

B.Sc. COMPUTER TECHNOLOGY

CHOICE BASED CREDIT SYSTEM (CBCS)

Curriculum and Syllabus
Regular (2020 – 2021)



DEPARTMENT OF COMPUTER SCIENCE
FACULTY OF ARTS, SCIENCE AND HUMANITIES

KARPAGAM ACADEMY OF HIGHER EDUCATION
(Deemed to be University)

(Established Under Section 3 of UGC Act, 1956)

Eachanari (Post), Coimbatore – 641 021.

Tamilnadu, India

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PROGRAM OUTCOMES :The program must enable students to attain by the time of graduation

- a) An ability to apply knowledge of computing and mathematics appropriate to the program's student outcomes and to the discipline
- b) An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
- c) An ability to design, implement and evaluate a computer-based system, process, component or program to meet desired needs.
- d) An ability to function effectively on teams to accomplish a common goal
- e) An understanding of professional, ethical, legal, security and social issues and responsibilities
- f) An ability to communicate effectively with a range of audiences
- g) An ability to use current techniques, skills and tools necessary for computing practice
- h) An ability to use and apply current technical concepts and practices in the core information technologies of human computer interaction, information management, programming, networking and web systems and technologies
- i) An ability to effectively integrate IT-based solutions into the user environment
- j) An understanding of best practices and standards and their application

PROGRAM SPECIFIC OUTCOME (PSOs)

- k) Understand analyze and develop computer programs in the areas related to Database systems and Big data Analytics, cloud computing, soft computing, IoT, Image processing, Green computing, web designing, mobile computing and networking for efficient design of computer-based system of varying complexity.
- l) Apply standard software Engineering practices and strategies in software project development using open-source programming environment to deliver a quality for business success.
- m) Be acquainted with the contemporary issues, latest trends in technological development and thereby innovate new ideas and solutions to existing problems.
- n) An ability to produce cost effective, quality and maintainable software products and solutions (services) meeting the global standards and requirements with the knowledge acquired and using the emerging techniques, tools and software engineering

methodologies and principles and able to comprehend and write effective project reports in multidisciplinary environment in the context of changing technologies.

PROGRAMME EDUCATIONAL OBJECTIVES (PEOs)

- PEO I : To be a working Information Technology (IT) professional with core competencies that can be used on multi-disciplinary projects
- PEO II : To understand the importance of relationship building within the IT industry
- PEO III : To understand the need for lifelong learning in the exploration and journey in IT
- PEO IV : To understand, evaluate and practice ethical behavior within the IT industry
- PEO V : To be cognizant of security issues and their impacts on industry

MAPPING of PEOs and POs

POs	a		c	d	e	f	f	h	i	j	k	l	m	
PEO I	X	X	X				X	X	X				X	
PEO II				X	X	X								X
PEO III	X	X						X		X	X			
PEO IV			X	X	X				X			X		
PEO V					X					X		X		

DEPARTMENT OF COMPUTER SCIENCE
FACULTY OF ARTS, SCIENCE AND HUMANITIES
UG PROGRAM (CBCS) – B.Sc. Computer Technology
(2020–2021 Batch and onwards)

Course code	Name of the course	Objective s and out comes		Instruction hours / week			Credi	Maximum Marks			Categ ory	Page No	
		PEOs	POs	L	T	P			CIA	ESE			Total
								40	60	100			
SEMESTER - I													
20LSU101	Language – I	IV	d,e	4	-	-	4	40	60	100	AEC	1	
20ENU101	English - I	I	d,f	4	-	-	4	40	60	100	AEC	4	
20CTU101	Object Oriented Programming Using C++	I	a,b,c	4	-	-	4	40	60	100	Core Course	5	
20CTU102	Web Designing	I	b,c,g	4	-	-	4	40	60	100	Core Course	7	
20CTU103	Numerical Methods	III	h,j	4	-	-	4	40	60	100	Allied	9	
20CTU111	Object Oriented Programming Using C++ Lab	I	a,b,c, g	-	-	4	2	40	60	100	Core Course	11	
20CTU112	Web Designing Lab	I	b,c,g			3	2	40	60	100	Core Course	13	
20CTU113	Numerical Methods Lab	III	h,j			3	2	40	60	100	Allied	16	
Semester Total				20	-	10	26	320	480	800			
SEMESTER – II													
20LSU201	Language – II	IV	d,e	4	-	-	4	40	60	100	AEC	17	
20ENU201	English - II	II	d,f	4	-	-	4	40	60	100	AEC	20	
20CTU201	Programming in Java	I	c,h,i	6	-	-	6	40	60	100	Core Course	21	
20CTU202	Discrete Structures	IV	e,i	5	-	-	5	40	60	100	Allied	24	
20CTU211	Programming in Java Lab	I	a,c,h, i	-	-	4	2	40	60	100	Core Course	26	
20CTU212	Discrete Structures Lab	IV	e,i	-	-	4	2	40	60	100	Allied	28	
20AEC201	Environmental Studies	I	a,c,g	3	-	-	3	40	60	100	AEC	30	
				22		8	26	280	420	700			
SEMESTER – III													
20CTU301	Data Structures	I	a,b,c	4	-	-	4	40	60	100	Core Course	33	

20CTU302	Relational Database Management Systems	II	a,b,c,g	4	-	-	4	40	60	100	Core Course	35
20CTU303	Operations Research	I	a,b,c,g	4	-	-	4	40	60	100	Allied	37
20CTU304 A	Programming in Python	I	a,b,c	3	-	-	3	40	60	100	SEC	39
20CTU304 B	Scripting Language											41
20CTU311	Data Structures Lab	II	b,h,j	-	-	4	2	40	60	100	Core Course	43
20CTU312	Relational Database Management Systems Lab	I	a,b,c,g	-	-	4	2	40	60	100	Core Course	45
20CTU313	Operations Research Lab	I	a,b,c,g	-	-	4	2	40	60	100	Allied	50
20CTU314 A	Programming in Python Lab	I	a,b,c	-	-	3	1	40	60	100	SEC	51
20CTU314 B	Scripting Language Lab											53
				15		15	22	320	480	800		
SEMESTER – IV												
20CTU401	Operating System	V	b,c,g	4	-	-	4	40	60	100	Core Course	55
20CTU402	Software Engineering and Testing	II	a,b,c,g	4	-	-	4	40	60	100	Core Course	57
20CTU403	Business Accounting	I	a,b,c,g	4	-	-	4	40	60	100	Allied	59
20CTU404 A	.Net Programming	I	a,b,c,g	3	-	-	3	40	60	100	SEC	61
20CTU404 B	Android Programming											63
20CTU411	Operating System Lab	V	a,b,c,g	-	-	4	2	40	60	100	Core Course	65
20CTU412	Software Engineering and Testing Lab	II	b,h,j	-	-	4	2	40	60	100	Core Course	67
20CTU413	Business Accounting Lab	I	a,b,c,g	-	-	4	2	40	60	100	Allied	69
20CTU414 A	.Net Programming Lab	I	b,h,j	-	-	3	1	40	60	100	SEC	71
20CTU414 B	Android Programming Lab											73
				15		15	22	320	480	800		
SEMESTER – V												
20CTU501	Data Communication and Networks	V	a,b,c	4	-	-	4	40	60	100	Core Course	75
20CTU502A	PHP Programming	I	a,b,c	4	-	-	4	40	60	100	DSE	77

20CTU502B	Data Mining											79
20CTU503A	Digital Image Processing	III	a,b,c	4	-	-	4	40	60	100	DSE	81
20CTU503B	Data Science											83
20CTU504A	Machine Learning	I	a,b,c	3	-	-	3	40	60	100	DSE	85
20CTU504B	Computer Graphics and Multimedia											87
20CTU511	Data Communication and Networks Lab	I	a,b,c,g	-	-	4	2	40	60	100	Core Course	89
20CTU512A	PHP Programming Lab	III	a,b,c,g			4	2	40	60	100	DSE	91
20CTU512B	Data Mining Lab											92
20CTU513A	Digital Image Processing Lab	III	a,b,c			4	2	40	60	100	DSE	94
20CTU513B	Data Science Lab											97
20CTU514A	Machine Learning Lab	I	a,b,c			3	1	40	60	100	DSE	100
20CTU514B	Computer Graphics and Multimedia Lab											102
				15		15	22	320	480	800		
SEMESTER – VI												
20CTU601	Artificial Intelligence	I	b,c,g	4	-	-	4	40	60	100	Core Course	104
20CTU602 A	Cloud Computing	II	b,c,h,i	4	-	-	4	40	60	100	DSE	106
20CTU602 B	Principles of Compiler Design											108
20CTU603 A	Big Data Analytics	II	b,c,g	3			3	40	60	100	DSE	110
20CTU603 B	E-Commerce Technologies											112
20CTU611	Artificial Intelligence Lab	II	a,b,c,g	-	-	4	2	40	60	100	Core Course	114
20CTU612 A	Cloud Computing Lab	II	b,c,h,i			4	2	40	60	100	DSE	115
20CTU612 B	Principles of Compiler Design Lab											117
20CTU613 A	Big Data Analytics Lab	II	b,c,g			3	1	40	60	100	DSE	119
20CTU613 B	E-Commerce Technologies Lab											121
20CTU691	Project	III	a,b,c,g	8	-	-	6	40	60	100	Core Course	
ECA/NCC/NSS/Sports/General interest etc												
Semester Total				19	-	11	22	280	420	700		
Program Total				106	-	74	140	1840	2760	4600		

20LSU101

Language – I

Semester – I
4H – 4C

Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

பாடத்திட்டப் பொதுநோக்கம்

- கற்றல் வழி சிந்தனைத் திறனையும், கருத்து வெளிப்பாட்டுத் திறனையும்
- ஆய்வுநோக்கையும் மேம்படுத்துதல்.
- இலக்கியங்கள் உணர்த்தும் வாழ்வின் நுட்பமான பகுதிகளை உணர்த்துதல்.
- மனித மனத்தினைப் பக்குவப்படுத்துதலில் இலக்கியம் தரும் பங்கினை உணர்த்துதல்.
- வளர்ந்து வரும் சமூகத்தில் அறஉணர்வு, பண்பாடு போன்றவை குறித்து அறிவூட்டல்.
- அரசுத் தேர்வுகளுக்கு மாணவர்களை ஆயத்தமாக்குதல்.

பாடத்திட்டப் பயன் விளைவு

1. இந்தியகுடியுரிமைப்பணி முதலான போட்டித் தேர்வுகளில், விருப்பப்பாடமாக இடம்பெறுகின்ற, 'தமிழ்இலக்கியவரலாறு' குறித்தமுழுமையான அறிமுகம் பெற்றிருத்தல்.
2. கல்வெட்டியல், ஓலைச்சுவடியியல் மற்றும் தொல்லியல் சார்ந்த ஆவணத்தேடலுக்குரிய ஆய்வுமனப்பான்மையுடன், இலக்கியங்களை அணுகுதல்.
3. தமிழின் வளர்ச்சித்துறையாகிய, 'அறிவியல்தமிழ்'; 'இணையதமிழ்' குறித்த பன்னோக்கு அணுகுமுறையிலான ஆய்வுச்சிந்தனை மேம்பாடு.
4. வேலைவாய்ப்புக்குரிய சுயதிறன்மேம்பாட்டுடன், படைப்பாக்கத் திறன்மேம்பாடும் பெற்றிருத்தல் .
5. சமுதாயமற்றும் வாழ்வியல்மதிப்புகளைப் பேணுவதற்குக்கருவியாக இலக்கியங்களை நாடுகின்ற மனப்பான்மை வளர்ச்சி.
6. மொழிபெயப்புத்துறை சார்ந்த வேலைவாய்ப்புத் திறன் பெற்றிருத்தல்

அலகு – I : தமிழ் இலக்கிய வரலாறு – I

(8 மணிநேரம்)

முச்சங்க வரலாறு - சங்க இலக்கியத்தொகுப்பு - பாட்டும் தொகையும் - சங்கஇலக்கியச் சிறப்பியல்புகள் - சங்கம் மருவிய காலம் - பதினெண்கீழ்க்கணக்கு நூல்கள் - திருக்குறள் -நாலடியார் - நான்மணிக்கடிகை - பழமொழி நானூறு - பிற்கால அறஇலக்கியங்கள் - கொன்றை வேந்தன் - நீதிநூல் - காப்பியங்கள் - தமிழில் காப்பிய இலக்கணம் - தமிழில் பெருங்காப்பியங்களும் சிறு காப்பியங்களும் - இரட்டைக்காப்பியங்களாகச் சிலம்பும் மேகலையும்.

அலகு - II: சங்க இலக்கியம் (12 மணிநேரம்)

அ). எட்டுத்தொகைநற்றிணை : கொண்டல் மாமழை - குறிஞ்சி -

தலைவன் கூற்று - 140

குறுந்தொகை : வாரார் ஆயினும், வரினும் -முல்லை- தலைவி கூற்று - 110

ஐங்குறுநூறு : மருதம் -தோழி கூற்று-வேட்கைப்பத்து: வாழிஆதன் வாழி அவினி - 6

பதிற்றுப்பத்து : சிதைந்தது மன்ற - 27

பரிபாடல்: புறத்திரட்டு- மதுரை நகர்ச்சிறப்பு -உலகம் ஒரு நிறையாத்தான்-7, மாயோன் கொப்பூழ்-8, செய்யாட்டு இழைத்த-9, கார்த்திகை காதில்-10, ஈவாரைக் கொண்டாடி-11.

கலித்தொகை : பாலைக்கலி- செவிலி - எறித்தரு கதிர்தாங்கி-9

அகநானூறு : அன்னை அறியினும் அறிக - தோழி - நெய்தல் - 110

புறநானூறு : யாதும் ஊரே யாவருங் கேளிர் -பொதுவியல்- 192

ஆ). பத்துப்பாட்டு: நெடுநல்வாடை - கார்காலச் சிறப்பு : வையகம் பனிப்ப -1-70

அலகு - III : அற இலக்கியம் (10 மணிநேரம்)

1. திருவள்ளுவர்- திருக்குறள்- அதிகாரம் 67 - வினைத்திட்டம், அதிகாரம் 100 - பண்புடைமை

2. முன்றுறையரையனார் - பழமொழி நானூறு 5 பாடல்கள் உணற்கு இனிய 5, பரந்த திறலாரை 32, நெடியது காண்கிலாய் 46, இனி யாரும் 153, உரைசான்ற 195.

3. ஔவையார் - கொன்றை வேந்தன் (1- 50 பாடல்கள்)

அன்னையும் பிதாவும் - புலையும் கொலையும் களவும் தவிர்

4. வேதநாயகம்பிள்ளை -நீதிநூல்- (அதிகாரம்-7- தாய்தந்தையரைப் போற்றுதல்-தேர்ந்தெடுக்கப்பட்ட 5 பாடல்கள்) சின்னவோர் பொருள், கடவுளை வருந்தி, எப்புவிதளும், வைத்தவர், ஈன்றவர்

அலகு - IV : காப்பிய இலக்கியம்

(10 மணிநேரம்)

(அ). சிலப்பதிகாரம் (5 மணிநேரம்)

மங்கல வாழ்த்துப் பாடல்: (21-29)- நாக நீள் நகரொடு-கண்ணகி என்பாண் மன்னோ . வழக்குரை காதை, (48-56) - நீர்வார் கண்ணை-புகா ரென்பதியே .

