event model, adapter classes and inner classes. **Abstract Window Toolkit:** Window Fundamentals, Component, Container, Panel, Window, Frame, Canvas. Components – Labels, Buttons, Check Boxes, Radio Buttons, Choice Menus, Text Fields, Text, Scrolling List, Scrollbars, Panels, Frames **Layouts:** Flow Layout, Grid Layout, Border Layout, Card Layout.	12

Books and References:					
Sr. No.	**Title**	**Author/s**	**Publisher**	**Edition**	**Year**
1.	Core Java 8 for Beginners	Vaishali Shah, Sharnam Shah	SPD	1st	2015
2.	Java: The Complete Reference	Herbert Schildt	McGraw Hill	9th	2014
3.	Murach's beginning Java with Net Beans	Joel Murach , Michael Urban	SPD	1st	2016
4.	Core Java, Volume I: Fundamentals	Hortsman	Pearson	9th	2013
5.	Core Java, Volume II: Advanced Features	Gary Cornell and Hortsman	Pearson	8th	2008
6.	Core Java: An Integrated Approach	R. Nageswara Rao	DreamTech	1st	2008

Core Java Practical

List of Practical	
1.	**Java Basics**
a.	Write a Java program that takes a number as input and prints its multiplication table upto 10.
b.	Write a Java program to display the following pattern. ***** **** *** ** *
c.	Write a Java program to print the area and perimeter of a circle.
2.	**Use of Operators**
a.	Write a Java program to add two binary numbers.
b.	Write a Java program to convert a decimal number to binary number and vice versa.
c.	Write a Java program to reverse a string.
3.	**Java Data Types**
a.	Write a Java program to count the letters, spaces, numbers and other characters of an input string.
b.	Implement a Java function that calculates the sum of digits for a given char array consisting of the digits '0' to '9'. The function should return the digit sum as a long value.
c.	Find the smallest and largest element from the array
4.	**Methods and Constructors**
a.	Designed a class SortData that contains the method asec() and desc().
b.	Designed a class that demonstrates the use of constructor and destructor.
c.	Write a java program to demonstrate the implementation of abstract class.
5.	**Inheritance**
a.	Write a java program to implement single level inheritance.
b.	Write a java program to implement method overriding
c.	Write a java program to implement multiple inheritance.
6.	**Packages and Arrays**

a.	Create a package, Add the necessary classes and import the package in java class.
b.	Write a java program to add two matrices and print the resultant matrix.
c.	Write a java program for multiplying two matrices and print the product for the same.
7.	**Vectors and Multithreading**
a.	Write a java program to implement the vectors.
b.	Write a java program to implement thread life cycle.
c.	Write a java program to implement multithreading.
8.	**File Handling**
a.	Write a java program to open a file and display the contents in the console window.
b.	Write a java program to copy the contents from one file to other file.
c.	Write a java program to read the student data from user and store it in the file.
9.	**GUI and Exception Handling**
a.	Design a AWT program to print the factorial for an input value.
b.	Design an AWT program to perform various string operations like reverse string, string concatenation etc.
c.	Write a java program to implement exception handling.
10.	**GUI Programming.**
a.	Design an AWT application that contains the interface to add student information and display the same.
b.	Design a calculator based on AWT application.
c.	Design an AWT application to generate result marks sheet.

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Core Java 8 for Beginners	Vaishali Shah, Sharnam Shah	SPD	1st	2015
2.	Java: The Complete Reference	Herbert Schildt	McGraw Hill	9th	2014
3.	Murach's beginning Java with Net Beans	Joel Murach , Michael Urban	SPD	1st	2016
4.	Core Java, Volume I: Fundamentals	Hortsman	Pearson	9th	2013
5.	Core Java, Volume II: Advanced Features	Gary Cornell and Hortsman	Pearson	8th	2008
6.	Core Java: An Integrated Approach	R. Nageswara Rao	DreamTech	1st	2008

Paper 2- Introduction to Embedded Systems

Unit	Details	Lectures
I	**Introduction:** Embedded Systems and general purpose computer systems, history, classifications, applications and purpose of embedded systems **Core of embedded systems:** microprocessors and microcontrollers, RISC and CISC controllers, Big endian and Little endian processors, Application specific ICs, Programmable logic devices, COTS, sensors and actuators, communication interface, embedded firmware, other system components. **Characteristics and quality attributes of embedded systems:** Characteristics, operational and non-operational quality attributes.	**12**
II	**Embedded Systems – Application and Domain Specific:** Application specific – washing machine, domain specific - automotive. **Embedded Hardware:** Memory map, i/o map, interrupt map, processor family, external peripherals, memory – RAM , ROM, types of RAM and ROM, memory testing, CRC ,Flash memory. **Peripherals:** Control and Status Registers, Device Driver, Timer Driver - Watchdog Timers.	**12**
III	**The 8051 Microcontrollers:** Microcontrollers and Embedded processors, Overview of 8051 family. 8051 Microcontroller hardware, Input/output pins, Ports, and Circuits, External Memory. **8051 Programming in C:** Data Types and time delay in 8051 C, I/O Programming, Logic operations, Data conversion Programs.	**12**
IV	**Designing Embedded System with 8051 Microcontroller:** Factors to be considered in selecting a controller, why 8051 Microcontroller, Designing with 8051. **Programming embedded systems:** structure of embedded program, infinite loop, compiling, linking and debugging.	**12**
V	**Real Time Operating System (RTOS):** Operating system basics, types of operating systems, Real-Time Characteristics, Selection Process of an RTOS. **Design and Development:** Embedded system development Environment – IDE, types of file generated on cross compilation, disassembler/ de-compiler, simulator, emulator and debugging, embedded product development life-cycle, trends in embedded industry.	**12**

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Programming Embedded Systems in C and C++	Michael Barr	O'Reilly	First	1999
2.	Introduction to embedded systems	Shibu K V	Tata Mcgraw-Hill	First	2012
3.	The 8051 Microcontroller and Embedded Systems	Muhammad Ali Mazidi	Pearson	Second	2011
4.	Embedded Systems	Rajkamal	Tata Mcgraw-Hill		

Introduction to Embedded Systems Practical

List of Practical	
1.	Design and develop a reprogrammable embedded computer using 8051 microcontrollers and to show the following aspects. a. Programming b. Execution c. Debugging
2. A	Configure timer control registers of 8051 and develop a program to generate given time delay.
B	To demonstrate use of general purpose port i.e. Input/ output port of two controllers for data transfer between them.
3. A	Port I / O: Use one of the four ports of 8051 for O/P interfaced to eight LED's. Simulate binary counter (8 bit) on LED's
B	To interface 8 LEDs at Input-output port and create different patterns.
C	To demonstrate timer working in timer mode and blink LED without using any loop delay routine.
4. A	Serial I / O: Configure 8051 serial port for asynchronous serial communication with serial port of PC exchange text messages to PC and display on PC screen. Signify end of message by carriage return.
B	To demonstrate interfacing of seven-segment LED display and generate counting from 0 to 99 with fixed time delay.
C	Interface 8051 with D/A converter and generate square wave of given frequency on oscilloscope.
5. A	Interface 8051 with D/A converter and generate triangular wave of given frequency on oscilloscope.
B	Using D/A converter generate sine wave on oscilloscope with the help of lookup table stored in data area of 8051.
6.	Interface stepper motor with 8051 and write a program to move the motor through a given angle in clock wise or counter clock wise direction.
7.	Generate traffic signal.
8.	Implement Temperature controller.
9.	Implement Elevator control.
10.	**Using FlashMagic**
A	To demonstrate the procedure for flash programming for reprogrammable embedded system board using FlashMagic
B	To demonstrate the procedure and connections for multiple controllers programming of same type of controller with same source code in one go, using flash magic.