வஞ்சின மாலை: (5-34) - வன்னிமரமும் – பிறந்த பதிப் பிறந்தேன்.

நடுகற் காதை: (207-234) - அருத்திற லரசர் – மன்னவ ரேறென்

வாழ்த்துக்காதை: (9) - என்னேயிஃ தென்னே – மீவிசம்பிற் றோன்றுமால்.

(ஆ). மணிமேகலை (5 மணிநேரம்)

பசியின் கொடுமை: பாத்திரம் பெற்ற காதை:

‘போதி நீழல்’ - ‘பெருகியதன்றோ’ , ‘ஆற்றுநர்க்களிப்போர்’ - ‘நல்லறம் கண்டனை’ (73-98).

சிறைக்கோட்டம் அறக்கோட்டமாக்கிய காதை: மாவண் கிள்ளிக்கு காவலன் உரைத்தவை: ‘பைஞ்சேறு மெழுகாப் பசும்பொன் மண்டபத்து - அறவோர்க் காக்கினன் அரசாள் வேந்தன்’ (116-163).

அலகு- V : அடிப்படை இலக்கணமும் பயன்பாட்டுத்தமிழும் - I
(8 மணிநேரம்)

அ). எழுத்து, சொல், பொருள் இலக்கணங்கள் (4 மணிநேரம்)

1. முதல் மற்றும் சார்பெழுத்துகள் - பெயர், வினை, இடை, உரிச்சொல் முதலான அடிப்படை இலக்கண விளக்கப் பயிற்சிகள்
- 2). அகத்திணை மற்றும் புறத்திணை இலக்கணங்கள்

ஆ). கடிதப்பயிற்சி (4 மணிநேரம்)

1. தன்விவரக் குறிப்புடன் வேலை வேண்டி விண்ணப்பம் எழுதுதல்
2. பல்கலைக்கழகப் பன்னாட்டுக்கருத்தரங்கச் செய்தியை நாளிதழில் வெளியிட வேண்டி நாளிதழின் பதிப்பாசிரியருக்குக் கடிதம்
3. கருத்தரங்கப் பங்கேற்புக்கு அனுமதிக் கடிதம்
4. பல்கலைக்கழக விழாவுக்குத் தலைமையேற்க வேண்டி, மாவட்ட ஆட்சியருக்கு விண்ணப்பம்
5. கல்விகடன் வேண்டி வங்கிமேலாளருக்கு விண்ணப்பம்
6. வசிப்பிடத்திற்கு அடிப்படை வசதி வேண்டி வட்டாட்சியருக்கு விண்ணப்பம்
7. தேசியவிருது பெற்ற நண்பனுக்குப் பாராட்டுக் கடிதம்
8. புத்தகங்கள் அனுப்பி உதவவேண்டி, பதிப்பகத்தாருக்கு விண்ணப்பம்

20ENU101**English - I****Semester – I
4H – 4C**

Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

Course Objectives (CO)

- To give basic knowledge on grammar.
- To train communication in real life situation.
- To be familiar with the four basic skills of English.
- To train students to acquire proficiency in English by reading different genres of literature and learning grammar.
- To provide aesthetic pleasure through literature.
- To develop the moral values of students.

Course Outcomes (COs)

1. Retrieve fundamentals of English language to construct error free sentences.
2. Develop the knowledge of interpersonal skills.
3. Establish and maintain social relationships.
4. Develop communication skills in business environment.
5. Refine communication competency through LSRW skills.
6. Improving intrapersonal skills through literary works.

UNIT - I: Grammar

Types of Sentences, Subject and Predicate, Parts of Speech, Tenses, Preposition and Articles

UNIT – II: Communication Exercise

Importance of Business Language- Words often Confused- Words often Misspelt- Common Errors in English- Charts and Pictorial Writing.

UNIT – III: Interpersonal Skills

Greetings & Introduction- Giving & Denying Permission- Telephone Etiquette- Oral Presentation – Plan, PowerPoint Presentation- Preparation of Speech- Audience psychology- Secrets of Good Delivery

UNIT - IV: LSRW Skills

Listening- Listening and its types, Basic Listening Lessons

Speaking- Basics of speaking, Regular English, Business English, Interview English

Reading- Reading and its purposes, Types of Reading, Reading Techniques

Writing- Types of Writing, Components of Writing, Language and Style with accordance to the contexts

UNIT - V: Literature

Prose: Let's Do What India Needs from Us - Dr. A.P.J. Abdul Kalam

Poem: A Prayer for My Daughter - W.B. Yeats

Short Story: Sparrows- K. Ahmad Abbas

Suggested Reading: Hewings Martin, 2013 Advanced Grammar in Use, Cambridge University Press

Haines Simon, 2015 Advanced Skills, A resource Book of Advanced- Level Skill Activities

20CTU101**Object Oriented Programming Using C++****Semester – I****4H – 4C****Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100**
End Semester Exam: 3 Hours**Course Objectives (CO)**

- To understand how C++ improves C with object-oriented feature.
- To learn the syntax and semantics of classes in C++ programming language.
- To learn how to perform operator overloading and inheritance.
- To learn how to design C++ using pointers.
- To learn file handling in C++.
- To learn the characteristics of an object-oriented programming language: data abstraction and information hiding, inheritance, and dynamic binding of the messages to the methods.

Course Outcomes (COs)

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

1. Understand the difference between top-down and bottom-up approach.
2. Apply the concepts of object-oriented programming in constructor and destructor.
3. Understand how to apply the major object-oriented concepts to implement inheritance and polymorphism.
4. Apply pointer concepts in C++
5. Use the concepts of preprocessor directives and macros.
6. Understand about the code reusability with the help of user defined functions.

Unit I - Introduction

Principles of object-oriented programming: Basic concepts of object-oriented programming – Benefits of OOP – Applications of OOPs – Structure of C++ Program C++ Tokens – Control Statement – Decision Making Statements- Loop Statements - Inline Functions – Friend Function - Function Overloading.

Unit II - Control Structure, Functions and Constructors

Classes and Objects: Specifying a class – Creating Objects – Accessing Class Members – Defining Member Functions – Static Data Members – Static Member Functions - Array of Objects – Friend Functions. Constructors and Destructors: - Constructors – Parameterized Constructors - Multiple Constructors in a Class – Constructors with Default Arguments - Copy Constructor - Dynamic Constructor – Destructors.

Unit III - Operator Overloading and Inheritance

Operator overloading: Defining operator overloading – overloading unary operators – overloading binary operators – overloading binary operators using friends – type conversions.

Inheritance: - Inheritance – defining derived classes – single, multilevel, multiple, hierarchical inheritance- hybrid inheritance – virtual base classes – abstract classes.

Unit IV - Pointers and I/O Operations

Pointers: Pointers to objects – this pointer – pointers to derived classes – virtual functions- Pure Virtual Functions. Managing console I/O operations:- C++ streams – C++ stream classes – unformatted I/O operations – formatted console I/O operations – Managing output with manipulators.

Unit V - File Management

Files - Classes for file stream operations – Opening and Closing a file – sequential input and output operations – updating a file random access – Command Line Arguments. Templates and Exceptions: - Templates – class templates – function templates – member function templates – exception handling.

Suggested Readings

1. Antonio Mallia, Francesco Zoffoli, 2019, C++ Fundamentals, Packt Publishing, Ltd.
2. Joel Murach, Mary Delamater, 2018, C++ Programming ,Mike Murach & Associates Inc.
3. Bjarne Stroustrup, 2014, Programming - Principles and Practice using C++, 2nd Edition, Addison-Wesley.
4. Stefan Bjornander, 2016, C++ Windows Programming, Published by Packt Publishing Ltd.
5. Harry, H. Chaudhary, 2014, Head First C++ Programming: The Definitive Beginner's Guide, First Create space Inc, O-D Publishing, LLC USA.
6. Debasish Jana, 2014, C++ And Object-Oriented Programming Paradigm, Published by PHI Learning Pvt. Ltd
7. Richard L. Stegman, 2016, Focus on Object-oriented Programming with C++, 6th Edition, CreateSpace Independent Publishing Platform.

Websites

1. www.programmingsimplified.com
2. [www.programiz.com / cpp-programming](http://www.programiz.com/cpp-programming)
3. www.cplusplus.com
4. www.learncpp.com
5. www.udemy.com
6. <https://nptel.ac.in/courses/106105151/>
7. <http://172.16.13.33/course/view.php?id=599>

20CTU102**Web Designing****Semester – I**
4H – 4C**Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100**
End Semester Exam: 3 Hours**Course Objectives (CO)**

- To understand the concepts and architecture of the World Wide Web.
- To understand and practice markup languages
- Understand the technologies used in Web Programming.
- Know the importance of object-oriented aspects of Scripting.
- To understand and practice embedded dynamic scripting on client-side Internet Programming
- To gain some fluency programming in HTML, ASP, JavaScript and related languages, to design and implement one's own scripting language.

Course Outcomes (COs)

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

1. Design web pages.
2. Use technologies of Web Programming.
3. Apply object-oriented aspects to Scripting.
4. Create a basic website using HTML and Cascading Style Sheets.
5. Design and implement dynamic web page with validation using JavaScript objects and by applying different event handling mechanisms.
6. Develop web pages using ASP, JSP and VBScript, embedded dynamic scripting on client-side Internet Programming

Unit I - HTML

What is HTML -HTML Documents -Basic structure of an HTML document -Creating an HTML document - Mark up Tags -Heading-Paragraphs - Line Breaks - HTML Tags. Introduction to elements of HTML- Working with Text - Working with Lists, Tables -Working with Hyperlinks, Images and Multimedia .

Unit II - Frames

Introduction to Frame, <frameset> and <frame> Tag with its Attributes, Creating Frames, Linking Frames, <noframes> tag, Complex Framesets, Floating or Inline Frame. Forms : <Form> Tag and its Attributes, <Input> Tag and its Attributes, Form Controls: Text Controls, Password Fields, Radio Buttons, Checkboxes, Reset and Submit Buttons, Form Control Selection, Option Processing and Text Area, Hidden Fields. Embedding Multimedia: Introduction, Embedding Multimedia, Inserting Sound/Audio Formats, Inserting Video File Formats.

Unit III -CSS

Concept of CSS- Creating Style Sheet - CSS Properties -CSS Styling: Background-Text Format-Controlling Fonts - Working with block elements and objects - Working with Lists and Tables - CSS Id and Class - Box Model: Introduction- Border properties- Padding Properties- Margin properties - CSS Advanced:Grouping-Dimension-Display-Positioning-Floating-Align-Pseudo class-Navigation Bar-Image Sprites-Attribute selector.CSS Color -Creating page Layout and Site Designs.

Unit IV - JavaScript Programming

Introduction to JavaScript: Utility of JavaScript-Evolution of the JavaScript Language-JavaScript Versions and Browser Support- Differences Between Client-Side vs. Server-Side JavaScript-Statements and Operators-Variable Declarations- Operators and Statements- Operator Precedence- Implementing Control Constructs: Conditional and Looping Constructs-Implementing Functions: Defining Functions-Calling Functions- Passing Arguments- Local vs. Global Variables- Using the Return Statement-Nested Functions.

Unit V - JavaScript Objects

The JavaScript Object Model and Hierarchy- JavaScript Object Properties-Object Methods- New Keyword- This Keyword- Creating New Object Instances Using Constructor Functions- String-Date and Array Objects- Construction of Custom Objects with Individual Properties and Methods . Event Handling: Event-Driven Programming Model - Handling Link Events, Window Events, Image Events, Form Events- Setting Event Handlers- In-Line or Referencing.

Suggested Readings:

1. “Web Coding & Development All-in-One For Dummies”,Paul McFedries ,2018
“Fundamentals of Web Development” ,Randy Connolly, Ricardo Hoar ,2017
2. Principles of web design.,Joel sklar,sixth edition,2015
3. “HTML and CSS: Design and Build Websites” ,Jon Duckett,2014
4. Thomas A Powell, Fritz Schneider, “JavaScript: The Complete Reference”, Third Edition, Tata McGraw Hill, 2013

Websites:

1. <http://www.freeCodeCamp Guides.com/>
2. <http://www.Codrops CSS Reference/>
3. <https://developer.mozilla.org/enUS/docs/Web/JavaScript/Guide>.
4. <http://www.w3schools.com>.
5. <https://nptel.ac.in/courses/106105084/>
6. <https://freevideolectures.com/blog/webdesign-online-courses-and-video-lectures/>

20CTU103**Numerical Methods****Semester – I
4H – 4C****Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To understand the basic concepts of numerical methods
- To develop the mathematical skills in the areas of numerical methods.
- To understand numerical techniques as powerful tool in scientific computing.
- To provide suitable and effective methods called Numerical Methods, for obtaining approximate representative numerical results of the problems.
- To solve problems in the field of Applied Mathematics, Theoretical Physics and Engineering which requires computing of numerical results using certain raw data.
- To solve complex mathematical problems using only simple arithmetic operations. The approach involves formulation of mathematical models of physical situations that can be solved with arithmetic operations.

Course Outcomes (COs)

On completion of the course students will be able to

1. Apply Numerical analysis which has enormous application in the field of Science
2. Familiar with numerical integration and differentiation, numerical solution of ordinary differential equations.
3. Familiar with calculation and interpretation of errors in numerical method.
4. Develop and apply the appropriate numerical techniques for the problem, interpret the results, and assess accuracy.
5. Understand the basics of Numerical Differentiation & Integration and numerical solutions of ordinary differential equations.
6. Understand the concepts of difference operators and the use of Interpolation.

UNIT I

The Solutions of Numerical Algebraic and Transcendental equations: Bisection method - iteration method- False Position method - Newton's method .

UNIT II

Solution of Simultaneous Linear algebraic Equation – Gauss elimination method- Gauss Jordan method- Gauss Jacobi method- Gauss Seidel methods.

UNIT III

Interpolation :Gregory-Newton forward and backward interpolation Formula– equidistant terms with one or more missing values - Lagrange and Inverse Lagrange Interpolation formula.

UNIT IV

Numerical Differentiations : Newton's forward Difference and Newton's Backward Difference formula. Numerical Integration: Trapezoidal Rule & Simpson's Rule.

UNIT V

Numerical Solution of Ordinary Differential Equations: Taylor's series - Euler's method – Modified Euler's method - Runge-Kutta methods (fourth order Runge Kutta method only) .

Suggested Readings

1. P. Kandasamy, Dr. K. Thilagavathy, Dr. K. Gunavathi (2013), Numerical Methods, Published By S.Chand & Company Pvt. Ltd., New Delhi.
2. M.K. Jain, S.R.K. Iyengar and Jain R.K (2012), Numerical Methods for Scientific and Engineering Computation, New Age International Publishers, New Delhi.
3. T. Veerarajan and T. Ramachandran (2008), Numerical Methods with Programs in C, Tata McGraw-Hill Publishing company limited, New Delhi.
4. B. Bradie (2007), A Friendly Introduction to Numerical Analysis, Pearson Education, India.

e-Resources

1. <https://youtu.be/tcqsLqlyjmk>
2. https://youtu.be/0XcOwBY_Ryw

20CTU111**Object Oriented Programming Using C++ Lab****Semester – I
4H – 2C****Instruction Hours / week: L: 0 T: 0 P: 4 Marks: Internal : 40 External : 60 Total: 100
End Semester Exam : 3 Hours****Course Objectives (CO)**

- To understand how C++ improves C with object-oriented feature.
- To learn the syntax and semantics of classes in C++ programming language.
- To learn how to perform operator overloading and inheritance.
- To learn how to design C++ using pointers.
- To learn file handling in C++.
- To learn the characteristics of an object-oriented programming language: data abstraction and information hiding, inheritance, and dynamic binding of the messages to the methods.

Course Outcomes (COs)

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

1. Understand the difference between top-down and bottom-up approach.
2. Apply the concepts of object-oriented programming in constructor and destructor.
3. Understand how to apply the major object-oriented concepts to implement inheritance and polymorphism.
4. Apply pointer concepts in C++
5. Use the concepts of preprocessor directives and macros.
6. Understand about the code reusability with the help of user defined functions.

List of Programs

1. Write a C++ program to print sum of digits.
2. Write a C++ program to check palindrome number.
3. Write a program to swap numbers using friend function.
4. Write a program to perform multiplication of two matrices using operator overloading.
5. Write a program that will read 10 integers from user and store them in an array. Implement array using pointers.
6. Write a program which takes the radius of a circle as input from the user, passes it to another function that computes the area and the circumference of the circle and displays the value of area and circumference from the main() function.
7. Create the Person class. Create some objects of this class (by taking information from the user). Inherit the class Person to create two classes Teacher and Student class. Maintain the respective information in the classes and create, display and delete objects of these two classes (Use Runtime Polymorphism).
8. Write a C++ Program to store GPA of n number of students and display it where n is the number of students entered by user (Memory Management).

9. Write a program to demonstrate the try, catch block in C++
10. Write a C++ program that uses a single file for both reading and writing the data.

Suggested Readings

1. Antonio Mallia, Francesco Zoffoli, 2019, C++ Fundamentals, Packt Publishing, Ltd.
2. Joel Murach, Mary Delamater, 2018, C++ Programming ,Mike Murach & Associates Inc.
3. Bjarne Stroustrup, 2014, Programming - Principles and Practice using C++, 2nd Edition, Addison-Wesley.
4. Stefan Bjornander, 2016, C++ Windows Programming, Published by Packt Publishing Ltd.
5. Harry, H. Chaudhary, 2014, Head First C++ Programming: The Definitive Beginner's Guide, First Create space Inc, O-D Publishing, LLC USA.
6. Debasish Jana, 2014, C++ And Object-Oriented Programming Paradigm, Published by PHI Learning Pvt. Ltd
7. Richard L. Stegman, 2016, Focus on Object-oriented Programming with C++, 6th Edition, CreateSpace Independent Publishing Platform.

Websites

1. www.programmingsimplified.com
2. [www.programiz.com / cpp-programming](http://www.programiz.com/cpp-programming)
3. www.cplusplus.com
4. www.learncpp.com
5. www.udemy.com

20CTU112**Web Designing Lab****Semester – I
3H – 2C**

Instruction Hours / week: L: 0 T: 0 P: 3 Marks: Internal : 40 External : 60 Total: 100
End Semester Exam : 3 Hours

Course Objectives (CO)

- To understand the concepts and architecture of the World Wide Web.
- To understand and practice markup languages
- Understand the technologies used in Web Programming.
- Know the importance of object-oriented aspects of Scripting.
- To understand and practice embedded dynamic scripting on client-side Internet Programming
- To gain some fluency programming in HTML, ASP, JavaScript and related languages, to design and implement one's own scripting language.

Course Outcomes (COs)

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

1. Design web pages.
2. Use technologies of Web Programming.
3. Apply object-oriented aspects to Scripting.
4. Create a basic website using HTML and Cascading Style Sheets.
5. Design and implement dynamic web page with validation using JavaScript objects and by applying different event handling mechanisms.
6. Develop web pages using ASP, JSP and VBScript, embedded dynamic scripting on client-side Internet Programming

List of Programs

1. Create HTML document with following formatting – Bold, Italics, Underline, Colors, Headings, Title, Font and Font Width, Background, Paragraph, Line Brakes, Horizontal Line, Blinking text as well as marquee text.
2. Create HTML document with Ordered and Unordered lists, Inserting Images, Internal and External linking
3. Create HTML document with Table

4. Create Form with Input Type, Select and Text Area in HTML.
5. Create an HTML containing Roll No., student's name and Grades in a tabular form.
6. Create an HTML document (having two frames) which will appear as follows

About	This frame would show the contents according to the link clicked by the user on the left frame.
Department 1	
Department 2	
Department 3	

7. Create an HTML document containing horizontal frames as follows

Department Names (could be along with Logos)
Contents according to the Link clicked

8. Create a website of 6 – 7 pages with different effects as mentioned in above problems.

9. Create HTML documents (having multiple frames) in the following three formats

Frame1
Frame2

Frame1	
Frame2	Frame3

10. Create a form using HTML which has the following types of controls:

V. Text Box

VI. Option/radio buttons

VII. Check boxes

VIII. Reset and Submit buttons

List of Programs using JavaScript : Create event driven program for following:

11. Print a table of numbers from 5 to 15 and their squares and cubes using alert.

12. Print the largest of three numbers. 81

13. Find the factorial of a number n.

14. Enter a list of positive numbers terminated by Zero. Find the sum and average of these numbers.

15. A person deposits Rs 1000 in a fixed account yielding 5% interest. Compute the amount in the account at the end of each year for n years.

16. Read n numbers. Count the number of negative numbers, positive numbers and zeros in the list.

Suggested Readings

1. “Web Coding & Development All-in-One For Dummies”, Paul McFedries, 2018
“Fundamentals of Web Development”, Randy Connolly, Ricardo Hoar, 2017
2. Principles of web design., Joel sklar, sixth edition, 2015
3. “HTML and CSS: Design and Build Websites”, Jon Duckett, 2014
4. Thomas A Powell, Fritz Schneider, “JavaScript: The Complete Reference”, Third Edition, Tata McGraw Hill, 2013

Websites

1. [http://www. freeCodeCamp Guides.com/](http://www.freeCodeCamp Guides.com/)
2. <http://www. Codrops CSS Reference/>
3. [https://developer.mozilla.org/enUS/docs/Web/JavaScript/Guide.](https://developer.mozilla.org/enUS/docs/Web/JavaScript/Guide)
4. [http://www.w3schools.com.](http://www.w3schools.com)

Semester – I**20CTU113****Numerical Methods Lab****3H – 2C**

Instruction Hours / week: L: 0 T: 0 P: 3 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

Course Objectives (CO)

- To understand the basic concepts of numerical methods
- To develop the mathematical skills in the areas of numerical methods.
- To understand numerical techniques as powerful tool in scientific computing.
- To provide suitable and effective methods called Numerical Methods, for obtaining approximate representative numerical results of the problems.
- To solve problems in the field of Applied Mathematics, Theoretical Physics and Engineering which requires computing of numerical results using certain raw data.
- To solve complex mathematical problems using only simple arithmetic operations. The approach involves formulation of mathematical models of physical situations that can be solved with arithmetic operations.

Course Outcomes (COs)

On completion of the course students will be able to

1. Apply Numerical analysis which has enormous application in the field of Science
2. Familiar with numerical integration and differentiation, numerical solution of ordinary differential equations.
3. Familiar with calculation and interpretation of errors in numerical method.
4. Develop and apply the appropriate numerical techniques for the problem, interpret the results, and assess accuracy.
5. Understand the basics of Numerical Differentiation & Integration and numerical solutions of ordinary differential equations.
6. Understand the concepts of difference operators and the use of Interpolation.

List of Practical (Using any software)**(Any 10 Programs)**

1. Solution of simultaneous linear algebraic equations- Gauss Elimination Method
2. Solution of simultaneous linear algebraic equations- Gauss Jordan Method
3. Solution of simultaneous linear algebraic equations- Gauss Jacobi Method
4. Solution of simultaneous linear algebraic equations- Gauss Seidal Method
5. Computing Lagrange's interpolating polynomial
6. Computing Newton's interpolating polynomial
7. Numerical Integration – Simpson's one third rule
8. Numerical Integration – Simpson's three eight rule
9. Numerical Integration – Trapezoidal rule
10. Solution for ordinary differential equation-Euler method.
11. Solution for ordinary differential equation- Runge Kutta Second order.

20LSU201

Language II

Semester – II
4H – 4C

Instruction Hours / week: L: 4 T: 0 P: 0

Marks: Internal: 40

External: 60 Total: 100
End Semester Exam: 3 Hours**பாடத்திட்டப் பொதுநோக்கம்**

- கற்றல் வழி சிந்தனைத் திறனையும், கருத்து வெளிப்பாட்டுத் திறனையும்
- ஆய்வுநோக்கையும் மேம்படுத்துதல்.
- இலக்கியங்கள் உணர்த்தும் வாழ்வின் நுட்பமான பகுதிகளை உணர்த்துதல்.
- மனித மனத்தினைப் பக்குவப்படுத்துதலில் இலக்கியம் தரும் பங்கினை உணர்த்துதல்.
- வளர்ந்து வரும் சமூகத்தில் அறஉணர்வு, பண்பாடு போன்றவை குறித்து அறிவூட்டல்.
- அரசுத் தேர்வுகளுக்கு மாணவர்களை ஆயத்தமாக்குதல்.

பாடத்திட்டப் பயன் விளைவு

1. இந்தியகுடியுரிமைப்பணி முதலான போட்டித் தேர்வுகளில், விருப்பப்பாடமாக இடம்பெறுகின்ற, 'தமிழ்இலக்கியவரலாறு' குறித்தமுழுமையான அறிமுகம் பெற்றிருத்தல்.
2. கல்வெட்டியல், ஓலைச்சுவடியியல் மற்றும் தொல்லியல் சார்ந்த ஆவணத்தேடலுக்குரிய ஆய்வுமனப்பான்மையுடன், இலக்கியங்களை அணுகுதல்.
3. தமிழின் வளர்ச்சித்துறையாகிய, 'அறிவியல்தமிழ்'; 'இணையதமிழ்' குறித்த பன்னோக்கு அணுகுமுறையிலான ஆய்வுச்சிந்தனை மேம்பாடு.
4. வேலைவாய்ப்புக்குரிய சுயதிறன்மேம்பாட்டுடன், படைப்பாக்கத் திறன்மேம்பாடும் பெற்றிருத்தல் .
5. சமுதாயமற்றும்வாழ்வியல்மதிப்புகளைப்பேணுவதற்குக்கருவியாக இலக்கியங்களைநாடுகின்றமனப்பான்மைவளர்ச்சி.
6. மொழிபெயப்புத்துறை சார்ந்த வேலைவாய்ப்புத் திறன் பெற்றிருத்தல்

அலகு – I : தமிழ் இலக்கிய வரலாறு- II**(5 மணிநேரம்)**

தமிழ் இலக்கிய வரிசையில் திருமுறைகளும் நாலாயிரத் திவ்யப்பிரபந்தமும் -பன்னிரு திருமுறைகள் அறிமுகம் - திருமுறை ஆசிரியர்களின் இலக்கியப் பங்களிப்பு-திருமுறைகளில் பக்திநெறியும் சமுதாய நோக்கும் - சமயக்குரவரின் அருள்நெறி - பன்னிரு ஆழ்வார்கள் வரலாறு - ஆழ்வார்களின் இலக்கியப் பங்களிப்பு - திவ்யப் பிரபந்தத்தில் பக்திநெறியும் இலக்கிய நயமும் - தமிழில் சிற்றிலக்கியக் காலமும் கருத்தும் - தொண்ணூற்றாறு வகைச் சிற்றிலக்கிய வரிசை - தமிழ் மொழியின் கவிதை - சிறுகதை - உரைநடை -இலக்கியங்களின் தோற்றம் - வளர்ச்சி - உத்திகள் - நாட்டுப்புற இலக்கியங்கள்-கொங்குநாட்டார் வாய்மொழி வழக்காறுகள்.

அலகு - II : பக்தி இலக்கியமும் சிற்றிலக்கியமும்: (12 மணிநேரம்)

அ). பக்தி இலக்கியம் (6 மணிநேரம்)

1. 1. சைவம் - பெரியபுராணம் - இளையான்குடிமாறநாயனார் புராணம் - (19 பாடல்கள்) .

(அம்பொன் நீடிய, கொண்டு வந்து, ஆளு நாயகர், செல்வம் மேவிய, மாரிக் காலத்து, ஈர மேனியை, நமக்கு முன்பிங்கு, செல்லல் நீங்க, மற்றும் மாற்றம், உள்ளம் அன்பு, காலினால் தடவி, வந்தபின் மனைவியாரும், முறித்தவை அடுப்பின், வழிவரும் இளைப்பினோடும், மனைவியார் கொழுநர், கணவனார் தம்மை, அழுந்திய இடருள், மாலயற் கரிய, அன்பனே அன்பர் பூசை)

2. வைணவம் - ஆண்டாள் நாச்சியார் திருப்பாவை: (11 பாடல்கள்):

மார்கழித்திங்கள், வையத்து வாழ்வீர்காள், ஓங்கி உலகளந்த, ஆழி மழைக்கண்ணா, மாயனை மன்னுவட மதுரை, சிற்றம் சிறுகாலே, ஒருத்தி மகனாய், மாலே மணிவண்ணா, கூடாரை வெல்லும், கறவைகள் பின்சென்று, வங்கக்கடல் கடைந்த.

ஆ). சிற்றிலக்கியம் (6 மணிநேரம்)

1. முக்கூடற் பள்ளு - 2 பாடல்கள் - சித்திரக் காலிவாலான்

(நெல்வகைகள்) குற்றாலத் திரிகூட மால்வரை (மீன் வகைகள்)

2. **நந்தி கலம்பகம்** - 5 பாடல்கள்- என்னையே புகழ்ந்தேன், பதிதொறு புயல்பொழி, இந்தப்புவிடில், அடிவிளக்கும் துகில், வானுறுமதியை
3. **மதுரைச் சொக்கநாதர் தமிழ்விடு தூது** - தமிழின் சிறப்பு பாடியருள பத்துப்பாட்டும்-விளம்பக்கேள்.