Paper 3- Computer Oriented Statistical Techniques

Unit	Details	Lectures
I	**The Mean, Median, Mode, and Other Measures of Central Tendency**: Index, or Subscript, Notation, Summation Notation, Averages, or Measures of Central Tendency ,The Arithmetic Mean , The Weighted Arithmetic Mean ,Properties of the Arithmetic Mean,The Arithmetic Mean Computed from Grouped Data ,The Median ,The Mode, The Empirical Relation Between the Mean, Median, and Mode, The Geometric Mean G, The Harmonic Mean H ,The Relation Between the Arithmetic, Geometric, and Harmonic Means, The Root Mean Square, Quartiles, Deciles, and Percentiles, Software and Measures of Central Tendency. **The Standard Deviation and Other Measures of Dispersion**: Dispersion, or Variation, The Range, The Mean Deviation, The Semi- Interquartile Range, The 10–90 Percentile Range, The Standard Deviation, The Variance, Short Methods for Computing the Standard Deviation, Properties of the Standard Deviation, Charlie's Check, Sheppard's Correction for Variance, Empirical Relations Between Measures of Dispersion, Absolute and Relative Dispersion; Coefficient of Variation, Standardized Variable; Standard Scores, Software and Measures of Dispersion. **Introduction to R:** Basic syntax, data types, variables, operators, control statements, R-functions, R –Vectors, R – lists, R Arrays.	**12**
II	**Moments, Skewness, and Kurtosis** : Moments , Moments for Grouped Data ,Relations Between Moments , Computation of Moments for Grouped Data, Charlie's Check and Sheppard's Corrections, Moments in Dimensionless Form, Skewness, Kurtosis, Population Moments, Skewness, and Kurtosis, Software Computation of Skewness and Kurtosis. **Elementary Probability Theory**: Definitions of Probability, Conditional Probability; Independent and Dependent Events, Mutually Exclusive Events, Probability Distributions, Mathematical Expectation, Relation Between Population, Sample Mean, and Variance, Combinatorial Analysis, Combinations, Stirling's Approximation to n!, Relation of Probability to Point Set Theory, Euler or Venn Diagrams and Probability. **Elementary Sampling Theory** : Sampling Theory, Random Samples and Random Numbers, Sampling With and Without Replacement,	**12**
	Sampling Distributions, Sampling Distribution of Means, Sampling Distribution of Proportions, Sampling Distributions of Differences and Sums, Standard Errors, Software Demonstration of Elementary Sampling Theory.	
III	**Statistical Estimation Theory**: Estimation of Parameters, Unbiased Estimates, Efficient Estimates, Point Estimates and Interval Estimates; Their Reliability, Confidence-Interval Estimates of Population Parameters, Probable Error. **Statistical Decision Theory:** Statistical Decisions, Statistical Hypotheses, Tests of Hypotheses and Significance, or Decision Rules, Type I and Type II Errors, Level of Significance, Tests Involving Normal Distributions, Two-Tailed and One-Tailed Tests, Special Tests, Operating-Characteristic Curves; the Power of a Test, p-Values for Hypotheses Tests, Control Charts, Tests Involving Sample Differences, Tests Involving Binomial Distributions. **Statistics in R:** mean, median, mode, Normal Distribution , Binomial Distribution, Frequency Distribution in R.	**12**
IV	**Small Sampling Theory**: Small Samples, Student's t Distribution, Confidence Intervals, Tests of Hypotheses and Significance, The Chi- Square Distribution, Confidence Intervals for Sigma , Degrees of Freedom, The F Distribution. **The Chi-Square Test**: Observed and Theoretical Frequencies, Definition of chi-square, Significance Tests, The Chi-Square Test for Goodness of Fit, Contingency Tables, Yates' Correction for Continuity, Simple Formulas for Computing chi-square, Coefficient of Contingency, Correlation of Attributes, Additive Property of chi- square.	**12**

V	**Curve Fitting and the Method of Least Squares:** Relationship Between Variables, Curve Fitting, Equations of Approximating Curves, Freehand Method of Curve Fitting, The Straight Line, The Method of Least Squares, The Least-Squares Line, Nonlinear Relationships, The Least-Squares Parabola, Regression, Applications to Time Series, Problems Involving More Than Two Variables.**Correlation Theory:** Correlation and Regression, Linear Correlation, Measures of Correlation, The Least-Squares Regression Lines, Standard Error of Estimate, Explained and Unexplained Variation, Coefficient of Correlation, Remarks Concerning the Correlation Coefficient, Product-Moment Formula for the Linear Correlation Coefficient, Short Computational Formulas, Regression Lines and the Linear Correlation Coefficient, Correlation of Time Series, Correlation of Attributes, Sampling Theory of Correlation, Sampling Theory of Regression.	**12**

Books and References:

Sn	Title	Author/s	Publisher	Edition	Year
1.	STATISTICS	Murray R. Spiegel, Larry J. Stephens.	McGRAW – HILL ITERNATIONAL	FOURTH	
2.	A Practical Approach using R	R.B. Patil, H.J. Dand and R. Bhavsar	SPD	1st	2017
3.	FUNDAMENTAL OF MATHEMATICAL STATISTICS	S.C. GUPTA and V.K. KAPOOR	SULTAN CHAND and SONS	ELEVENTH REVISED	2011
4.	MATHEMATICAL STATISTICS	J.N. KAPUR and H.C. SAXENA	S. CHAND	TWENTIETH REVISED	2005

Computer Oriented Statistical Techniques Practical

List of Practical	
1.	Using R execute the basic commands, array, list and frames.
2.	Create a Matrix using R and Perform the operations addition, inverse, transpose and multiplication operations.
3.	Using R Execute the statistical functions: mean, median, mode, quartiles, range, inter quartile range histogram
4.	Using R import the data from Excel / .CSV file and Perform the above functions.
5.	Using R import the data from Excel / .CSV file and Calculate the standard deviation, variance, co-variance.
6.	Using R import the data from Excel / .CSV file and draw the skewness.
7.	Import the data from Excel / .CSV and perform the hypothetical testing.
8.	Import the data from Excel / .CSV and perform the Chi-squared Test.
9.	Using R perform the binomial and normal distribution on the data.
10.	Perform the Linear Regression using R.
11.	Compute the Least squares means using R.
12.	Compute the Linear Least Square Regression

Books and References:

Sr.	Title	Author/s	Publisher	Edition	Year
1.	A Practical Approach to R Tool	R.B. Patil, H.J. Dand and R. Dahake	SPD	I	2011
2.	STATISTICS	Murray R. Spiegel, Larry J. Stephens.	McGRAW –HILL INTERNATIONAL	IV	2006

Paper 4- Software Engineering

Unit	Details	Lectures
I	**Introduction:** What is software engineering? Software Development Life Cycle, Requirements Analysis, Software Design, Coding, Testing, Maintenance etc. **Software Requirements:** Functional and Non-functional requirements, User Requirements, System Requirements, Interface Specification, Documentation of the software requirements. **Software Processes:** Process and Project, Component Software Processes. **Software Development Process Models.** • Waterfall Model. • Prototyping. • Iterative Development. • Rational Unified Process. • The RAD Model • Time boxing Model. **Agile software development**: Agile methods, Plan-driven and agile development, Extreme programming, Agile project management, Scaling agile methods.	**12**
II	**Socio-technical system:** Essential characteristics of socio technical systems, Emergent System Properties, Systems Engineering, Components of system such as organization, people and computers, Dealing Legacy Systems. **Critical system:** Types of critical system, A simple safety critical system, Dependability of a system, Availability and Reliability, Safety and Security of Software systems. **Requirements Engineering Processes:** Feasibility study, Requirements elicitation and analysis, Requirements Validations, Requirements Management. **System Models:** Models and its types, Context Models, Behavioural Models, Data Models, Object Models, Structured Methods.	**12**
III	**Architectural Design:** Architectural Design Decisions, System Organisation, Modular Decomposition Styles, Control Styles, Reference Architectures.	**12**
	User Interface Design: Need of UI design, Design issues, The UI design Process, User analysis, User Interface Prototyping, Interface Evaluation. **Project Management** Software Project Management, Management activities, Project Planning, Project Scheduling, Risk Management. **Quality Management:** Process and Product Quality, Quality assurance and Standards, Quality Planning, Quality Control, Software Measurement and Metrics.	
IV	**Verification and Validation:** Planning Verification and Validation, Software Inspections, Automated Static Analysis, Verification and Formal Methods. **Software Testing:** System Testing, Component Testing, Test Case Design, Test Automation. **Software Measurement**: Size-Oriented Metrics, Function-Oriented Metrics, Extended Function Point Metrics **Software Cost Estimation:** Software Productivity, Estimation Techniques, Algorithmic Cost Modelling, Project Duration and Staffing	**12**

V	**Process Improvement:** Process and product quality, Process Classification, Process Measurement, Process Analysis and Modeling, Process Change, The CMMI Process Improvement Framework. **Service Oriented Software Engineering:** Services as reusable components, Service Engineering, Software Development with Services. **Software reuse:** The reuse landscape, Application frameworks, Software product lines, COTS product reuse. **Distributed software engineering**: Distributed systems issues, Client– server computing, Architectural patterns for distributed systems, Software as a service	**12**

Books and References:

Sr.	Title	Author/s	Publisher	Edition	Year
1.	Software Engineering, edition,	Ian Somerville	Pearson Education.	Ninth	
2.	Software Engineering	Pankaj Jalote	Narosa Publication		
3.	Software engineering, a practitioner's approach	Roger Pressman	Tata Mcgraw-hill	Seventh	
4.	Software Engineering principles and practice	WS Jawadekar	Tata Mcgraw-hill		
5.	Software Engineering-A Concise Study	S.A Kelkar	PHI India.		
6.	Software Engineering Concept and Applications	Subhajit Datta	Oxford Higher Education		
7.	Software Design	D.Budgen	Pearson education	2nd	
8.	Software Engineering	KL James	PHI	EEE	2009

Software Engineering Practical

List of Practical (To be executed using Star UML or any similar software)	
1.	Study and implementation of class diagrams.
2.	Study and implementation of Use Case Diagrams.
3.	Study and implementation of Entity Relationship Diagrams.
4.	Study and implementation of Sequence Diagrams.
5.	Study and implementation of State Transition Diagrams.
6.	Study and implementation of Data Flow Diagrams.
7.	Study and implementation of Collaboration Diagrams.
8.	Study and implementation of Activity Diagrams.
9.	Study and implementation of Component Diagrams.
10.	Study and implementation of Deployment Diagrams.