அலகு - III: கவிதையும் சிறுகதையும் (16 மணிநேரம்)

அ). கவிதை இலக்கியம் (8 மணிநேரம்)

- | | |
|---------------------------------|--------------------------|
| 1. மகாகவி பாரதியார் | - கண்ணன் - என் சீடன் |
| 2. புரட்சிக்கவிஞன் பாரதிதாசன் | - இளையார் ஆத்திசூடி - |
| அழுபவன் கோழை | |
| 3. கவிமணி தேசிக விநாயகம் பிள்ளை | - கோயில் வழிபாடு |
| 4. கவிக்கோ. அப்துல்ரகுமான் | - பாருக்குள்ளே நல்ல நாடு |
| 5. சிற்பி பாலசுப்பிரமணியன் | - மலையாளக் காற்று |
| 6. கவிஞர் தாமரை | - தொலைந்து போனேன் |
| 7. கவிஞர் கரிகாலன் | - விடுதலை |

ஆ). சிறுகதை இலக்கியம் (8 மணிநேரம்)

- | | |
|---------------------|-------------------|
| 1. சாபவிமோசனம் | - புதுமைப்பித்தன் |
| 2. நகரம் | - சுஜாதா |
| 3. அந்நியர்கள் | - ஆர். சூடாமணி |
| 4. இந்நாட்டு மன்னர் | - நாஞ்சில்நாடன் |

அலகு - IV : உரைநடை இலக்கியம் (8 மணிநேரம்)

1. ஆளுமைத்திறன் அறிவோம் - தன்னம்பிக்கை மாத இதழிலிருந்து
2. திருக்குறளும் சமுதாயவியலும் - முனைவர் புரிசை நடராசன்
3. தமிழ் - உயர்தனிச் செம்மொழி - முனைவர் இரா. குணசீலன்
4. நொய்யல் - முனைவர் ப. தமிழரசி

அலகு- V : அடிப்படை இலக்கணமும் பயன்பாட்டுத்தமிழும் - II (7 மணிநேரம்)

இலக்கணப் பயிற்சி: 1. அணி இலக்கணம்

உவமையணி - பிறிது மொழிதல் அணி - சிலேடை அணி - தீவக அணி - ஏகதேச உருவக அணி - வேற்றுமையணி - பின்வருநிலையணிக்கான விளக்கங்கள்.

2. துறை சார் கலைச்சொல் பயன்பாட்டாக்கம்

3. படைப்பிலக்கியப் பயிற்சிகள்

1. மரபுக்கவிதை, புதுக்கவிதை, சிறுகதை, கட்டுரை படைப்பாக்க உத்திகள் - பயிற்சிகள்
2. எழுத்தாளருடனான நேர்காணல் மற்றும் கள ஆய்வுக்கான வினா நிரல் தயாரித்தல் நுட்பங்களும் பயிற்சிகளும்.

4. மொழிபெயர்ப்புப்பயிற்சிகள்

1. தமிழ்-ஆங்கில மொழிபெயர்ப்புப் பயிற்சிகள் -2.
2. ஆங்கிலம்-தமிழ் மொழிபெயர்ப்புப் பயிற்சிகள்-2.

பாட நூல்: கற்பகச்சோலை – தமிழ் ஏடு.

20ENU201

ENGLISH II

Semester – II
4H – 4C

Instruction Hours / week: L: 4 T: 0 P: 0

Marks: Internal: 40

External: 60 Total: 100

End Semester Exam: 3 Hours

Course Objective:

- To refresh the grammar knowledge of the students to improvise their language.
- To make the students understand different kinds of communication involved in the business environment.
- To help the students develop their listening, speaking, reading and writing skills.
- Introducing literary works to the students to enhance their analytical and aesthetic skills.

Course Outcome:

- Strengthen the foundation of the language to elevate the command of standard grammar.
- Formulate and communicate persuasive arguments for specific business outcome.
- Apply fundamentals of language for reading, writing and effective communication.
- Standardize and demonstrate understanding of LSRW skills.
- Introduce literature to enhance the moral and aesthetic values.

UNIT –I – Grammar

Voice, Idioms and Phrases, Clauses and Reported Speech

UNIT –II –Business and Technical Reports

Business Correspondence – Memo, Notices, Agenda, Minutes- Resume Writing- Report Writing- Letter Writing- Personal and Social Letters- E-mail Writing

UNIT –III – Communication Practice

Verbal and Non-Verbal Communication- Group Discussion and Seminars- Note-Taking and Note-Making

UNIT –IV – LSRW Skills**Listening** - Listening Talks and Presentations**Speaking** - Public Speaking- Preparatory steps, Time Management, Handling Questions and Meeting unexpected situations**Reading** - Language of Newspapers, Magazines and Internet**Writing** - Writing Paragraphs and Essays- Content Writing**UNIT –V – Literature****Prose**- Morals in the Indian Context by Francis Nicholas Chelliah**Poetry**- Telephone Conversation by Wole Soyinka**Short Stories**- The Last Leaf by O' Henry**Books for References**Oxford Handbook of Writing: St. Martins Handbook of Writing 2013 CU Press
Sound Business, Julian Treasure 2012OUP

20CTU201**Programming in Java****Semester – II
6H – 6C****Instruction Hours / week: L: 6 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives**

- To understand the fundamentals of programming such as variables, conditional and iterative execution, methods, etc.
- To understand fundamentals of object-oriented programming in Java, including defining classes, invoking methods, using class libraries, etc.
- To use the Java SDK environment to create, debug and run simple Java programs.
- To use Java in various technologies in different platforms.
- To understand the fundamental of Packages and access modifiers and interface in java.
- To understand the fundamental of Exception Handling and AWT component and AWT classes.

Course Outcomes (COs)

Upon completion of this course the student will be able to:

1. Obtain knowledge of the structure and model of the Java programming language.
2. Use the Java programming language for various programming technologies (understanding)
3. Develop software in the Java programming language (application)
4. Evaluate user requirements for software functionality required to decide whether the Java programming language can meet user requirements (analysis)
5. Use the certain technologies by implementing them in the Java programming language to solve the given problem (synthesis)
6. Choose an engineering approach to solving problems, starting from the acquired knowledge of programming and knowledge of operating systems. (evaluation)

Unit I - Introduction to Java

Java Architecture and Features, Understanding the semantic and syntax differences between C++ and Java, Compiling and Executing a Java Program, Variables, Constants, Keywords Data Types, Operators (Arithmetic, Logical and Bitwise) and Expressions, Comments, Doing Basic Program Output, Decision Making Constructs (conditional statements and loops) and Nesting.

Unit II - Arrays, Strings and I/O

Object-Oriented Programming Overview Principles of Object-Oriented Programming, Defining & Using Classes, Controlling Access to Class Members, Class Constructors, Method Overloading, Class Variables & Methods, Objects as parameters, final classes, Object class, Garbage Collection-Creating & Using Arrays (One Dimension and Multi-dimensional),

Referencing Arrays Dynamically, Java Strings: The Java String class, Creating & Using String Objects, Manipulating Strings, String Immutability & Equality, Passing Strings To & From Methods, String Buffer Classes. Simple I/O using System.out and the Scanner class, Byte and Character streams, Reading/Writing from console and files.

Unit III - Inheritance

Inheritance: (Single Level and Multilevel, Method Overriding, Dynamic Method Dispatch, Abstract Classes), Interfaces and Packages, extending interfaces and packages, Package and Class Visibility, Using Standard Java Packages (util, lang, io, net), Wrapper Classes.

Unit IV - Exception Handling and Database Connectivity

Exception types, uncaught exceptions, throw, built-in exceptions, creating your own exceptions; Multi-threading: The Thread class and Runnable interface, creating single and multiple threads, Thread prioritization, synchronization and communication, suspending/resuming threads. Accessing and manipulating databases using JDBC.

Unit V – Java GUI Programming Using Swing

Working with Graphics, Incorporating Images & Sounds. Event Handling Mechanisms, Listener Interfaces, Adapter and Inner Classes. The design and Implementation of GUIs using Swing components of Java Foundation Classes such as labels, buttons, text fields, layout managers, menus, events and listeners; Graphic objects for drawing figures such as lines, rectangles, ovals, using different fonts.

Suggested Readings

1. Herbert Schildt, Java the Complete Reference, 8th Edition.
2. ISRD Group, Introduction to object oriented programming through Java.
3. James Gosling, Bill Joy, Guy L Steele Jr, Gilad Bracha, Alex Buckley, 2014.
4. The Java Language Specification, Java SE 8th Edition (Java Series), Published by Addison Wesley.
5. Joshua Bloch, 2008, Effective Java, 2nd Edition, Publisher: Addison-Wesley.
6. Cay S. Horstmann, Gary Cornell, 2012, Core Java 2 Volume 1 ,9th Edition,Printice Hall.
7. Cay S. Horstmann, Gary Cornell, 2013, Core Java 2 Volume 2 - Advanced Features, 9th Edition,Printice Hall.
8. Bruce Eckel, 2002, Thinking in Java, 3rd Edition, PHI.
9. E. Balaguruswamy, 2009, Programming with Java, 4th Edition, McGraw Hill.
10. Paul Deitel, Harvey Deitel, 2011, Java: How to Program, 10th Edition, Prentice Hall.
11. David J. Eck, 2009, Introduction to Programming Using Java, Published by CreateSpace Independent Publishing Platform.

12. John R. Hubbard, 2004, Programming with JAVA, Schaum's Series, 2nd Edition.
13. Ken Arnold, James Gosling, David Homes, 2005, The Java Programming Language, 4th Edition.

Websites

1. <https://docs.oracle.com/java>
2. <https://www.tutorialspoint.com/java/index.htm>
3. <https://www.w3schools.com/java/>
4. <https://www.javatpoint.com/java-tutorial>
5. <https://docs.oracle.com/javase/tutorial/java/index.html>
6. <https://www.geeksforgeeks.org/java-tutorials/>
7. <https://nptel.ac.in/courses/106105191/>
8. <http://172.16.25.76/course/view.php?id=1827>

Semester – II**20CTU202****Discrete Structures****5H – 5C**

Instruction Hours / week: L: 5 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

COURSE OBJECTIVES

This course enables the students to

- learn the basic concepts of sets, types of sets, functions and relations
- understand about Pigeonhole principle, Permutation and Combination ,Mathematical Induction
- Solve the problems using Recurrence relations and generating functions.
- Know the basic concepts of Logical Connectives ,Graphs and Trees.
- To express ideas using mathematical notation
- To solve problems with the help of tools of mathematical analysis.

COURSE OUTCOMES

On successful completion of the course, students will be able to

- Familiar with elementary algebraic set theory.
- Acquire a fundamental understanding of the core concepts in growth of functions.
- Describe the method of recurrence relations.
- Get wide knowledge about graphs and trees
- Initiate to knowledge from inference theory

UNIT I

Sets:Introduction of sets-Types of Sets -uncountably infinite sets-Functions and its classification-Types of functions-Composition of functions - Relations and its types -Properties of binary relations- closure and partial ordering relations.

UNIT II

Pigeonholeprinciple-Permutationand Combination-Mathematical Induction-Principle of Inclusion and Exclusion.

UNIT III

Recurrences: Recurrence relations-Generating functions-Linear recurrence relations with constant coefficients and their solution.

UNIT IV

Graph Theory:Introduction-Basic terminology-Graph representation- Models and types-Multigraphs and weighted graphs-Graph isomorphism-Connectivity-Euler and Hamiltonian Paths and circuits-Trees-Basic terminology and properties of trees.

UNIT V

Propositional Logic: Prepositions-Truth tables-Logical Connectives- Well-formed Formulas- Demorgan's Law-Tautologies and contradictions-PDNF and PCNF -Equivalences- Inference Theory- Rules of universal specification and generalization

Suggested Readings

1. Kenneth Rosen.(2011). Discrete Mathematics and Its Applications (7thed.), McGraw Hill Company, New Delhi.
2. Tremblay, J .P., and Manohar R., (2001). Discrete Mathematical Structures with Applications to Computer Science (1st ed.), McGraw-Hill Book Company, New Delhi.
3. Sharma J K (2011). Discrete Mathematics (Third Edition), Rajiv Beri for Macmillan Publishers India Ltd. New Delhi.
4. Dr. A. Singaravelu., and Dr. M.P Jeyaraman (2016). Discrete Mathematics, Meenakshi Agency Chennai.
5. Hein, J.L., (2010). Discrete Structures, Logic, and Computability (3rd ed.), Jones and Bartlett Publishers, New Delhi.
6. Hunter, D.J.(2016). Essentials of Discrete Mathematics (3rd ed.). Jones and Bartlett Publishers, New Delhi.

e-Resources

1. <https://youtu.be/u4IQh46VoU4>
2. <https://youtu.be/fZqfkJ-cb28>
3. <https://www.youtube.com/watch?v=6WGWfwgXhd4>
4. <https://www.youtube.com/watch?v=HmQR8Xy9DeM>
5. <https://www.youtube.com/watch?v=-QZQNSmIpw>

Semester – II**20CTU211****Programming in Java Lab****4H – 2C**

Instruction Hours / week: L: 0 T: 0 P: 4 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

Course Objectives (CO)

- To understand the fundamentals of programming such as variables, conditional and iterative execution, methods, etc.
- To understand fundamentals of object-oriented programming in Java, including defining classes, invoking methods, using class libraries, etc.
- To use the Java SDK environment to create, debug and run simple Java programs.
- To use Java in various technologies in different platforms.
- To understand the fundamental of Packages and access modifiers and interface in java.
- To understand the fundamental of Exception Handling and AWT component and AWT classes.

Course Outcomes (COs)

1. Student will obtain knowledge of the structure and model of the Java programming language.
2. How to use the Java programming language for various programming technologies (understanding)
3. Develop software in the Java programming language (application)
4. Evaluate user requirements for software functionality required to decide whether the Java programming language can meet user requirements (analysis)
5. Propose the use of certain technologies by implementing them in the Java programming language to solve the given problem (synthesis)
6. Choose an engineering approach to solving problems, starting from the acquired knowledge of programming and knowledge of operating systems. (evaluation)

List of Programs

1. To convert a decimal to binary number
2. Write a program to find the sum of series $1+x+x^2+x^3+\dots$
3. To find the sum of any number of integers entered as command line arguments
4. To learn use of single dimensional array by defining the array dynamically.
5. Write a program to find maximum and sum of an array
6. Write a Program to generate Fibonacci Series and Factorial for a number
7. Write a program to show that during function overloading, if no matching argument is found, then java will apply automatic type conversions (from lower to higher data type)
8. Write a program to an exception out of bounds, if mark is greater than 100 throw an exception
9. Write a program —Divide By Zero that takes two numbers a and b as input, computes a/b, and invokes Arithmetic Exception to generate a message when the denominator is zero.

10. Write a program to generate multiplication table by multithreading
11. Write a program to demonstrate priorities among multiple threads
12. Write a program to perform string operations

Suggested Readings

1. Herbert Schildt, 2014, Java Complete Reference, 9th Edition, Tata McGraw Hill, New Delhi.
2. ISRD Group, 2007, Introduction to Object Oriented Programming through Java, 1st Edition, Tata McGraw Hill, New Delhi
3. Deitel H.M. and P.J.Deitel, 2005, Java-How to Program, 6th Edition, Pearson Education, New Delhi.
4. Dr.S Somasundaram, 2004, Java Programming, 1st Edition, Techmedia. New Delhi.
5. E.Balagurusamy, 2010, Programming with Java – A Primer, 4th Edition, Tata McGraw Hill, New Delhi.