Books and References:

Sr.	Title	Author/s	Publisher	Year
3.	Object - Oriented Modeling and Design	Michael Blaha, James Rumbaugh	Pearson	2011
4.	Learning UML 2. 0	Kim Hamilton, Russ Miles	O'Reilly Media	2006
5.	The unified modeling language user guide	Grady Booch, James Rumbaugh, Ivar Jacobson	AddisonWesley	2005
6.	UML A Beginners Guide	Jason T. Roff	McGraw Hill Professional	2003

Paper 5- Computer Graphics and Animation

Unit	Details	Lectures
I	**Introduction to Computer Graphics:** Overview of Computer Graphics, Computer Graphics Application and Software, Description of some graphics devices, Input Devices for Operator Interaction, Active and Passive Graphics Devices, Display Technologies, Storage Tube Graphics Displays, Calligraphic Refresh Graphics Displays, Raster Refresh (Raster-Scan) Graphics Displays, Cathode Ray Tube Basics, Color CRT Raster Scan Basics, Video Basics, The Video Controller, Random-Scan Display Processor, LCD displays. **Scan conversion** – Digital Differential Analyzer (DDA) algorithm, Bresenhams' Line drawing algorithm. Bresenhams' method of Circle drawing, Midpoint Circle Algorithm, Midpoint Ellipse Algorithm, Mid-point criteria, Problems of Aliasing, end-point ordering and clipping lines, Scan Converting Circles, Clipping Lines algorithms– Cyrus-Beck, Cohen-Sutherland and Liang-Barsky, Clipping Polygons, problem with multiple components.	**12**
II	**Two-Dimensional Transformations:** Transformations and Matrices, Transformation Conventions, 2D Transformations, Homogeneous Coordinates and Matrix Representation of 2D Transformations, Translations and Homogeneous Coordinates, Rotation, Reflection, Scaling, Combined Transformation, Transformation of Points, Transformation of The Unit Square, Solid Body Transformations, Rotation About an Arbitrary Point, Reflection through an Arbitrary Line, A Geometric Interpretation of Homogeneous Coordinates, The Window-to-Viewport Transformations. **Three-Dimensional Transformations:** Three-Dimensional Scaling, Three-Dimensional Shearing, Three- Dimensional Rotation, Three-Dimensional Reflection, Three- Dimensional Translation, Multiple Transformation, Rotation about an Arbitrary Axis in Space, Reflection through an Arbitrary Plane, Matrix Representation of 3D Transformations, Composition of 3D Transformations, Affine and Perspective Geometry, Perspective Transformations, Techniques for Generating Perspective Views, Vanishing Points, the Perspective Geometry and camera models, Orthographic Projections, Axonometric Projections, Oblique Projections, View volumes for projections.	**12**
III	**Viewing in 3D** Stages in 3D viewing, Canonical View Volume (CVV), Specifying an Arbitrary 3D View, Examples of 3D Viewing, The Mathematics of Planar Geometric Projections, Combined transformation matrices for projections and viewing, Coordinate Systems and matrices, camera model and viewing pyramid. **Light:** Radiometry, Transport, Equation, Photometry **Color:** Colorimetry, Color Spaces, Chromatic Adaptation, Color Appearance	**12**
IV	**Visible-Surface Determination:** Techniques for efficient Visible-Surface Algorithms, Categories of algorithms, Back face removal, The z-Buffer Algorithm, Scan-line method, Painter's algorithms (depth sorting), Area sub-division method, BSP trees, Visible-Surface Ray Tracing, comparison of the methods. **Plane Curves and Surfaces:** Curve Representation, Nonparametric Curves, Parametric Curves, Parametric Representation of a Circle, Parametric Representation of an Ellipse, Parametric Representation of a Parabola, Parametric Representation of a Hyperbola, Representation of Space Curves, Cubic Splines, , Bezier Curves, B-spline Curves, B-spline Curve Fit, B-spline Curve Subdivision, Parametric Cubic Curves, Quadric Surfaces. Bezier Surfaces.	**12**

V	**Computer Animation:** Principles of Animation, Key framing, Deformations, Character Animation, Physics-Based Animation, Procedural Techniques, Groups of Objects. **Image Manipulation and Storage:** What is an Image? Digital image file formats, Image compression standard – JPEG, Image Processing - Digital image enhancement, contrast stretching, Histogram Equalization, smoothing and median Filtering.	**12**

Books and References:					
Sr. No.	**Title**	**Author/s**	**Publisher**	**Edition**	**Year**
1.	Computer Graphics - Principles and Practice	J. D. Foley, A. Van Dam, S. K. Feiner and J. F. Hughes	Pearson	2nd	
2.	Steve Marschner, Peter Shirley	Fundamentals of Computer Graphics	CRC press	4th	2016
3.	Computer Graphics	Hearn, Baker	Pearson	2nd	
4.	Principles of Interactive Computer Graphics	William M. Newman and Robert F. Sproull	TMH	2nd	
5.	Mathematical Elements for CG	D. F. Rogers, J. A. Adams	TMH	2nd	

Computer Graphics and Animation Practical

List of Practical	
1.	**Solve the following:**
a.	Study and enlist the basic functions used for graphics in C / C++ / Python language. Give an example for each of them.
b.	Draw a co-ordinate axis at the center of the screen.
2.	**Solve the following:**
a.	Divide your screen into four region, draw circle, rectangle, ellipse and half ellipse in each region with appropriate message.
b.	Draw a simple hut on the screen.
3.	**Draw the following basic shapes in the center of the screen :**
	i. Circle ii. Rectangle iii. Square iv. Concentric Circles v. Ellipse vi. Line
4.	**Solve the following:**
a.	Develop the program for DDA Line drawing algorithm.
b.	Develop the program for Bresenham's Line drawing algorithm.
5.	**Solve the following:**
a.	Develop the program for the mid-point circle drawing algorithm.
b.	Develop the program for the mid-point ellipse drawing algorithm.
6.	**Solve the following:**
a.	Write a program to implement 2D scaling.
b.	Write a program to perform 2D translation
7.	**Solve the following:**
a.	Perform 2D Rotation on a given object.

b.	Program to create a house like figure and perform the following operations. i. Scaling about the origin followed by translation. ii. Scaling with reference to an arbitrary point. iii. Reflect about the line y = mx + c.
8.	**Solve the following:**
a.	Write a program to implement Cohen-Sutherland clipping.
b.	Write a program to implement Liang - Barsky Line Clipping Algorithm
9.	**Solve the following:**
a.	Write a program to fill a circle using Flood Fill Algorithm.
b.	Write a program to fill a circle using Boundary Fill Algorithm.
10.	**Solve the following:**
a.	Develop a simple text screen saver using graphics functions.
b.	Perform smiling face animation using graphic functions.
c.	Draw the moving car on the screen.