Web Sites

1. www.java.sun.com
2. www.knking.com
3. www.webdeveloper.com
4. www.forums.sun.com
5. www.netbeans.com
6. java.sun.com/docs/books/tutorial/
7. www.java.net/

20CTU212**Discrete Structures Lab****Semester – II
4H – 2C**

Instruction Hours / week: L: 0 T: 0 P: 4 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

Course Objectives (CO)

- To learn the basic concepts of sets, types of sets, functions and relations
- To understand about Pigeonhole principle, Permutation and Combination, Mathematical Induction
- To solve the problems using Recurrence relations and generating functions.
- To know the basic concepts of Logical Connectives, Graphs and Trees.
- To express ideas using mathematical notation
- To solve problems with the help of tools of mathematical analysis.

Course Outcomes (COs)

On successful completion of the course, students will be able to

1. Familiar with elementary algebraic set theory.
2. Acquire a fundamental understanding of the core concepts in growth of functions.
3. Describe the method of recurrence relations.
4. Get wide knowledge about graphs and trees
5. Initiate to knowledge from inference theory
6. Solve problems with the help of tools of mathematical analysis

List of Programs

1. Write a C Program to find the number of subsets of a set contains n elements.
2. Write a C Program to find transitive closure of a relation.
3. Write a C Program to prove $1/(1*2) + 1/(2*3) + \dots + 1/(n(n+1)) = n/(n+1)$
4. Write a C Program to perform the sum $= 1 + (1+2) + (1+2+3) + \dots + (1+2+\dots+n)$
5. Write a C program to print Fibonacci series till Nth term using recursion
6. Write a C Program in c to calculate factorial of a number using recursion
7. Write a C Program to find a minimum spanning tree using Prim's algorithm
8. Write a C program to find the shortest path with the lower cost in a graph using Dijkstra's Algorithm
9. Write a C Program to construct the truth table for the following formula.
 (i) $P \wedge Q \wedge \neg R$ (ii) $P \wedge \neg Q \wedge R$ (iii) $P \wedge Q \wedge \neg R$
10. Write a C Program to prove De – Morgan's law.

Suggested Readings

1. Kenneth Rosen.(2006). Discrete Mathematics and Its Applications (6thed.). McGraw Hill,New Delhi.
2. Tremblay , J .P. , & Manohar,R. (1997).Discrete Mathematical Structures with Applications to Computer Science. McGraw-Hill Book Company,New Delhi.
3. Cormen,T.H., Leiserson, C.E. , &R. L. Rivest.(2009). Introduction to algorithms, (3rd ed.). Prentice Hall on India, New Delhi.
4. 4. Albertson, M. O.,& Hutchinson,J. P. (1988). Discrete Mathematics with Algorithms .: John wiley Publication, New Delhi.
5. Hein,J. L. (2009). Discrete Structures, Logic, and Computability(3rd ed.). Jones and Bartlett Publishers, New Delhi.
6. Hunter,D.J.(2008). Essentials of Discrete Mathematics. Jones and Bartlett Publishers,New Delhi.

20AEC101**Environmental Studies****Semester – II
3H – 3C****Instruction Hours / week: L: 3 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To create the awareness about environmental problems among people.
- To develop an attitude of concern for the environment.
- To motivate public to participate in environment protection and improvement.
- To understand the transnational character of environmental problems and ways of addressing them, including interactions across local to global scales.
- To apply systems concepts and methodologies to analyze and understand interactions between social and environmental processes.
- To reflect critically about their roles and identities as citizens, consumers and environmental actors in a complex, interconnected world.

Course Outcomes (COs)

1. Master core concepts and methods from ecological and physical sciences and their application in environmental problem solving.
2. Master core concepts and methods from economic, political, and social analysis as they pertain to the design and evaluation of environmental policies and institutions.
3. Appreciate the ethical, cross-cultural, and historical context of environmental issues and the links between human and natural systems.
4. Understand the transnational character of environmental problems and ways of addressing them, including interactions across local to global scales.
5. Apply systems concepts and methodologies to analyze and understand interactions between social and environmental processes.
6. Reflect critically about their roles and identities as citizens, consumers and environmental actors in a complex, interconnected world.

Unit I – Introduction - Environmental Studies & Ecosystems

Environment Definition, Scope and importance; Ecosystem, Structure and functions of ecosystem. Energy flow, Food chains and food webs, Ecological succession. Classification of ecosystem. Forest ecosystem, Grassland Ecosystem, Desert ecosystem, Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries).

Unit II - Natural Resources - Renewable and Non-Renewable Resources

Natural resources - Renewable and Non – Renewable resources. Land resources and land use change, Land degradation, soil erosion and desertification. Forest resources - Deforestation: Causes and impacts due to mining, dam building on environment, forests, biodiversity and tribal populations. Water resources - Use and over-exploitation of surface and ground water, floods, droughts, conflicts over water. Use of alternate energy sources, growing energy needs, case studies. Role of an individual in conservation of natural resources. Equitable use of resources for sustainable lifestyles.

Unit III - Biodiversity and Its Conservation

Levels of biological diversity - genetic, species and ecosystem diversity. Ecosystem and biodiversity services: Ecological, economic, social, ethical, aesthetic and Informational value. Bio-geographical classification of India. Biodiversity patterns (global, National and local levels). Hot-spots of biodiversity. India as a mega-diversity nation. Endangered and endemic species of India. Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts. Conservation of biodiversity: in-situ and ex-situ conservation of biodiversity.

Unit IV - Environmental Pollution

Definition, causes, effects and control measures of Air pollution, Water pollution, Soil pollution, Noise pollution. Nuclear hazards and human health risks. Solid waste management and control measures of urban and industrial wastes. Role of an individual in prevention of pollution. Case studies.

Unit V - Social Issues and The Environment

Concept of sustainability and sustainable development. Water conservation - Rain water harvesting, watershed management. Climate change, global warming, ozone layer depletion, acid rain and its impacts on human communities and agriculture. Environment Laws (Environment Protection Act, Air Act, Water Act, Wildlife Protection Act, Forest Conservation Act). International agreements (Montreal and Kyoto protocols). Resettlement and rehabilitation of project affected persons. Disaster management (floods, earthquake, cyclones and landslides). Environmental Movements (Chipko, Silent valley, Bishnois of Rajasthan). Environmental ethics: Role of Indian and other religions and cultures in environmental conservation. Environmental communication and public awareness, case studies (e.g., CNG vehicles in Delhi). Human population growth: Impacts on environment, human health and welfare.

Suggested Readings

1. Anonymous. 2004. A text book for Environmental Studies, University Grants Commission and Bharat Vidypeeth Institute of Environmental Education Research, New Delhi.
2. Anubha Kaushik., and Kaushik, C.P. 2004. Perspectives in Environmental Studies. New Age International Pvt. Ltd. Publications, New Delhi.
3. Arvind Kumar. 2004. A Textbook of Environmental Science. APH Publishing Corporation, New Delhi.
4. Daniel, B. Botkin., and Edward, A. Keller. 1995. Environmental Science John Wiley and Sons, Inc., New York.

5. Mishra, D.D. 2010. Fundamental Concepts in Environmental Studies. S.Chand & Company Pvt. Ltd., New Delhi.
6. Odum, E.P., Odum, H.T. and Andrews, J. 1971. Fundamentals of Ecology. Philadelphia: Saunders.
7. Rajagopalan, R. 2016. Environmental Studies: From Crisis to Cure, Oxford University Press.
8. Sing, J.S., Sing. S.P. and Gupta, S.R. 2014. Ecology, Environmental Science and Conservation. S. Chand & Publishing Company, New Delhi.
9. Singh, M.P., Singh, B.S., and Soma, S. Dey. 2004. Conservation of Biodiversity and Natural Resources. Daya Publishing House, New Delhi.
10. Tripathy. S.N., and Sunakar Panda. (2004). Fundamentals of Environmental Studies (2nd ed.). Vrianda Publications Private Ltd, New Delhi.
11. Verma, P.S., and Agarwal V.K. 2001. Environmental Biology (Principles of Ecology). S. Chand and Company Ltd, New Delhi.
12. Uberoi, N.K. 2005. Environmental Studies. Excel Books Publications, New Delhi.

20CTU301**Data Structures****Semester – III
4H – 4C****Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To understand the fundamental concepts of data structures
- To Learn linear data structures – lists, stacks, and queues
- To apply Tree and Graph structures
- To understand sorting, searching and hashing algorithms
- To develop application using data structures
- To design and implementation of various basic and advanced data structures.

Course Outcomes (COs)

Upon completion of this course, the student will be able to:

1. Choose appropriate data structure as applied to specified problem definition.
2. Handle operations like searching, insertion, deletion, traversing mechanism etc. on various data structures.
3. Identify different parameters to analyze the performance of an algorithm.
4. Apply concepts learned in various domains like DBMS, compiler construction etc.
5. Use linear and non-linear data structures like stacks, queues, linked list etc.
6. Illustrate various technique to for searching, Sorting and hashing

Unit I

Abstract Data Types – List – array-based implementation – linked list implementation — singly linked lists- circularly linked lists- doubly-linked lists – applications of lists – **Polynomial Manipulation – All operations (Insertion, Deletion, Merge, Traversal).**

Unit II

Stack Introduction – Operations – Applications – Evaluating arithmetic expressions- Conversion of Infix to postfix expression – **Queue** Introduction – Operations – Circular Queue – Priority Queue – deQueue – applications of queues.

Unit III

Tree – Introduction-Tree traversals – Binary Tree ADT – expression trees – applications of trees – binary search tree ADT –Threaded Binary Trees- AVL Trees – **B-Tree – B+ Tree – Heap – Applications of heap.**

Unit IV

Graphs Definition – Representation of Graph – Types of graph – Breadth-first traversal – Depth-first traversal – Topological Sort – Bi-connectivity – Cut vertex – Euler circuits – Applications of graphs.

Unit V

Searching- Linear Search – Binary Search. **Sorting** – Bubble sort – Selection sort – Insertion sort – Shell sort – Radix sort-**Heap Sort-Quick Sort**. Hashing- Hash Functions – Separate Chaining – Open Addressing – Rehashing – Extendible Hashing.

Suggested Readings

1. R. S. Salaria (Author)-Data Structures and Algorithms using C, Khanna Publishing, Fifth Edition - 2018
2. Reema Thareja, —Data Structures Using C++, Second Edition , Oxford University Press, 2011
3. Mark Allen Weiss. (2011). Data Structures and Algorithms Analysis in Java (3rd ed.). Pearson Education.
4. Goodrich, M., & Tamassia, R. (2013). Data Structures and Algorithms Analysis in Java(4th ed.). Wiley.
5. Thomas H. Cormen, Charles E. Leiserson, Ronald L.Rivest, Clifford Stein, —Introduction to Algorithms”, Second Edition, Mcgraw Hill, 2002.
6. Sartaj Sahni. (2011). Data Structures, Algorithms and applications in C++(2nd ed.). Universities Press.

Websites

1. http://en.wikipedia.org/wiki/Data_structure
2. <http://www.cs.sunysb.edu/~skiena/214/lectures/>
3. www.amazon.com/Teach-Yourself-Structures-Algorithms

20CTU302**Relational Database Management Systems****Semester – III
4H – 4C**

Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

Course Objectives (CO)

- To describe a good introduction to the discipline of database management systems.
- To give a good formal foundation on the data models and E-R model.
- To demonstrate the principles database constraints behind systematic database design by covering normalization concept.
- To introduce the concepts of basic SQL as a universal Database language.
- To have an introductory knowledge about the PL/SQL concept
- To provide an overview of physical design of a database system, by discussing Database indexing techniques and storage techniques.

Course Outcomes (COs)

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

1. Demonstrate an understanding of the elementary features of RDBMS
2. Design conceptual models of a database using ER modeling for real life applications
3. Analyze the existing design of a database schema and apply concepts of normalization to design an optimal database
4. Able to develop structured query language (SQL) queries to create, read, update, and delete relational database
5. Retrieve any type of information from a data base by formulating complex queries in SQL.
6. Design efficient PL/SQL programs to access Oracle databases

Unit I – Introduction

Introduction to DBMS – Information-Data and Data Management-File-based data management – Database System - DBMS - Components of a DBMS- Database User-Database Architecture and Design- Data Abstraction - Physical and Logical Data Independence

Unit II - Data Models

Data Models-Introduction-Conceptual, Physical Models-Hierarchical Model - Network Model-Relational Model – E-R Model- Entity – Relationship (E-R) Modeling : Introduction – E-R Model - Components of an E-R Model-Relationships- Relationships, E-R conventions- Composite Entities - Entity List-E-R diagrams, E-R Modeling Symbols

Unit III - Relational Database Design

Data Integrity, Constraints and Normalization: Introduction-Integrity Constrains - Normalization-Keys-Relationships-Normalization - Keys-Relationships-First Normal

Form(1NF)-Second Normal form(2NF) -Third Normal Form(3NF)- Boyce-Codd Normal Form (BCNF)

Unit IV - SQL Concepts

Introduction to SQL, DDL, DML, and DCL statements, Creating Tables, Adding Constraints, Altering Tables, Update, Insert, Delete & various Form of SELECT- Simple, Using Special Operators for Data Access. Aggregate functions, Joining Multiple Tables (Equi Joins), Joining a Table to itself (self Joins)

Unit V - PL/SQL Concepts

Introduction to PL/SQL-Variable-Constants-Conditional Statements-Cursor-Implicit Cursors-PL/SQL Explicit Cursors - PL/SQL Procedures - PL/SQL Functions - PL/SQL Exception Handling PL/SQL Triggers

Suggested Readings

1. Elmasri Ramez and Navathe Shamkant , 'Fundamentals of Database System', Pearson Education , Sixth Edition,2017
2. Abraham Silberschatz , Henry F.Korth and S.Sudarshan,'Database System Concepts', Tata Mc Graw Hill,Sixth Edition,2015.
3. C.J.Date, A.Kannan and S.Swamynathan, "An Introduction to Database Systems", Pearson Education ,Eighth Edition 2012
4. Parteek Bhatia,'PL/SQL for Beginners: A Simplified Approach (Kindle Edition) ,2016
5. Ivan Bayross,'SQL, PL/SQL the Programming Language of Oracle Paperback',BPB Publication, Fifth Edition, 2015.