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Computer Graphics - Principles and Practice	J. D. Foley, A. Van Dam, S. K. Feiner and J. F. Hughes	Pearson Education	Second Edition	
2.	Steve Marschner, Peter Shirley	Fundamentals of Computer Graphics	CRC press	Fourth Edition	2016
3.	Computer Graphics	Hearn, Baker	Pearson Education	Second	
4.	Principles of Interactive Computer Graphics	William M. Newman and Robert F. Sproull	Tata McGraw Hill	Second	

SEMESTER # 5

Paper 1- Software Project Management

Unit	Details	Lectures
I	**Introduction to Software Project Management**:Introduction, Why is Software Project Management Important? What is a Project? Software Projects versus Other Types of Project, Contract Management and Technical Project Management, Activities Covered by Software Project Management, Plans, Methods and Methodologies, Some Ways of Categorizing Software Projects, Project Charter, Stakeholders, Setting Objectives, The Business Case, Project Success and Failure, What is Management? Management Control, Project Management Life Cycle, Traditional versus Modern Project Management Practices. **Project Evaluation and Programme Management**: Introduction, Business Case, Project Portfolio Management, Evaluation of Individual Projects, Cost–benefit Evaluation Techniques, Risk Evaluation, Programme Management, Managing the Allocation of Resources within Programmes, Strategic Programme Management, Creating a Programme, Aids to Programme Management, Some Reservations about Programme Management, Benefits Management. **An Overview of Project Planning** :Introduction to Step Wise Project Planning, Step 0: Select Project, Step 1: Identify Project Scope and Objectives, Step 2: Identify Project Infrastructure, Step 3: Analyse Project Characteristics, Step 4: Identify Project Products and Activities, Step 5: Estimate Effort for Each Activity, Step 6: Identify Activity Risks, Step 7: Allocate Resources, Step 8: Review/Publicize Plan, Steps 9 and 10: Execute Plan/Lower Levels of Planning	**12**
II	**Selection of an Appropriate Project Approach:**Introduction, Build or Buy? Choosing Methodologies and Technologies, Software Processes and Process Models, Choice of Process Models, Structure versus Speed of Delivery, The Waterfall Model, The Spiral Model, Software Prototyping, Other Ways of Categorizing Prototypes, Incremental Delivery, Atern/Dynamic Systems Development Method, Rapid Application Development, Agile Methods, Extreme Programming (XP), Scrum, Lean Software Development, Managing Iterative Processes, Selecting the Most Appropriate Process Model. **Software Effort Estimation:**Introduction, Where are the Estimates Done? Problems with Over- and Under-Estimates, The Basis for Software Estimating, Software Effort Estimation Techniques, Bottom- up Estimating, The Top-down Approach and Parametric Models, Expert Judgement, Estimating by Analogy, Albrecht Function Point	**12**
	Analysis, Function Points Mark II, COSMIC Full Function Points, COCOMO II: A Parametric Productivity Model, Cost Estimation, Staffing Pattern, Effect of Schedule Compression, Capers Jones Estimating Rules of Thumb.	
III	**Activity Planning:** Introduction, Objectives of Activity Planning, When to Plan, Project Schedules, Projects and Activities, Sequencing and Scheduling Activities, Network Planning Models, Formulating a Network Model, Adding the Time Dimension, The Forward Pass, Backward Pass, Identifying the Critical Path, Activity Float, Shortening the Project Duration, Identifying Critical Activities, Activity-on-Arrow Networks. **Risk Management**: Introduction, Risk, Categories of Risk, Risk Management Approaches, A Framework for Dealing with Risk, Risk Identification, Risk Assessment, Risk Planning, Risk Management, Evaluating Risks to the Schedule, Boehm‟s Top 10 Risks and Counter Measures, Applying the PERT Technique, Monte Carlo Simulation, Critical Chain Concepts. **Resource Allocation**: Introduction, Nature of Resources, Identifying Resource Requirements, Scheduling Resources, Creating Critical Paths, Counting the Cost, Being Specific, Publishing the Resource Schedule, Cost Schedules, Scheduling Sequence.	**12**

IV	**Monitoring and Control**: Introduction, Creating the Framework, Collecting the Data, Review, Visualizing Progress, Cost Monitoring, Earned Value Analysis, Prioritizing Monitoring, Getting the Project Back to Target, Change Control, Software Configuration Management (SCM). **Managing Contracts**: Introduction, Types of Contract, Stages in Contract Placement, Typical Terms of a Contract, Contract Management, Acceptance. **Managing People in Software Environments**: Introduction, Understanding Behaviour, Organizational Behaviour: A Background, Selecting the Right Person for the Job, Instruction in the Best Methods, Motivation, The Oldham–Hackman Job Characteristics Model, Stress, Stress Management, Health and Safety, Some Ethical and Professional Concerns.	**12**
V	**Working in Teams:** Introduction, Becoming a Team, Decision Making, Organization and Team Structures, Coordination Dependencies, Dispersed and Virtual Teams, Communication Genres, Communication Plans, Leadership. **Software Quality :** Introduction, The Place of Software Quality in Project Planning, Importance of Software Quality, Defining Software Quality, Software Quality Models, ISO 9126, Product and Process Metrics, Product versus Process Quality Management, Quality Management Systems, Process Capability Models, Techniques to Help Enhance Software Quality, Testing, Software Reliability, Quality Plans. **Project Closeout**: Introduction, Reasons for Project Closure, Project	**12**
	Closure Process, Performing a Financial Closure, Project Closeout Report.	

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Software Project Management	Bob Hughes, Mike Cotterell, Rajib Mall	TMH	6^{th}	2018
2.	Project Management and Tools & Technologies – An overview	Shailesh Mehta	SPD	1st	2017
3.	Software Project Management	Walker Royce	Pearson		2005

Paper 2- Internet of Things

Unit	Details	Lectures
I	**The Internet of Things: An Overview** : The Flavour of the Internet of Things, The "Internet" of "Things", The Technology of the Internet of Things, Enchanted Objects, Who is Making the Internet of Things? **Design Principles for Connected Devices:** Calm and Ambient Technology, Magic as Metaphor, Privacy, Keeping Secrets, Whose Data Is It Anyway? Web Thinking for Connected Devices, Small Pieces, Loosely Joined, First-Class Citizens On The Internet, Graceful Degradation, Affordances. **Internet Principles:** Internet Communications: An Overview, IP, TCP, The IP Protocol Suite (TCP/IP), UDP, IP Addresses, DNS, Static IP Address Assignment, Dynamic IP Address Assignment, IPv6, MAC Addresses, TCP and UDP Ports, An Example: HTTP Ports, Other Common Ports, Application Layer Protocols, HTTP, HTTPS: Encrypted HTTP, Other Application Layer Protocols.	**12**
II	**Thinking About Prototyping:** Sketching, Familiarity, Costs versus Ease of Prototyping, Prototypes and Production, Changing Embedded Platform, Physical Prototypes and Mass Personalisation, Climbing into the Cloud, Open Source versus Closed Source, Why Closed? Why Open? Mixing Open and Closed Source, Closed Source for Mass Market Projects, Tapping into the Community. **Prototyping Embedded Devices:** Electronics, Sensors, Actuators, Scaling Up the Electronics, Embedded Computing Basics, Microcontrollers, System-on-Chips, Choosing Your Platform, Arduino, Developing on the Arduino, Some Notes on the Hardware, Openness, Raspberry Pi, Cases and Extension Boards, Developing on the Raspberry Pi, Some Notes on the Hardware, Openness.	**12**
III	**Prototyping the Physical Design:** Preparation, Sketch, Iterate, and Explore, Nondigital Methods, Laser Cutting, Choosing a Laser Cutter, Software, Hinges and Joints, 3D Printing, Types of 3D Printing, Software, CNC Milling, Repurposing/Recycling. **Chapter 7: Prototyping Online Components:** Getting Started with an API, Mashing Up APIs, Scraping, Legalities, Writing a New API, Clockodillo, Security, Implementing the API, Using Curl to Test, Going Further, Real-Time Reactions, Polling, Comet, Other Protocols, MQ Telemetry Transport, Extensible Messaging and Presence Protocol, Constrained Application Protocol.	**12**
IV	**Techniques for Writing Embedded Code:** Memory Management, Types of Memory, Making the Most of Your RAM, Performance and Battery Life, Libraries, Debugging, **Business Models:** A Short History of Business Models, Space and Time, From Craft to Mass Production, The Long Tail of the Internet, Learning from History, The Business Model Canvas, Who Is the Business Model For? Models, Make Thing, Sell Thing, Subscriptions, Customisation, Be a Key Resource, Provide Infrastructure: Sensor Networks, Take a Percentage, Funding an Internet of Things Startup, Hobby Projects and Open Source, Venture Capital, Government Funding, Crowdfunding, Lean Startups.	**12**
V	**Moving to Manufacture:** What Are You Producing? Designing Kits, Designing Printed circuit boards, Software Choices, The Design Process, Manufacturing Printed Circuit Boards, Etching Boards, Milling Boards. Assembly, Testing, Mass-Producing the Case and Other Fixtures, Certification, Costs, Scaling Up Software, Deployment, Correctness and Maintainability, Security, Performance, User Community. **Ethics:** Characterizing the Internet of Things, Privacy, Control, Disrupting Control, Crowdsourcing, Environment, Physical Thing, Electronics, Internet Service, Solutions, The Internet of Things as Part of the Solution, Cautious Optimism, The Open Internet of Things Definition.	**12**

Books and References:					
Sr. No.	**Title**	**Author/s**	**Publisher**	**Edition**	**Year**
1.	Designing the Internet of Things	Adrian McEwen, Hakim Cassimally	WILEY	First	2014
2.	Internet of Things – Architecture and Design	Raj Kamal	McGraw Hill	First	2017
3.	Getting Started with the Internet of Things	Cuno Pfister	O'Reilly	Sixth	2018
4.	Getting Started with Raspberry Pi	Matt Richardson and Shawn Wallace	SPD	Third	2016

Internet of Things Practical

Practical No	Details
0	Starting Raspbian OS, Familiarising with Raspberry Pi Components and interface, Connecting to ethernet, Monitor, USB.
1	Displaying different LED patterns with Raspberry Pi.
2	Displaying Time over 4-Digit 7-Segment Display using Raspberry Pi
3	Raspberry Pi Based Oscilloscope
4	Controlling Raspberry Pi with WhatsApp.
5	Setting up Wireless Access Point using Raspberry Pi
6	Fingerprint Sensor interfacing with Raspberry Pi
7	Raspberry Pi GPS Module Interfacing
8	IoT based Web Controlled Home Automation using Raspberry Pi
9	Visitor Monitoring with Raspberry Pi and Pi Camera
10	Interfacing Raspberry Pi with RFID.
11	Building Google Assistant with Raspberry Pi.
12	Installing Windows 10 IoT Core on Raspberry Pi

Raspberry Pi Kits and components should be made available in the ratio of 1 kit : 3 students minimum.