Websites

1. <http://www.tutorialspoint.com/sql/sql-rdbms-concepts.htm>
2. <https://www.javatpoint.com/dbms-tutorial>
3. <https://www.javatpoint.com/dbms-sql-introduction>
4. www.databasedir.com
5. <http://plsql-tutorial.com/>

20CTU303**Operations Research****Semester – III
4H – 4C****Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

This course enables the students to

- To learn the basic concepts and applications of linear programming.
- To impart knowledge in concepts and tools of Operations Research.
- To know the constructive techniques to make effective business decisions
- Define and formulate linear programming problems and appreciate their limitations
- To Identify and develop operational research models from the verbal description of the real system
- To Solve network models like the shortest path, minimum spanning tree, and maximum flow problems

Course Outcomes (COs)

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

1. Understand the basic concepts and application of operation research in various fields.
2. Understand and analyze managerial problems in industry so that they are able to use resources (capitals, materials, staffing, and machines) more effectively
3. Define and formulate linear programming problems and appreciate their limitations
4. Recognize the importance and value of Operations Research and mathematical modeling in solving practical problems in industry
5. Identify and develop operational research models from the verbal description of the real system
6. Solve network models like the shortest path, minimum spanning tree, and maximum flow problems

UNIT I

Linear Programming - Mathematical Model assumption of linear Programming –Graphical method - Principles of Simplex method- Big-M Method- Duality in LPP.

UNIT - II

Transportation Model: Introduction – Mathematical Formulation –Finding Initial Basic Feasible Solutions – Optimum Solution for Non degeneracy and Degeneracy Model - Unbalanced Transportation Problems and Maximization case in Transportation Problem.

UNIT- III

The Assignment problem : Mathematical Formulation of the Problem – Hungarian Method – Unbalanced Assignment Problem- Maximization Case in Assignment Problem - Travelling Salesman Problem.

Queuing Theory : Introduction – Characteristics of Queuing System. Problems in (M/M/1):(∞/FIFO) and (M/M/1):(N/FIFO) models .

UNIT - IV

Inventory Control: Introduction – Costs involved in Inventory – Deterministic EOQ Models – Purchasing Model without and with Shortage, Manufacturing Model without and with Shortage - Price Break.

UNIT V**PERT AND CPM**

Introduction - Network scheduling by PERT / CPM – Network and basic components –Rules of Network construction – Time calculation in Networks – CPM. PERT – PERT calculations – Cost Analysis – Crashing the Network – Problems.

Suggested Readings

1. Kandiswarup, P. K. Gupta and Man Mohan (2011), Operations Research, 12th Revised edition, S. Chand & Sons Education Publications, New Delhi.
2. S.D. Sharma (2017), Operations Research Theory, Methods & Applications, Kedar Nath Ram Nath Publications, India.
3. Hamdy A. Taha (2012), Operations Research-An Introduction, Ninth edition, published by Dorling Kindersley (India) Pvt. Ltd., licensees of Pearson Education in South Asia.
4. Prem Kumar Gupta and D. S. Hira (2014), Operations Research , S. Chand & Company Ltd, Ram Nagar, New Delhi.
5. G. Srinivasan (2017) ,Operations Research: Principles and Applications, PHI, NewDelhi

E-Resources

1. <https://youtu.be/vUMGvpsb8dc>
2. <https://youtu.be/ItOuvM2KmD4>

20CTU304A**Programming in Python****Semester – III
3H – 3C****Instruction Hours / week: L: 3 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100****End Semester Exam: 3 Hours****Course Objectives (CO)**

- To Learn Syntax and Semantics and create Functions in Python.
- To Handle Strings and Files in Python.
- To Understand Lists, Dictionaries in Python.
- To Implement Object Oriented Programming concepts in Python
- To Build GUI applications
- To Write Python functions to facilitate code reuse.

Course Outcomes (COs)

Upon completion of the course, students will be able to

1. Develop algorithmic solutions to simple computational problems
2. Read, write, execute by hand simple Python programs.
3. Structure simple Python programs for solving problems.
4. Decompose a Python program into functions.
5. Represent compound data using Python lists, tuples, dictionaries.
6. Read and write data from/to files in Python Programs.

Unit I- Python Overview, Data Types, Expressions

Python programming - variable, Datatype, Keywords, Literals, Operator, Expression, type conversion, Comments, input and output, Strings, Assignment and Comments - Numeric Data Types and Character Sets, Expressions.

Unit II-Functions, Modules and Control Statements

Functions and Modules - Calling Functions, The math Module, The Main Module, Program Format and Structure and Running a Script from a Terminal Command Prompt - Iteration - for loop - Selection - Boolean Type, Comparisons, and Boolean Expressions, if-else Statements, One-Way Selection Statements, Multi-way if Statements, Logical Operators and Compound Boolean Expressions, Short- Circuit Evaluation and Testing Selection Statements - Conditional Iteration - while loop

Unit III -Strings and Text Files

Strings - Accessing Characters and Substrings in Strings, Data Encryption, Strings and Number Systems and String Methods - Text Files - Text Files and Format, Writing Text to a File, Writing Numbers to a File, Reading Text from a File, Reading Numbers from a File and Accessing and Manipulating Files and Directories on Disk.

Unit IV- Lists and Dictionaries

Lists - List Literals and Basic Operators, Replacing an Element in a List, List Methods for Inserting and Removing Elements, Searching and Sorting a List, Mutator Methods and the Value None, Aliasing and Side Effects, Equality and Tuples - Defining Simple Functions - Syntax, Parameters and Arguments, return Statement, Boolean Functions and main function, DICTIONARIES - Dictionary Literals, Adding Keys and Replacing Values, Accessing Values, Removing Keys and Traversing a Dictionary.

Unit V - Design with Functions and Classes, Graphical User Interface

Design with Functions and Design with Classes - Functions as Abstraction Mechanisms, Design with Recursive Functions and Managing a Program's Namespace Data Modeling and Structuring Classes with Inheritance and Polymorphism, Behavior of terminal based programs and GUI based programs- Coding simple GUI based programs- Other useful GUI resources- Case Study: GUI based ATM.

Suggested Readings

1. Kenneth A. Lambert, Martin Osborne, "Fundamentals of Python: First Programs, Cengage Learning", second edition, 2018, ISBN 13:978-1337560092.
2. Allen B. Downey, "Think Python: How to Think Like a Computer Scientist", 2nd edition, Updated for Python 3, Shroff/O'Reilly Publishers, 2016 (<http://greenteapress.com/wp/thinkpython/>)
3. Guido van Rossum and Fred L. Drake Jr, —An Introduction to Python – Revised and updated for Python 3.2, Network Theory Ltd., 2011.
4. John V Guttag, —Introduction to Computation and Programming Using Python“, Revised and expanded Edition, MIT Press , 2013
5. Robert Sedgewick, Kevin Wayne, Robert Dondero, —Introduction to Programming in Python: An Inter-disciplinary Approach, Pearson India Education Services Pvt. Ltd., 2016.
6. Timothy A. Budd, —Exploring Python, Mc-Graw Hill Education (India) Private Ltd., 2015.
7. Kenneth A. Lambert, —Fundamentals of Python: First Programs, CENGAGE Learning, 2012.
8. Charles Dierbach, —Introduction to Computer Science using Python: A Computational Problem Solving Focus, Wiley India Edition, 2013.
9. Paul Gries, Jennifer Campbell and Jason Montojo, —Practical Programming: An Introduction to Computer Science using Python 3, Second edition, Pragmatic Programmers, LLC, 2013.

Websites

1. <https://www.learnpython.org/>
2. <https://www.codecademy.com/learn/learn-python>
3. <https://docs.python.org/3/tutorial/>
4. <https://runestone.academy/runestone/books/published/thinkcspy/index.html>

5. <https://nptel.ac.in/courses/106106182/>
6. <http://172.16.25.76/course/view.php?id=1225>

20CTU304B**Scripting Language****Semester – III
3H – 3C****Instruction Hours / week: L: 3 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To classify the various Scripting Languages
- To learn client and server side scripting languages (Java script and AJAX, JSP)
- To create simple Web pages and provide client side validation.
- To create dynamic web pages using server side scripting
- To master the theory behind scripting and its relationship to classic programming
- To gain some fluency programming in JavaScript, AJAX, and related languages, to design and implement one's own scripting language.

Course Outcomes (COs)

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

1. Define the CSS with its types and use them to provide the styles to the web pages at various levels.
2. Develop the modern web pages using the HTML and CSS features with different layouts as per need of applications.
3. Use the JavaScript to develop the dynamic web pages.
4. Use server side scripting with JSP to generate the web pages dynamically.
5. Gain knowledge of client side scripting, validation of forms and AJAX programming.
6. Create applications by using the concepts like JSP and Servlet

Unit I - Introduction to VB script

Introduction- Embedding VBScript Code in an HTML Document Comments-Variables-Operators-Procedures- Conditional Statements- Looping Constructs - Objects and VBScript – Cookies.

Unit II - Introduction to JavaScript

JavaScript- Introduction, simple programming, Obtaining User Input with prompt Dialogs- Operators (arithmetic- Decision making-assignment-logical-increment and decrement. Functions - program modules in JavaScript-programmer defined functions-function definition,-Random-number generator-scope rules- global functions and recursion.

Unit III - Functions, Arrays and Objects

JavaScript: Arrays, Objects - Math Object, String Object- Date Object-Boolean & Number Object-document and window Objects. Handling event using java script

Unit IV - Client-Side Technologies

Evolution of AJAX – AJAX Framework – Web applications with AJAX – AJAX with PHP – AJAX with Databases- Ajax Client Server Architecture-XML Http Request Object-Call Back Methods.

Unit V - Server-Side Scripting- JSP

Servlet Overview – Life cycle of a Servlet – Handling HTTP request and response – Using Cookies – Session tracking – Java Server Pages – Anatomy of JSP – Implicit JSP Objects – JDBC – Java Beans – Advantages – Enterprise Java Beans – EJB Architecture – Types of Beans – EJB Transactions

Suggested Readings

1. DT Editorial Services HTML 5 Black Book (Covers CSS3, JavaScript, XML, XHTML, AJAX, PHP, jQuery), Second Edition, 2016.
2. Laura Lemay, Rafe Colburn, et al., Mastering HTML, CSS & Javascript Web Publishing, 2016
3. Robert. W. Sebesta, "Programming the World Wide Web", Fourth Edition, Pearson Education, 2012.
4. Jeffrey C. Jackson, "Web Technologies--A Computer Science Perspective", Pearson Education, 2006.
5. Deitel, Deitel, Goldberg, "Internet & World Wide Web How to Program", Fourth Edition, Pearson Education, 2008.
6. Bryan Basham, Kathy Siegra, Bert Bates, "Head First Servlets and JSP", Second Edition
7. Uttam K Roy, "Web Technologies", Oxford University Press, 2011.
8. Marty Hall and Larry Brown, Core Web Programming, Second Edition, Volume I and II, Pearson Education, 2001.

Websites

1. <https://www.tutorialspoint.com/vbscript/index.htm>
2. <https://www.w3schools.com/js/>
3. <https://www.javatpoint.com/ajax-tutorial>
4. <https://www.javatpoint.com/servlet-tutorial>
5. <https://www.javatpoint.com/jsp-tutorial>

20CTU311**Data Structures Lab****Semester – III
4H – 2C****Instruction Hours / week: L: 0 T: 0 P: 4 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To teach efficient storage mechanisms of data for an easy access.
- To design and implementation of various basic and advanced data structures.
- To introduce various techniques for representation of the data in the real world.
- To develop application using data structures.
- To teach the concept of protection and management of data.
- To improve the logical ability

Course Outcomes (COs)

After the completion of this course, a successful student will be able to:

1. Choose appropriate data structure as applied to specified problem definition.
2. Handle operations like searching, insertion, deletion, traversing mechanism etc. on various data structures.
3. Identify different parameters to analyze the performance of an algorithm.
4. Apply concepts learned in various domains like DBMS, compiler construction etc.
5. Use linear and non-linear data structures like stacks, queues, linked list etc.
6. Illustrate various technique to for searching, Sorting and hashing

List of Programs

1. Write a program to search an element from a list. Give user the option to perform Linear and Binary search.
2. Give user the option to perform sorting using Insertion sort, Bubble sort and Selection sort.
3. Implement singly Linked List Include functions for insertion, deletion and search of a number, reverse the list.
5. Perform Stack operations using Linked List implementation.
6. Perform Stack operations using Array implementation.
7. Perform Queues operations using Array implementation.
7. Perform Queues operations using Linked List.
8. WAP to scan a polynomial using linked list and add two polynomial.
9. WAP to create a Binary Search Tree and include following operations in tree:
(a) Insertion

(b) Deletion

(c) Search a no. in BST

10. **Program to implement Graph Traversal Techniques.**

Suggested Readings

1. R. S. Salaria (Author)-Data Structures and Algorithms using C, Khanna Publishing, Fifth Edition - 2018
2. Reema Thareja, —Data Structures Using C++, Second Edition , Oxford University Press, 2011
3. Mark Allen Weiss. (2011). Data Structures and Algorithms Analysis in Java (3rd ed.). Pearson Education.
4. Goodrich, M., & Tamassia, R. (2013). Data Structures and Algorithms Analysis in Java (4th ed.). Wiley.
5. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein, —Introduction to Algorithms”, Second Edition, Mcgraw Hill, 2002.
6. Sartaj Sahni. (2011). Data Structures, Algorithms and applications in C++ (2nd ed.). Universities Press.

Websites

1. http://en.wikipedia.org/wiki/Data_structure
2. <http://www.cs.sunysb.edu/~skiena/214/lectures/>
3. www.amazon.com/Teach-Yourself-Structures-Algorithms

20CTU312**Relational Database Management Systems Lab****Semester – III
4H – 2C****Instruction Hours / week: L: 0 T: 0 P: 4 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Outcomes (COs)**

- To describe a sound introduction to the discipline of database management systems.
- To give a good formal foundation on the relational model of data and usage of Relational Algebra.
- To introduce the concepts of basic SQL as a universal Database language.
- To enhance knowledge to advanced SQL topics like embedded SQL, procedures connectivity through JDBC.
- To demonstrate the principles behind systematic database design approaches by covering conceptual design, logical design through normalization.
- To provide an overview of physical design of a database system, by discussing Database indexing techniques and storage techniques.

Course Outcomes (COs)

Upon completion of the course, students will be able to

1. Explain the features of database management systems and Relational database.
2. Design conceptual models of a database using ER modeling for real life applications and also construct queries in Relational Algebra.
3. Create and populate a RDBMS for a real life application, with constraints and keys, using SQL.
4. Retrieve any type of information from a data base by formulating complex queries in SQL.
5. Analyze the existing design of a database schema and apply concepts of normalization to design an optimal database.
6. Build indexing mechanisms for efficient retrieval of information from a database

List of Programs

1. To implement Data Definition language
2. To implement Data Manipulation language
3. To implementation on DCL and TCL
4. To implement the following Constraints
 - (a). Primary key
 - (b). Foreign Key
 - (c). Check
 - (d). Unique
 - (e). Null
 - (f) Not null
5. Create a table with following fields:
Employee table:

Field name	Constraint	Type	Size
Employee_no	Primary key	Character	6
Employee_name		Character	30
Address		Character	25
Designation		Character	15
Dob		Date	
Gender	Check	Character	1
Doj		Date	
Salary		Number	10,2

Queries:

- Display name of the employees whose salary is greater than “10,000”.
- Display the details of employees in ascending order according to Employee Code
- Display the details of employees earning the highest salary
- Display the names of employees who earn more than “Ravi”.

6. Create table named Student with following fields and insert the values:

Field name	field type	field size
Student Name	Character	15
Gender	Character	6
Roll No.	Character	10
Department Name	Character	15
Address	Character	25
Percentage of marks	Number	4,2

Queries:

- Calculate the average mark percentage of the students
- Display the names of the students whose percentage marks are greater than 80%
- Display the details of the students who got the highest percentage of marks
- Display the details of the students whose mark percentage between 50 and 70
- Display the details of the students whose mark percentage is greater the mark percentage of Roll No=12CA01

7. Create a table with following fields:

Staff table:

Field name	Constraint	Type	Size
Staff_no	Primary key	Character	6
Staff_name		Character	30
Dob		Date	
Dept_code	Foreign key	Character	4
Designation		Character	15
Basic		Number	7,2

Department table:

Field name	constraint	Type	Size
Dept_code	Primary key	Character	4
Dept_name		Character	30

Execute the following queries:

1. To list the staff who joined 2 years back.
 2. To list the staff in computer science dept.
 3. To list the staff_name and the dept_name in which he/she works.
 4. To list the maximum and minimum salary in each dept.
 5. To list the dept along with the total amount spent on salary
 6. To list the name of the employees who draw the salary more than the average salary.
8. Create a table with the following fields:

Book table:

Field name		Constraint	Type	Size
Access_no		Primary key	Character	6
Title			Character	30
Author			Character	30
Publisher			Character	30
Subject			Character	10
Price			Number	6,2

Execute the following queries:

1. The title of C and C++ books.
2. The books written by a particular author.
3. The books which costs between Rs.300/- and Rs.500/-
4. The number of books available in each subject.
5. The books in the decreasing order of the cost.

9. Create a table with the following fields:

Account table:

Field name	Constraint	Type	Size
Acc_no	Primary key	Number	4
Cust_name		Varchar2	30
Branch_name		Varchar2	30
Cust_city		Varchar2	30

Borrower table:

Field name	Constraint	Type	Size
Acc_no	Foreign key	Number	30
Branch_name		Varchar2	30
Amount		Number	8,2

Write queries to perform different types of Join.

10. Write a PL/SQL block to create and handle User Defined Exception
clientmaster

Field name	Constraint	Type	Size
Client_id		Number	6
Client_name		Varchar2	30

Address		Varchar2	50
Phone		Number	10
Balance		Number	10,2

11. Create table with following fields:

Product table:

Field name	Constraint	Type	Size
Product_code	Primary key	Varchar2	7
Product_name		Varchar2	30
Price		Number	6,2
Quantity		Number	4

Vendor table:

Field name	Constraint	Type	Size
Vendor_name		Varchar2	30
Vendor address		Varchar2	30
Product_code	Foreign Key	Varchar2	7

Create a Trigger to fire when the Record is deleted and inserted.

12. Write a PL/SQL trigger to update the records while deleting the one record in another table.

Voters_master:

Field name	Constraint	Type	Size
Voterid	Primary key	Number	5
Name		Varchar2	30
Ward_no	Primary Key	Number	4
Dob		Date	
Address		Varchar2	150

New_list

Field name	Constraint	Type	Size
Voterid		Number	5
Ward_no		Number	4
Name		Varchar2	30
Description		Character	50

13. Create a table to store the salary details of the employees in a company. Declare the Cursor id to contain empno, employee name and net salary. Use cursor to update the employee details.

Salary:

Field name	Constraint	Type	Size
Emp_no	Primary key	Number	4
Emp_name		Varchar2	30
Designation		Varchar2	25
Dept		Varchar2	30
Basic		Number	5

14. Create a table stock contains the itemcode varchar2(10), itemname varchar2(50), current_stock number(5), date_of_last_purchase date. Write a stored procedure to seek for an item using itemcode

and delete it, if the date of last purchase is before 1 year from the current date. If not, update the current stock.

15. Create a Package in PL/SQL

Reference Books

1. Elmasri Ramez and Navathe Shamkant , 'Fundamentals of Database System', Pearson Education , Sixth Edition, 2017
2. Abraham Silberschatz , Henry F.Korth and S.Sudarshan, 'Database System Concepts', Tata McGraw Hill, Sixth Edition, 2015.
3. C.J.Date, A.Kannan and S.Swamynathan, "An Introduction to Database Systems", Pearson Education , Eighth Edition 2012
4. Parteek Bhatia , 'PL/SQL for Beginners: A Simplified Approach (Kindle Edition) , 2016
5. Ivan Bayross , 'SQL, PL/SQL the Programming Language of Oracle Paperback', BPB Publication, Fifth Edition, 2015.

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1. <http://www.tutorialspoint.com/sql/sql-rdbms-concepts.htm>
2. <https://www.javatpoint.com/dbms-tutorial>
3. <https://www.javatpoint.com/dbms-sql-introduction>
4. www.databasedir.com
5. <http://plsql-tutorial.com/>

20CTU313**Operations Research Lab****Semester – III
4H – 2C****Instruction Hours / week: L: 0T: 0 P: 4 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

This course enables the students to

- To learn the basic concepts and applications of linear programming.
- To impart knowledge in concepts and tools of Operations Research.
- To know the constructive techniques to make effective business decisions
- Define and formulate linear programming problems and appreciate their limitations
- To Identify and develop operational research models from the verbal description of the real system
- To Solve network models like the shortest path, minimum spanning tree, and maximum flow problems

Course Outcomes (COs)

On successful completion of the course, students will be able to

1. Understand the basic concepts and application of operation research in various fields.
2. Understand and analyze managerial problems in industry so that they are able to use resources (capitals, materials, staffing, and machines) more effectively
3. Define and formulate linear programming problems and appreciate their limitations
4. Recognize the importance and value of Operations Research and mathematical modeling in solving practical problems in industry
5. Identify and develop operational research models from the verbal description of the real system
6. Solve network models like the shortest path, minimum spanning tree, and maximum flow problems

List of Practical (Using any software)

1. Simplex method.
2. North West Corner Rule.
3. Assignment problem.
4. EOQ for purchasing model without shortage
5. EOQ for manufacturing model without shortage
6. EOQ for manufacturing model with shortage
7. EOQ for purchasing model with shortage
8. Calculate the L_s, W_s for $M/M/1:(\infty/FIFO)$.

9. Calculate the L_q, W_q for $M/M/1:(\infty / \text{FIFO})$

10. To calculate the L_s for $M/M/1:(N / \text{FIFO})$

20CTU314A**Programming in Python Lab****Semester – III
3H – 1C****Instruction Hours / week: L: 0 T: 0 P: 3 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives**

- To understand the basics of python programming concepts.
- To develop programs using object-oriented features, graphical user interfaces and image processing
- To understand the high-performance programs designed to build up the real proficiency.

Course Outcomes (COs)

Upon Completion of this course the students will be to:

1. Describe the Control statement, String, List, and Dictionaries in Python.
2. Understand the different types of function and File handling operations.
3. Interpret Object oriented programming in Python
4. Design an algorithmic solution to simple image processing problems
5. Build the interactive python application using GUI.

List of Programs

1. Write a python program using Control statements
2. Write a python program using Functions and String Operations
3. Write a python program using List, Tuples and List comprehensions
4. Write a python program using Inheritance
5. Write a python program using Synchronization
6. Write a python program using Text Files
7. Write a python program using Graphical user Interfaces
8. Write a python program using Exceptional Handling
9. Write a python program using Classes and Objects
10. Write a python program using Chat Applications

Suggested Readings

1. Kenneth A. Lambert, Martin Osborne, “Fundamentals of Python: First Programs, Cengage Learning”, second edition, 2018, ISBN 13:978-1337560092
2. Allen B. Downey, “Think Python: How to Think Like a Computer Scientist”, 2nd edition, Updated for Python 3, Shroff/O’Reilly Publishers, 2016 (<http://greenteapress.com/wp/thinkpython/>)
3. Guido van Rossum and Fred L. Drake Jr, —An Introduction to Python – Revised and updated for Python 3.2, Network Theory Ltd., 2011.

4. John V Guttag, —Introduction to Computation and Programming Using Python“, Revised and expanded Edition, MIT Press , 2013
5. Robert Sedgewick, Kevin Wayne, Robert Dondero, —Introduction to Programming in Python: An Inter-disciplinary Approach, Pearson India Education Services Pvt. Ltd., 2016.
6. Timothy A. Budd, —Exploring Python®, Mc-Graw Hill Education (India) Private Ltd., 2015.
7. Kenneth A. Lambert, —Fundamentals of Python: First Programs®, CENGAGE Learning, 2012.
8. Charles Dierbach, —Introduction to Computer Science using Python: A Computational ProblemSolving Focus, Wiley India Edition, 2013.
9. Paul Gries, Jennifer Campbell and Jason Montojo, —Practical Programming: An Introduction to Computer Science using Python 3®, Second edition, Pragmatic Programmers, LLC, 2013.

Websites

1. <https://www.learnpython.org/>
2. <https://www.codecademy.com/learn/learn-python>
3. <https://docs.python.org/3/tutorial/>
4. <https://runestone.academy/runestone/books/published/thinkcspy/index.html>
5. <https://nptel.ac.in/courses/106106182/>
6. <http://172.16.25.76/course/view.php?id=1225>

20CTU314B**Scripting Language Lab****Semester – III
3H – 1C****Instruction Hours / week: L: 0T: 0 P: 3 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To classify the various Scripting Languages
- To learn client and server side scripting languages (Java script and AJAX, JSP)
- To create simple Web pages and provide client side validation.
- To create dynamic web pages using server side scripting
- To master the theory behind scripting and its relationship to classic programming
- To gain some fluency programming in JavaScript, AJAX, and related languages, to design and implement one's own scripting language.

Course Outcomes (COs)

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

1. Define the CSS with its types and use them to provide the styles to the web pages at various levels.
2. Develop the modern web pages using the HTML and CSS features with different layouts as per need of applications.
3. Use the JavaScript to develop the dynamic web pages.
4. Use server side scripting with JSP to generate the web pages dynamically.
5. Gain knowledge of client side scripting, validation of forms and AJAX programming.
6. Create applications by using the concepts like JSP and Servlet.

List of Programs

1. Create Application form using various text formats.
2. Create UNIVERSITY website using HTML tags.
3. Create a table using HTML.
4. Display your information using form controls.
5. Create style sheets with the style elements.
6. Create calculator format using java script.
7. Create an array of 10 numbers and sort them using javascript.
8. String manipulation using string object.

9. Add a simple script using Click event.
10. Create Employee details using schemas.
11. Create our department details using CSS.
12. Create Payroll system using XSL.
13. Changing image using mouseover event.
14. Create a website for a newspaper.
15. Design and apply your application form for course enrolment using Javascript.

Suggested Readings

1. Jeffrey C. Jackson, "Web Technologies--A Computer Science Perspective", Pearson Education, 2006.
2. Deitel, Deitel, Goldberg, "Internet & World Wide Web How to Program", Third Edition, Pearson Education, 2006.
3. Bryan Basham, Kathy Siegra, Bert Bates, "Head First Servlets and JSP", Second Edition
4. Uttam K Roy, "Web Technologies", Oxford University Press, 2011.
5. Robert. W. Sebesta, "Programming the World Wide Web", Fourth edition, Pearson Education, 2007.
6. Marty Hall and Larry Brown, Core Web Programming|| Second Edition, Volume I and II, Pearson Education, 2001.

20CTU401**Operating Systems****Semester-IV
4H – 4C****Instruction Hours / week: L: 4 T: 0 P: 4****Marks: Internal: 40 External: 60 Total: 100****End Semester Exam: 3 Hours****Course Objectives (CO)**

- To understand the main components of an OS & their functions.
- To study the process management and scheduling.
- To understand various issues in Inter Process Communication (IPC) and the role of OS in IPC. To understand the concepts and implementation Memory management policies and virtual memory.
- To understand the working of an OS as a resource manager, file system manager, process manager, memory manager and I/O manager and methods used to implement the different parts of OS
- To study the need for special purpose operating system with the advent of new emerging technologies
- To understand the structure and organization of the file system

Course Outcomes (COs)

After the completion of this course, a successful student will be able to:

1. Describe the important computer system resources and the
2. Perform the role of operating system in their management policies and algorithms.
3. Understand the process management policies and scheduling of processes by CPU
4. Evaluate the requirement for process synchronization and coordination handled by operating system
5. Describe and analyze the memory management and its allocation policies.
6. Identify use and evaluate the storage management policies with respect to different storage management technologies, identify the need to create the special purpose operating system.

Unit I - Introduction to Operating System

Basic OS Functions-Resource Abstraction-Types of Operating Systems–Multiprogramming Systems-Batch Systems-Time Sharing Systems- Operating Systems for Personal Computers & Workstations-Process Control & Real Time Systems.

Unit II - Operating System Organization

Processor and user modes-Kernels-System Calls and System Programs. Process Management: System view of the process and resources- Process Abstraction-Process Hierarchy-Threads-Threading Issues-Thread Libraries-Process Scheduling-Non-Pre-emptive and Preemptive scheduling algorithms-Concurrent and processes-Critical Section-Semaphores-Methods for inter-process communication- Deadlocks.

Unit III - Memory Management

Physical and Virtual address space-Memory Allocation strategies –Fixed and Variable Partitions-Paging-Segmentation-Virtual memory.

Unit IV - File and Disk Scheduling

File Management: File and File Systems – File Operations - File Structure – File Organization Types – File Allocation Methods. Directory Structure: Naming – Tree Structure Directory. Disk Scheduling: FIFO – SSTF – SCAN – C- SCAN.

Unit V- Protection and Security

Authentication: Password-Based Authentication – Token – Based Authentication – Biometric Authentication. Access Control: Discretionary Access Control – Role - Based Access Control. Malicious Software Overview: Backdoor – Logic Bomb – Trojan horse. Viruses.

Suggested Readings

1. Silberschatz, A ., Galvin, P.B. , &Gagne,G.(2018). Operating Systems Concepts, 10thed..New Delhi: John Wiley Publications.
2. Stallings, W.(2013). Operating Systems, Internals & Design Principles (7thed.). New Delhi: Prentice Hall of India.
3. Jose M Garrido , Richard Schlesinger Kenneth Hoganson (2013). Principles of Modern Operating Systems,2nd edition,Library of Congress Cataloging-in-Publication Data.

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1. www.cs.columbia.edu/~nieh/teaching/e6118_s00/
2. www.clarkson.edu/~jnm/cs644
3. pages.cs.wisc.edu/~remzi/Courses/736/Fall2002/
4. [www.nptel.ac.in/operating systems.](http://www.nptel.ac.in/operating%20systems)
5. <http://172.16.25.76/course/view.php?id=1041>

20CTU402**Software Engineering and Testing****Semester – IV
4H – 4C****Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100****End Semester Exam: 3 Hours****Course Objectives (CO)**

- To introduce the fundamental concepts of software engineering.
- To Analyze, specify and document software requirements for a software system.
- To Design, select and apply the most appropriate software engineering process for a given project, plan for a software project, identify its scope and risks, and estimate its cost and time.
- Expose the criteria for test cases.
- Be familiar with test management and test automation techniques
- Implement a given software design using sound development practices.