Paper 3- Advanced Web Programming

Unit	Details	Lectures
I	**Introducing .NET**: The .NET Framework, C#, VB, and the .NET Languages, The Common Language Runtime, The .NET Class Library. **The C# Language**: C# Language Basics, Variables and Data Types, Variable Operations, Object-Based Manipulation, Conditional Logic, Loops, Methods. **Types, Objects, and Namespaces**: The Basics About Classes, Building a Basic Class, Value Types and Reference Types, Understanding Namespaces and Assemblies, Advanced Class Programming.	**12**
II	**Web Form Fundamentals**: Writing Code, Using the Code-Behind Class, Adding Event Handlers, Understanding the Anatomy of an ASP.NET Application, Introducing Server Controls, Using the Page Class, Using Application Events, Configuring an ASP.NET Application. **Form Controls**: Stepping Up to Web Controls, Web Control Classes, List Controls, Table Controls, Web Control Events and AutoPostBack, Validation, Understanding Validation, Using the Validation Controls, Rich Controls, The Calendar, The AdRotator, Pages with Multiple Views, User Controls and Graphics, User Controls, Dynamic Graphics, The Chart Control, Website Navigation: Site Maps, URL Mapping and Routing, The SiteMapPath Control, The TreeView Control, The Menu Control.	**12**
III	**Error Handling, Logging, and Tracing** : Avoiding Common Errors, Understanding Exception Handling, Handling Exceptions, Throwing Your Own Exceptions, Using Page Tracing **State Management** : Understanding the Problem of State, Using View State, Transferring Information Between Pages, Using Cookies, Managing Session State, Configuring Session State, Using Application State, Comparing State Management Options **Styles, Themes, and Master Pages** : Styles, Themes, Master Page Basics, Advanced Master Pages,	**12**
IV	**ADO.NET Fundamentals**: Understanding Databases, Configuring Your Database, Understanding SQL Basics, Understanding the Data Provider Model, Using Direct Data Access, Using Disconnected Data Access. **Data Binding**: Introducing Data Binding, Using Single-Value Data Binding, Using Repeated-Value Data Binding, Working with Data Source Controls,	**12**
	The Data Controls: The GridView, Formatting the GridView, Selecting a GridView Row, Editing with the GridView, Sorting and Paging the GridView, Using GridView Templates, The DetailsView and FormView	
V	**XML**: XML Explained, The XML Classes, XML Validation, XML Display and Transforms. **Security Fundamentals**: Understanding Security Requirements, Authentication and Authorization, Forms Authentication, Windows Authentication. **ASP.NET AJAX**: Understanding Ajax, Using Partial Refreshes, Using Progress Notification, Implementing Timed Refreshes, Working with the ASP.NET AJAX Control Toolkit.	**12**

Books and References:					
Sr. No.	**Title**	**Author/s**	**Publisher**	**Edition**	**Year**
1.	Beginning ASP.NET 4.5 in C#	Matthew MacDonald	Apress		2012
2.	C# 2015	Anne Bohem and Joel Murach	Murach	Third	2016
3.	Murach"s ASP.NET 4.6 Web Programming in C#2015	Mary Delamater and Anne Bohem	SPD	Sixth	2016
4.	ASP.NET 4.0 programming	J. Kanjilal	Tata McGraw-Hill		2011
5.	Programming ASP.NET	D.Esposito	Microsoft Press (Dreamtech)		2011
6.	Beginning Visual C# 2010	K. Watson, C. Nagel, J.H Padderson, J.D. Reid, M.Skinner	Wrox (Wiley)		2010

Advanced Web Programming Practical

List of Practical	
1.	**Working with basic C# and ASP .NET**
a.	Create an application that obtains four int values from the user and displays the product.
b.	Create an application to demonstrate string operations.
c.	Create an application that receives the (Student Id, Student Name, Course Name, Date of Birth) information from a set of students. The application should also display the information of all the students once the data entered.
	Create an application to demonstrate following operations i. Generate Fibonacci series. ii. Test for prime numbers. iii. Test for vowels. iv. Use of foreach loop with arrays v. Reverse a number and find sum of digits of a number.
2.	**Working with Object Oriented C# and ASP .NET**
a.	Create simple application to perform following operations i. Finding factorial Value ii. Money Conversion iii. Quadratic Equation iv. Temperature Conversion
b.	Create simple application to demonstrate use of following concepts i. Function Overloading ii. Inheritance (all types) iii. Constructor overloading iv. Interfaces
c.	Create simple application to demonstrate use of following concepts i. Using Delegates and events ii. Exception handling
3.	**Working with Web Forms and Controls**
a.	Create a simple web page with various sever controls to demonstrate setting and use of their properties. (Example : AutoPostBack)
b.	Demonstrate the use of Calendar control to perform following operations. a) Display messages in a calendar control b) Display vacation in a calendar control c) Selected day in a calendar control using style d) Difference between two calendar dates
c.	Demonstrate the use of Treeview control perform following operations.

	a) Treeview control and datalist b) Treeview operations
4.	**Working with Form Controls**
a.	Create a Registration form to demonstrate use of various Validation controls.
b.	Create Web Form to demonstrate use of Adrotator Control.
c.	Create Web Form to demonstrate use User Controls.
5.	**Working with Navigation, Beautification and Master page.**
a.	Create Web Form to demonstrate use of Website Navigation controls and Site Map.
b.	Create a web application to demonstrate use of Master Page with applying Styles and Themes for page beautification.
c.	Create a web application to demonstrate various states of ASP.NET Pages.
6.	**Working with Database**
a.	Create a web application bind data in a multiline textbox by querying in another textbox.
b.	Create a web application to display records by using database.
c.	Demonstrate the use of Datalist link control.
7.	**Working with Database**
a.	Create a web application to display Databinding using dropdownlist control.
b.	Create a web application for to display the phone no of an author using database.
c.	Create a web application for inserting and deleting record from a database. (Using Execute-Non Query).
8.	**Working with data controls**
a.	Create a web application to demonstrate various uses and properties of SqlDataSource.
b.	Create a web application to demonstrate data binding using DetailsView and FormView Control.
c.	Create a web application to display Using Disconnected Data Access and Databinding using GridView.
9.	**Working with GridView control**
a.	Create a web application to demonstrate use of GridView control template and GridView hyperlink.
b.	Create a web application to demonstrate use of GridView button column and GridView events.
c.	Create a web application to demonstrate GridView paging and Creating own table format using GridView.
10.	**Working with AJAX and XML**
a.	Create a web application to demonstrate reading and writing operation with XML.
b.	Create a web application to demonstrate Form Security and Windows Security with proper Authentication and Authorization properties.
c.	Create a web application to demonstrate use of various Ajax controls.
11.	**Programs to create and use DLL**

Paper 4- Artificial Intelligence

Unit	Details	Lectures
I	**Introduction:** What is Artificial Intelligence? Foundations of AI, history, the state of art AI today. **Intelligent Agents:** agents and environment, good behavior, nature of environment, the structure of agents.	**12**
II	**Solving Problems by Searching:** Problem solving agents, examples problems, searching for solutions, uninformed search, informed search strategies, heuristic functions. **Beyond Classical Search:** local search algorithms, searching with non-deterministic action, searching with partial observations, online search agents and unknown environments.	**12**
III	**Adversarial Search:** Games, optimal decisions in games, alpha-beta pruning, stochastic games, partially observable games, state-of-the-are game programs. **Logical Agents:** Knowledge base agents, The Wumpus world, logic, propositional logic, propositional theorem proving, effective propositional model checking, agents based on propositional logic.	**12**
IV	**First Order Logic:** Syntax and semantics, using First Order Logic, Knowledge engineering in First Order Logic. **Inference in First Order Logic:** propositional vs. First Order, unification and lifting, forward and backward chaining, resolution.	**12**
V	**Planning:** Definition of Classical Planning,Algorithms for planning as state space search, planning graphs, other classical planning approaches, analysis of planning approaches, Time, Schedules and resources, hierarchical planning, Planning and Acting in Nondeterministic Domains, multiagent planning, **Knowledge Representation:** Categories and Objects, events, mental events and objects, reasoning systems for categories, reasoning with default information, Internet shopping world	**12**

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Artificial Intelligence: A Modern Approach	Stuart Russel and Peter Norvig	Pearson	3rd	2015
2.	A First Course in Artificial Intelligence	Deepak Khemani	TMH	First	2017
3.	Artificial Intelligence: A Rational Approach	Rahul Deva	Shroff publishers	1st	2018
4.	Artificial Intelligence	Elaine Rich, Kevin Knight and Shivashankar Nair	TMH	3rd	2009
5.	Artificial Intelligence & Soft Computing for Beginners	Anandita Das Bhattacharjee	SPD	1st	2013

Artificial Intelligence Practical

Practical No		Details
1	a	Write a program to implement depth first search algorithm.
	b	Write a program to implement breadth first search algorithm.
2	a	Write a program to simulate 4-Queen / N-Queen problem.
	b	Write a program to solve tower of Hanoi problem.
3	a	Write a program to implement alpha beta search.
	b	Write a program for Hill climbing problem.
4	a	Write a program to implement A* algorithm.
	b	Write a program to implement AO* algorithm.
5	a	Write a program to solve water jug problem.
	b	Design the simulation of tic – tac – toe game using min-max algorithm.
6	a	Write a program to solve Missionaries and Cannibals problem.
	b	Design an application to simulate number puzzle problem.
7	a	Write a program to shuffle Deck of cards.
	b	Solve traveling salesman problem using artificial intelligence technique.
8	a	Solve the block of World problem.
	b	Solve constraint satisfaction problem
9	a	Derive the expressions based on Associative law
	b	Derive the expressions based on Distributive law
10	a	Write a program to derive the predicate. (for e.g.: Sachin is batsman , batsman is cricketer) - > Sachin is Cricketer.
	b	Write a program which contains three predicates: male, female, parent. Make rules for following family relations: father, mother, grandfather,grandmother, brother, sister, uncle, aunt, nephew and niece, cousin. Question: i. Draw Family Tree. ii. Define: Clauses, Facts, Predicates and Rules with conjunction and disjunction

The practicals can be implemented in C / C++ / Java/ Python / R /Prolog / LISP or any other language.

Paper 5- Linux System Administration

Unit	Details	Lectures
I	**Introduction to Red Hat Enterprise Linux:** Linux, Open Source and Red Hat, Origins of Linux, Distributions, Duties of Linux System Administrator. **Command Line:** Working with the Bash Shell, Getting the Best of Bash, Useful Bash Key Sequences, Working with Bash History, Performing Basic File System Management Tasks, Working with Directories, Piping and Redirection, Finding Files **System Administration Tasks:** Performing Job Management Tasks, System and Process Monitoring and Management, Managing Processes with ps, Sending Signals to Processes with the kill Command, Using top to Show Current System Activity, Managing Process Niceness, Scheduling Jobs, Mounting Devices, Working with Links, Creating Backups, Managing Printers, Setting Up System Logging, Setting Up Rsyslog, Common Log Files, Setting Up Logrotate **Managing Software:** Understanding RPM, Understanding Meta Package Handlers, Creating Your Own Repositories, Managing Repositories,Installing Software with Yum, Querying Software, Extracting Files from RPM Packages	**12**
II	**Configuring and Managing Storage:** Understanding Partitions and Logical Volumes, Creating Partitions, Creating File Systems, File Systems Overview, Creating File Systems, Changing File System Properties, Checking the File System Integrity, Mounting File Systems Automatically Through fstab, Working with Logical Volumes, Creating Logical Volumes, Resizing Logical Volumes, Working with Snapshots, Replacing Failing Storage Devices, Creating Swap Space, Working with Encrypted Volumes **Connecting to the Network:** Understanding NetworkManager, Working with Services and Runlevels, Configuring the Network with NetworkManager, Working with system-config-network, NetworkManager Configuration Files, Network Service Scripts, Networking from the Command Line, Troubleshooting Networking, Setting Up IPv6, Configuring SSH, Enabling the SSH Server, Using the SSH Client, Using PuTTY on Windows Machines, Configuring Key-Based SSH Authentication, Using Graphical Applications with SSH, Using SSH Port Forwarding, Configuring VNC Server Access	**12**
	Working with Users, Groups, and Permissions: Managing Users and Groups, Commands for User Management, Managing Passwords, Modifying and Deleting User Accounts, Configuration Files, Creating Groups, Using Graphical Tools for User, and Group Management, Using External Authentication Sources, the Authentication Process, sssd, nsswitch, Pluggable Authentication Modules, Managing Permissions, the Role of Ownership, Basic Permissions: Read, Write, and Execute, Advanced Permissions, Working with Access Control Lists, Setting Default Permissions with umask, Working with Attributes	
III	**Securing Server with iptables:** Understanding Firewalls, Setting Up a Firewall with system-config-firewall, Allowing Services, Trusted Interfaces, Masquerading, Configuration Files, Setting Up a Firewall with iptables, Tables, Chains, and Rules, Composition of Rule, Configuration Example, Advanced iptables Configuration, Configuring Logging, The Limit Module, Configuring NAT **Setting Up Cryptographic Services:** Introducing SSL, Proof of Authenticity: the Certificate Authority, Managing Certificates with openssl, Creating a Signing Request, Working with GNU Privacy Guard, Creating GPG Keys, Key Transfer, Managing GPG Keys, Encrypting Files with GPG, GPG Signing, Signing RPM Files **Configuring Server for File Sharing:** What is NFS? Advantages and Disadvantages of NFS, Configuring NFS4, Setting Up NFSv4, Mounting an NFS Share, Making NFS Mounts Persistent, Configuring Automount, Configuring Samba, Setting Up a Samba File Server, Samba Advanced Authentication Options, Accessing Samba Shares, Offering FTP Services.	**12**

IV	**Configuring DNS and DHCP:**Introduction to DNS, The DNS Hierarchy, DNS Server Types, The DNS Lookup Process, DNS Zone Types, Setting Up a DNS Server, Setting Up a Cache-Only Name Server, Setting Up a Primary Name Server, Setting Up a Secondary Name Server, Understanding DHCP, Setting Up a DHCP Server **Setting Up a Mail Server:** Using the Message Transfer Agent, the Mail Delivery Agent, the Mail User Agent, Setting Up Postfix as an SMTP Server, Working with Mutt, Basic Configuration, Internet Configuration, Configuring Dovecot for POP and IMAP **Configuring Apache on Red Hat Enterprise Linux:** Configuring the Apache Web Server, Creating a Basic Website, Understanding the Apache Configuration Files, Apache Log Files, Working with Virtual Hosts, Securing the Web Server with TLS Certificates, Configuring Authentication, Setting Up Authentication with .htpasswd, Configuring LDAP Authentication, Setting Up MySQL	**12**
V	**Introducing Bash Shell Scripting:** Introduction, Elements of a Good Shell Script, Executing the Script, Working with Variables and Input, Understanding Variables, Variables, Subshells, and Sourcing, Working with Script Arguments, Asking for Input, Using Command Substitution, Substitution Operators, Changing Variable Content with Pattern Matching, Performing Calculations, Using Control Structures, Using if...then...else, Using case, Using while, Using until, Using for, Configuring booting with GRUB. **High-Availability Clustering:** High-Availability Clustering, The Workings of High Availability, High-Availability Requirements, Red Hat High-Availability Add-on Software, Components, Configuring Cluster-Based Services, Setting Up Bonding, Setting Up Shared Storage, Installing the Red Hat High Availability Add-On, Building the Initial State of the Cluster, Configuring Additional Cluster Properties, Configuring a Quorum Disk, Setting Up Fencing, Creating Resources and Services, Troubleshooting a Nonoperational Cluster, Configuring GFS2 File Systems **Setting Up an Installation Server:** Configuring a Network Server as an Installation Server, Setting Up a TFTP and DHCP Server for PXE Boot, Installing the TFTP Server, Configuring DHCP for PXE Boot, Creating the TFTP PXE Server Content, Creating a Kickstart File, Using a Kickstart File to Perform an Automated, Installation, Modifying the Kickstart File with, system-config-kickstart, Making Manual Modifications to the Kickstart File	**12**

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Red Hat Enterprise Linux6 Administration	Sander van Vugt	John Wiley and Sons		2013
2.	Red hat Linux Networking and System Administration	Terry Collings and Kurt Wall	Wiley	3rd	
3.	Linux Administration: A Beginner's Guide	Wale Soyinka	TMH	Fifth Edition	

Linux System Administration Practical

Practical No	Details
0	**Installation of RHEL 6.X**
1	**Graphical User Interface and Command Line Interface and Processes**
a	Exploring the Graphical Desktop
b	The Command Line Interface
c	Managing Processes
2	**Storage Devices and Links, Backup and Repository**
b	Working with Storage Devices and Links
a	Making a Backup
b	Creating a Repository
3	**Working with RPMsm Storage and Networking**
a	Using Query Options
b	Extracting Files From RPMs
c	Configuring and Managing Storage
d	Connecting to the Network
4	**Working with Users, Groups, and Permissions**
5	**Firewall and Cryptographic services**
a	Securing Server with iptables
b	Setting Up Cryptographic Services
6	**Configuring Server for File Sharing**
a	Configuring NFS Server and Client
b	Configuring Samba
c	Configuring FTP
7	**DNS, DHCP and Mail Server**
a	Configuring DNS
b	Configuring DHCP
c	Setting Up a Mail Server
8	**Web Server**
a	Configuring Apache on Red Hat Enterprise Linux
b	Writing a Script to Monitor Activity on the Apache Web Server
c	Using the select Command
9	**Shell Scripts and High-Availability Clustering**
a	Writing Shell Scripts
b	Configuring Booting with GRUB
c	Configuring High Availability Clustering
10	**Setting Up an Installation Server**
a	Configuring Network Server as an Installation Server
b	Setting Up a TFTP and DHCP Server for PXE Boot

Paper 6- Enterprise Java

Unit	Details	Lectures
I	**Understanding Java EE:** WhatisanEnterpriseApplication? Whatisjavaenterpriseedition? JavaEETechnologies, JavaEEevolution, Glassfishserver **JavaEE Architecture,Serverand Containers:** TypesofSystemArchitecture, JavaEEServer, JavaEEContainers. **Introduction to Java Servlets:** TheNeedforDynamicContent, JavaServletTechnology, WhyServlets? WhatcanServletsdo? **Servlet API and Lifecycle:** JavaServletAPI, TheServletSkeleton, TheServletLifeCycle, ASimpleWelcomeServlet **WorkingWithServlets:** GettingStarted, UsingAnnotationsInsteadofDeploymentDescriptor. **Working with Databases:** WhatIsJDBC? JDBCArchitecture, AccessingDatabase, TheServletGUI and DatabaseExample.	**12**
II	**Request Dispatcher:** Resquestdispatcher Interface, Methods of Requestdispatcher, Requestdispatcher Application. **COOKIES:** KindsOfCookies, WhereCookiesAreUsed? CreatingCookiesUsingServlet, DynamicallyChangingTheColorsOfAPage **SESSION:** WhatAreSessions? LifecycleOfHttpSession, SessionTrackingWithServletAPI, AServlet Session Example **WorkingWith Files:** UploadingFiles, CreatinganUploadFileApplication, DownloadingFiles, CreatingaDownloadFileApplication. **Working With Non-Blocking I/O:** CreatingaNon- BlockingReadApplication, CreatingTheWeb Application, CreatingJavaClass, Creating Servlets, Retrieving The File, Creating index.jsp	**12**
III	**Introduction To Java ServerPages:** WhyuseJava ServerPages? DisadvantagesOfJSP, JSPv\sServlets, LifeCycleofaJSPPage, HowdoesaJSPfunction? HowdoesJSPexecute? AboutJava ServerPages **Getting Started With Java ServerPages:** Comments, JSPDocument, JSPElements, JSPGUIExample. **Action Elements:** IncludingotherFiles, ForwardingJSPPagetoAnotherPage, PassingParametersforotherActions, LoadingaJavabean. **Implicit Objects, ScopeAnd ElExpressions:** ImplicitObjects, CharacterQuotingConventions,	**12**
	UnifiedExpressionLanguage[UnifiedEl], ExpressionLanguage. **Java Server Pages Standard Tag Libraries:** WhatiswronginusingJSPScriptletTags? HowJSTLFixesJSPScriptlet'sShortcomings?DisadvantagesOfJSTL, TagLibraries.	

IV	**Introduction To EnterpriseJavabeans:** EnterpriseBeanArchitecture, BenefitsofEnterpriseBean, TypesofEnterpriseBean, AccessingEnterpriseBeans, EnterpriseBeanApplication, PackagingEnterpriseBeans **Working With Session Beans:** WhentouseSessionBeans? TypesofSessionBeans, RemoteandLocalInterfaces, AccessingInterfaces, LifecycleofEnterpriseBeans, PackagingEnterpriseBeans, Exampleof StatefulSessionBean, Example ofStatelessSessionBean, Example of SingletonSessionBeans. **Working with Message DrivenBeans:** LifecycleofaMessageDrivenBean, UsesofMessageDrivenBeans, TheMessage DrivenBeansExample. **Interceptors:** Request AndInterceptor, Defining An Interceptor, AroundInvokeMethod, ApplyingInterceptor, Adding An Interceptor To An Enterprise Bean, Build and Run the Web Application. **Java Naming and Directory Interface**: What is Naming Service? What is Directory Service? What is Java Naming and Directory interface? Basic Lookup, JNDI Namespace in Java EE, Resources and JNDI, Datasource Resource Definition in Java EE.	**12**
V	**Persistence, Object/Relational Mapping And JPA:** WhatisPersistence? PersistenceinJava, CurrentPersistenceStandardsinJava, WhyanotherPersistenceStandards? Object/RelationalMapping, **Introduction to JavaPersistence API:** TheJavaPersistenceAPI, JPA,ORM,DatabaseandtheApplication, ArchitectureofJPA, HowJPAWorks? JPA Specifications. **Writing JPA Application:** ApplicationRequirementSpecifications, SoftwareRequirements, TheApplicationDevelopmentApproach, CreatingDatabaseAndTablesinMysql, CreatingaWebApplication, AddingtheRequiredLibraryFiles, CreatingaJavabeanClass, CreatingPersistenceUnit[Persistence.Xml], CreatingJSPS, TheJPAApplicationStructure, RunningTheJPAApplication. **Introduction to Hibernate:** WhatisHibernate? WhyHibernate? Hibernate,DatabaseandTheApplication, ComponentsofHibernate, ArchitectureofHibernate, HowHibernateWorks? **WritingHibernateApplication:** ApplicationRequirementSpecifications, SoftwareRequirements, TheApplicationDevelopmentApproach, CreatingDatabaseandTablesinMysql, CreatingaWebApplication, AddingTheRequiredLibraryFiles, CreatingaJavabeanClass, CreatingHibernateConfigurationFile, AddingaMappingClass, CreatingJSPS, RunningTheHibernateApplication.	**12**

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Java EE 7 For Beginners	Sharanam Shah, Vaishali Shah	SPD	First	2017
2.	Java EE 8 Cookbook: Build reliable applications with the most robust and mature technology for enterprise development	Elder Moraes	Packt	First	2018
3.	Advanced Java Programming	Uttam Kumar Roy	Oxford Press		2015

Enterprise Java Practical

List of Practical	
1.	**Implement the following Simple Servlet applications.**
a.	Create a simple calculator application using servlet.
b.	Create a servlet for a login page. If the username and password are correct then it says message “Hello <username>” else a message “login failed”
c.	Create a registration servlet in Java using JDBC. Accept the details such as Username, Password, Email, and Country from the user using HTML Form and store the registration details in db
2.	**Implement the following Servlet applications with Cookies and Sessions.**
a.	Using Request Dispatcher Interface create a Servlet which will validate the password entered by the user, if the user has entered "Servlet" as password, then he will be forwarded to Welcome Servlet else the user will stay on the index.html page and an error message will be displayed.
b.	Create a servlet that uses Cookies to store the number of times a user has visited servlet.
c.	Create a servlet demonstrating the use of session creation and destruction. Also check whether the user has visited this page first time or has visited earlier also using sessions.
3.	**Implement the Servlet IO and File applications.**
a.	Create a Servlet application to upload and download a file.
b.	Develop Simple Servlet Question Answer Application using Database.
c.	Create simple Servlet application to demonstrate Non-Blocking Read Operation.
4.	**Implement the following JSP applications.**
a.	Develop a simple JSP application to display values obtained from the use of intrinsic objects of various types.
b.	Develop a simple JSP application to pass values from one page to another with validations. (Name-txt, age-txt, hobbies-checkbox, email-txt, gender-radio button).
c.	Create a registration and login JSP application to register and authenticate the user using JDBC.
5.	**Implement the following JSP JSTL and EL Applications.**
a.	Create an html page with fields, eno, name, age, desg, salary. Now on submit this data to a JSP page which will update the employee table of database with matching eno.
b.	Create a JSP page to demonstrate the use of Expression language.
c.	Create a JSP application to demonstrate the use of JSTL.
6.	**Implement the following EJB Applications.**
a.	Create a Currency Converter application using EJB.
b.	Develop a Simple Room Reservation System Application Using EJB.
c.	Develop simple shopping cart application using EJB [Stateful Session Bean].
7.	**Implement the following EJB applications with different types of Beans.**
a.	Develop simple EJB application to demonstrate Servlet Hit count using Singleton Session Beans.
b.	Develop simple visitor Statistics application using Message Driven Bean [Stateless Session Bean].
c.	Develop simple Marks Entry Application to demonstrate accessing Database using EJB.
8.	**Implement the following JPA applications.**
a.	Develop a simple Inventory Application Using JPA.
b.	Develop a Guestbook Application Using JPA.
c.	Create simple JPA application to store and retrieve Book details.
9.	**Implement the following JPA applications with ORM and Hibernate.**
a.	Develop a JPA Application to demonstrate use of ORM associations.
b.	Develop a Hibernate application to store Feedback of Website Visitor in MySQL Database.
c.	Develop a Hibernate application to store and retrieve employee details in MySQL Database.
10.	**Implement the following Hibernate applications.**
a.	Develop an application to demonstrate Hibernate One- To -One Mapping Using Annotation.
b.	Develop Hibernate application to enter and retrieve course details with ORM Mapping.
c.	Develop a five page web application site using any two or three Java EE Technologies.

Paper 7- Next Generation Technologies

Unit	Details	Lectures
I	**Big Data:** Getting Started, Big Data, Facts About Big Data, Big Data Sources, Three Vs of Big Data, Volume, Variety, Velocity, Usage of Big Data, Visibility, Discover and Analyze Information, Segmentation and Customizations, Aiding Decision Making, Innovation, Big Data Challenges, Policies and Procedures, Access to Data, Technology and Techniques, Legacy Systems and Big Data, Structure of Big Data, Data Storage, Data Processing, Big Data Technologies **NoSQL:** SQL, NoSQL, Definition, A Brief History of NoSQL, ACID vs. BASE, CAP Theorem (Brewer"s Theorem), The BASE, NoSQL Advantages and Disadvantages, Advantages of NoSQL, Disadvantages of NoSQL, SQL vs. NoSQL Databases, Categories of NoSQL Databases **Introducing MongoDB:** History, MongoDB Design Philosophy, Speed, Scalability, and Agility, Non-Relational Approach, JSON-Based Document Store, Performance vs. Features, Running the Database Anywhere, SQL Comparison	**12**
II	**The MongoDB Data Model:**The Data Model,JSON and BSON,The Identifier (_id),Capped Collection,Polymorphic Schemas,Object- Oriented Programming,Schema Evolution **Using MongoDB Shell:**Basic Querying,Create and Insert,Explicitly Creating Collections,Inserting Documents Using Loop,Inserting by Explicitly Specifying _id,Update,Delete,Read,Using Indexes,Stepping Beyond the Basics,Using Conditional Operators,Regular Expressions,MapReduce,aggregate(),Designing an Application"s Data Model,Relational Data Modeling and Normalization,MongoDB Document Data Model Approach **MongoDB** **Architecture:**Core	**12**
	Processes,mongod,mongo,mongos,MongoDB Tools,Standalone Deployment,Replication,Master/Slave Replication,Replica Set,Implementing Advanced Clustering with Replica Sets,Sharding,Sharding Components,Data Distribution Process,Data Balancing Process,Operations,Implementing Sharding,Controlling Collection Distribution (Tag-Based Sharding),Points to Remember When Importing Data in a ShardedEnvironment,Monitoring for Sharding,Monitoring the Config Servers,Production Cluster Architecture,Scenario 1,Scenario 2,Scenario 3,Scenario 4	
III	**MongoDB Storage Engine:** Data Storage Engine, Data File (Relevant for MMAPv1), Namespace (.ns File), Data File (Relevant for WiredTiger), Reads and Writes, How Data Is Written Using Journaling, GridFS – The MongoDB File System, The Rationale of GridFS, GridFSunder the Hood, Using GridFS, Indexing, Types of Indexes, Behaviors and Limitations **MongoDB Use Cases:** Use Case 1 -Performance Monitoring, Schema Design, Operations, Sharding, Managing the Data, Use Case 2 – Social Networking, Schema Design, Operations, Sharding **MongoDB Limitations:** MongoDB Space Is Too Large (Applicable for MMAPv1), Memory Issues (Applicable for Storage Engine MMAPv1), 32-bit vs. 64-bit, BSON Documents, Namespaces Limits, Indexes Limit, Capped Collections Limit - Maximum Number of Documents in a Capped Collection, Sharding Limitations, Shard Early to Avoid Any Issues, Shard Key Can't Be Updated, Shard Collection Limit, Select the Correct Shard Key, Security Limitations, No Authentication by Default, Traffi c to and from MongoDB Isn"t Encrypted, Write and Read Limitations, Case-Sensitive Queries, Type-Sensitive Fields, No JOIN, Transactions, MongoDB Not Applicable Range **MongoDB Best Practices:** Deployment, Hardware Suggestions from the MongoDB Site, Few Points to be Noted, Coding, Application Response Time Optimization, Data Safety, Administration, Replication Lag, Sharding, Monitoring	**12**

IV	**The End of Disk? SSD and In-Memory Databases:** The End of Disk?, Solid State Disk, The Economics of Disk, SSD-Enabled Databases, In-Memory Databases, TimesTen, Redis, SAP HANA, VoltDB, Oracle 12c “in-Memory Database, Berkeley Analytics Data Stack and Spark, Spark Architecture **jQuery:** Introduction, Traversing the DOM, DOM Manipulation with jQuery, Events, Ajax with jQuery, jQuery Plug-ins, jQuery Image Slider	**12**
V	**JSON:** Introduction, JSON Grammar, JSON Values, JSON Tokens, Syntax, JSON vs XML,Data Types,Objects,Arrays,Creating JSON,	**12**
	JSON Object, Parsing JSON, Persisting JSON, Data Interchange, JSON PHP,JSON HTML,JSONP	

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Practical MongoDB	Shakuntala Gupta Edward Navin Sabharwal	Apress		
2.	Beginning jQuery	Jack Franklin Russ Ferguson	Apress	Second	
3.	Next Generationn Databases	Guy Harrison	Apress		
4.	Beginning JSON	Ben Smith	Apress		

Next Generation Technologies Practical

Practical	Details
1	**MongoDB Basics**
a	Write a MongoDB query to create and drop database.
b	Write a MongoDB query to create, display and drop collection
c	Write a MongoDB query to insert, query, update and delete a document.
2	**Simple Queries with MongoDB**
3	**Implementing Aggregation**
a	Write a MongoDB query to use sum, avg, min and max expression.
b	Write a MongoDB query to use push and addToSet expression.
c	Write a MongoDB query to use first and last expression.
4	**Replication, Backup and Restore**
a	Write a MongoDB query to create Replica of existing database.
b	Write a MongoDB query to create a backup of existing database.
c	Write a MongoDB query to restore database from the backup.
5	**Java and MongoDB**
a	Connecting Java with MongoDB and inserting, retrieving, updating and deleting.
6	**PHP and MongoDB**
a	Connecting PHP with MongoDB and inserting, retrieving, updating and deleting.
7	**Python and MongoDB**
a	Connecting Python with MongoDB and inserting, retrieving, updating and deleting.
8	**Programs on Basic jQuery**
a	jQuery Basic, jQuery Events
b	jQuery Selectors, jQuery Hide and Show effects
c	jQuery fading effects, jQuery Sliding effects
9	**jQuery Advanced**
a	jQuery Animation effects, jQuery Chaining
b	jQuery Callback, jQuery Get and Set Contents
c	jQuery Insert Content, jQuery Remove Elements and Attribute
10	**JSON-** Creating JSON, Parsing JSON, Persisting JSON
11	**Create a JSON file and import it to MongoDB**
a	Export MongoDB to JSON, Write a MongoDB query to delete JSON object from MongoDB

SEMESTER # 6

PROJECT

Max. Marks: 300

General Instructions:

1. A software module based on the work done in the entire course is to be developed.
2. The soft copy of the module shall be submitted to the College/Institute till April 30. (Excluding Covid Effected Students).
3. The software module shall be developed in groups, consisting of at most two students in a group.
4. The respective college shall depute guide(s)/supervisor(s) under whose supervision the software module shall be developed. The guide/supervisor shall clarify that the work done is original & authenticated. The certificate found to be incorrect at any stage shall attract the proceedings against all the stakeholders, as per the University rules.
5. The evaluation of the module shall be done as per the common ordinance of UG/PG w.e.f. 2012-2013 under semester system