Course Outcomes (COs)

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

1. Identify suitable life cycle models to be used and translate a requirement specification to a design using an appropriate software engineering methodology.
2. Apply systematic procedure for software design and deployment.
3. Analyze a problem and identify and define the computing requirements to the problem.
4. Formulate appropriate testing strategy for the given software system.
5. Develop software projects based on current technology, and test the software using testing tools.
6. Express and understand the importance of negotiation, effective work habits, leadership, and good communication with stakeholders, in written and oral forms, in a typical software development environment.

Unit I – Introduction

The Evolving Role of Software, Software Characteristics, Changing Nature of Software, Software Engineering as a Layered Technology, Software Process Framework, Framework and Umbrella Activities, Process Models, Capability Maturity Model Integration (CMMI).

Unit II - Requirement Analysis

Initiating Requirement Engineering Process- Requirement Analysis and Modeling Techniques- Flow Oriented Modeling- Need for SRS- Characteristics and Components of SRS- Software Project Management: Estimation in Project Planning Process, Project Scheduling.

Unit III - Risk Management & Design Engineering

Software Risks, Risk Identification Risk Projection and Risk Refinement, RMMM plan, Metrics for Process and Projects- Design Concepts, Architectural Design Elements, Software Architecture, **Data Design at the Architectural Level and Component Level, Mapping of Data Flow into Software Architecture, Modeling Component Level Design.**

Unit IV - Testing Strategies & Tactics

Software Testing Fundamentals, Strategic Approach to Software Testing, Test Strategies for Conventional Software, Validation Testing, System testing Black-Box Testing, White-Box Testing- Performance Testing-Stress Testing – Scalability Testing – Soak Testing-Spike Testing. Agile Testing Functional testing concepts, Equivalence class partitioning, Boundary value analysis, Decision tables, Random testing, Error guessing.

Unit V - Automation Testing Basics

Introduction of selenium- Selenium components- Overview of the Testing framework- Selenium Architecture- Selenium Features- Selenium IDE- IDE-Features- IDE-First Test Case-Selenium Web Driver- Web Driver-Architecture- Web Driver-Features- WebDriver Commands- Locating Strategies

Suggested Readings

1. Pressman, R.S. (2014). Software Engineering: A Practitioner 's Approach. 7th edition. New delhi: McGraw-Hill.
2. Jalote, P. (2012). An Integrated Approach to Software Engineering. 2nd edition. New Delhi: New Age International Publishers.
3. Aggarwal, K.K., & Singh, Y. (2012). Software Engineering. 2nd edition. New Delhi: New Age International Publishers.
4. Sommerville, I. (2006). Software Engineering. 8th edition. New Delhi: Addison Wesley
5. Aditya P. Mathur, Foundations of Software Testing _ Fundamental Algorithms and Techniques, Dorling Kindersley (India) Pvt. Ltd., Pearson Education, 2008.
6. Agile Testing: A Practical Guide for Testers and Agile Teams - Lisa Crispin and Janet Gregory. Software Testing: A Craftsman's Approach, Fourth Edition.
7. Effective Methods for Software Testing – William E Perry- Third Edition.
8. Boris Beizer, Software Testing Techniques – 2nd Edition, Van Nostrand Reinhold, New York.

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1. http://en.wikipedia.org/wiki/Software_engineering
2. <http://www.onesmartclick.com/engineering/software-engineering.html>
3. http://www.CSU.gatech.edu/classes/AY2000/cs3802_fall/
4. <https://www.javatpoint.com/selenium-tutorial>
5. <http://nptel.ac.in>

Semester – IV**20CTU403****Business Accounting****4H – 4C**

Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours**Course Objectives (CO)**

- To make the students learn the basic concepts, conventions, nature of accounting
- To know about the accounting process and preparation of final accounts of a sole trader.
- To understand the cost concepts, types of costing and preparation of cost sheet.
- To understand the concepts of management accounting
- To compute financial statement analysis
- To give an insight into the basics of Accounting Concepts

Course Outcomes (COs)

Learners should be able to

1. Comprehend the accounting concepts, principles and to comply the accounting standards.
2. Prepare the final accounts of a sole trader.
3. Know the cost concepts, types of costing and preparation of cost sheet.
4. Understand the concepts of management accounting
5. Compute financial statement analysis
6. Prepare ledger accounts using double entry bookkeeping and record journal entries accordingly

UNIT I**Fundamentals of Accounting** - Accounting – Need – Objectives – Advantages – Limitations - Users of Accounting – Functions - Book Keeping - Methods of Accounting - Accounting Concepts - Accounting Conventions - Accounting Cycle - Branches of Accounting - Basis of Accounting**UNIT II****Journal and Ledger:** Journal- General format - Objectives - Ledger folio – Ledger – Proforma of Ledger account – Posting of Accounts – Trial Balance – Subsidiary books – Cash Book.**UNIT- II****Final Accounts** - Trading Account – Proforma - Profit and Loss Account - Balance Sheet - Adjusting Entries. (Simple Problems only)**UNIT IV****Cost Accounting** – Meaning - Objectives - Advantages of Cost Accounting - Difference Between Cost Accounting and Financial Accounting - Cost Concepts and Classifications -

Elements of Cost - Installation of a Costing System - Role of a Cost Accountant in an Organization - Preparation of Cost sheet.

UNIT V

Management Accounting – Introduction – Meaning – Objectives - Nature and Scope of Management Accounting - Difference between Cost Accounting and Management Accounting - Cost management. Preparation of Financial Statements Analysis – Comparative and Common size Statements – Trend analysis.

Suggested Readings

1. Shukla,M.C. Grewal T.S. Gupta. S.C. (2016) , Advanced Accounts. Vol.-I., 19th Edition, S. Chand & Co., New Delhi.
2. Dr S N Maheshwari & Dr Suneel K Maheshwari (2018), *Problems and Solutions in Advanced Accountancy* . 6th edition, Vikas Publishing House, New Delhi
3. S.P. Jain and K.L.Narang (2016) Advanced Accountancy Principles of Accounting, Kalyani Publishers, Ludhiana
4. SP Jain and KL Narang, Simmi Agrawal, (2016), Cost Accounting Principles and Practice, 25th edition, Kalyani Publishers, New Delhi.
5. M.N Arora, (2013) Cost Accounting – Principles and Practice, 12th Edition, Vikas Publishing, New Delhi.
6. M.Y. Khan, P.K. Jain (2017), Management Accounting, 7th Edition, McGraw Hill Education, New Delhi.
7. Dr S N Maheshwari, CA Sharad K Maheshwari & Dr Suneel K Maheshwari(2018), A Textbook of Accounting for Management, 4th Edition S Chand Publishing, New Delhi.

20CTU404 A**.Net Programming****Semester – IV
3H – 3C****Instruction Hours / week: L: 3 T: 0 P: 0 Marks: Internal : 40 External : 60 Total: 100
End Semester Exam : 3 Hours****Course Objectives (CO)**

- To Create windows forms using arrays and flow control statements.
- To Learn to use Basic windows controls using Visual Basic.Net
- To Learn to use the classes and namespaces in the .NET Framework class library.
- To Develop Web Applications using Microsoft ASP.NET programming.
- To Understand the concept of Multiple Document Interface and the architecture of .NET
- To assemble multiple forms, modules, and menus into working VB.NET solutions

Course Outcomes (COs)

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

1. Develop Windows based applications using Visual Basic.Net
2. Learn various tools in .net applications
3. Implement ADO.Net concept in VB.Net and ASP.Net applications
4. Create server side web applications using ASP.NET
5. Understand the concept of data sources and data bound controls in VB.NET and ASP.NET
6. Apply techniques to develop error-free software

Unit I- Introduction

Getting Started with VB.NET: The Integrated Development Environment-IDE Components-Environment Options. Visual Basic: The Language Variables-Constants-Arrays – Variables as Objects-Flow Control Statements. Working with forms: The appearance of Forms-Loading and Showing Forms-Designing Menus.

Unit II - Basic Windows Controls

Textbox Control- ListBox, CheckedListBox-Scrollbar and TrackBar Controls-More Windows Control-The common Dialog Controls-The Rich TextBox Control - Handling Strings, characters and Dates. The TreeView and ListView Controls: Examining the Advanced Controls-The TreeView Control-The ListView Control

Unit III - The Multiple Document Interface

Databases: Architecture and Basic Concepts-Building Database Application with ADO.NET-Programming with ADO.NET

Unit IV - ASP

Goal of ASP.NET –ASP.NET Web Server Control-Validation Server Controls-Themes and Skins -Content Page Holder

Unit V - Data Binding in ASP.Net

Data source Controls – Configuring data source control caching – storing connection information-Using Bound list controls with Data Source Controls – Other Data bound Controls-Data Management with ADO.Net.

Suggested Readings

1. Dino Esposito, Programming ASP.NET Core (Developer Reference), 2018.
2. William Penberthy, Beginning ASP.NET for Visual Studio 2015, 2016, John Wiley & Sons
3. Evangelos Petroustos, Mastering Visual Basic.Net, BPB Publications, New Delhi.
4. Bill Evjen, Scott Hanselman, Devin Rader, Farhan Muhammad and S.Srinivasa Sivakumar (2006), Professional ASP.net 2.0, Special Edition.
5. Ying Bai, Practical Database Programming with Visual Basic.Net (2012). 2nd Edition, John Wiley & Sons Publication, Canada
6. Matthew MacDonald, Beginning Asp.Net 4.5 in C# (2012), Data. New York.
7. Shirish Chavan. (2007), Visual Basic.Net, 1st Edition, Pearson Education, New Delhi.

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2. www.en.wikipedia.org/wiki/.net
3. www.w3schools.com/ngws/default.asp
4. www.vbtutot.com
5. <https://freevideolectures.com/course/3002/dot-net-tutorial>
6. <https://www.nptelvideos.com/video.php?id=1760&c=21>

20CTU404B**Android Programming****Semester – IV
3H – 3C****Instruction Hours / week: L: 3 T: 0 P: 0****Marks: Internal :40 External: 60 Total: 100****End Semester Exam: 3 Hours****Course Objectives (CO)**

- To compare the differences between Android and other mobile development environments.
- To learn the Object-oriented features of Kotlin and APIs for Android Development.
- To describe the working of Android applications, life cycle, manifest, and Intents
- To demonstrate the implementation of Form widgets for Android App development.
- To learn the SQLite database connectivity and database operations with android
- To explore Mobile security issues.

Course Outcomes (Cos)

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

1. Analyze the Architecture and features of Android with another Mobile Operating System.
2. Evaluate the standard of Kotlin language for developing Android Applications
3. Apply knowledge for creating user Interface and develop activity for Android App.
4. Evaluate the user interface architecture of Android for developing Android Apps
5. Understand the implementation of SQLite database operations with Android.
6. Design and implement Database Application and Content providers.

Unit I -Introduction

History of Android, Introduction to Android Operating Systems-Android Development Tools-Android Debug Bridge-Android Software Development Kit-Android Virtual Device- Android Architecture-Comparison between Android and Apple IOS

Unit II - OOPs Concepts of Kotlin Language

- Inheritance-Polymorphism-Interfaces- Abstract class-Threads- Overloading and Overriding-Exception Handling- Kotlin APIs for Android

Unit III -Creating a Hello World project

Role of XML in Android Development -Working with the AndroidManifest.xml -Features of Android Eclipse and Android Studio -Android Services - Android Service lifecycle – Android Foreground service -Android Background service

Unit IV -User Interface Architecture of Android

Application context- intents- Activity life cycle- Fragment Life Cycle. **User Interface Design:** Layout Manager- Form widgets- Text Fields- Layouts- Button control- toggle buttons- Spinners (Combo boxes)-Images- Menus-Dialog

Unit V -Introduction to SQLite database

Connecting SQLite with Android-SQLite Data Types-Cursors and content values-SQLite Open Helper-Adding- Updating and Deleting Content using SQLite Database

Suggested readings

1. James C.Sheusi,(2013). Android application development for Java programmers, Cengage Learning.
2. Peter Spath (2019). Learn Kotlin for Android Development, A Press Publications

Websites

1. <http://www.developer.android.com>
2. <http://developer.android.com/about/versions/index.html>
3. <http://developer.android.com/training/basics/firstapp/index.html>
4. <http://developer.android.com/guide/components/activities.html>
5. <http://developer.android.com/guide/components/fundamentals.html>
6. <http://developer.android.com/guide/components/intents-filters.html>.
7. <http://developer.android.com/training/multiscreen/screensizes.html>
8. <http://developer.android.com/guide/topics/ui/controls.html>
9. <http://developer.android.com/guide/topics/ui/declaring-layout.html>
10. <http://developer.android.com/training/basics/data-storage/databases.html>
11. <https://nptel.ac.in/courses/106106156/>
12. [http://172.16.13.33/course/view.php?id=606,](http://172.16.13.33/course/view.php?id=606)

	Semester – IV
20CTU411	Operating System Lab
	4H – 2C

Instruction Hours / week: L: 0 T: 0 P: 4 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

Course Objectives (CO)

- To understand the main components of an OS & their functions.
- To study the process management and scheduling.
- To understand various issues in Inter Process Communication (IPC) and the role of OS in IPC. To understand the concepts and implementation Memory management policies and virtual memory.
- To understand the working of an OS as a resource manager, file system manager, process manager, memory manager and I/O manager and methods used to implement the different parts of OS
- To study the need for special purpose operating system with the advent of new emerging technologies
- To understand the structure and organization of the file system

Course Outcomes (COs)

After the completion of this course, a successful student will be able to:

1. Describe the important computer system resources and the
2. Perform the role of operating system in their management policies and algorithms.
3. Understand the process management policies and scheduling of processes by CPU
4. Evaluate the requirement for process synchronization and coordination handled by operating system
5. Describe and analyze the memory management and its allocation policies.
6. Identify use and evaluate the storage management policies with respect to different storage management technologies, identify the need to create the special purpose operating system.

List of Programs

1. Write a program (using fork() and/or exec() commands) where parent and child execute:
 - a) same program, same code.
 - b) same program, different code.
 - c) before terminating, the parent waits for the child to finish its task.
2. Write a program to report behaviour of Linux kernel including kernel version, CPU type and model. (CPU information)
3. Write a program to report behaviour of Linux kernel including information on configured memory, amount of free and used memory. (memory information)

4. Write a program to print file details including owner access permissions, file access time, where file name is given as argument.
5. Write a program to copy files using system calls.
6. Write program to implement FCFS scheduling algorithm.
7. Write program to implement Round Robin scheduling algorithm.
8. Write program to implement SJF scheduling algorithm.
9. Write program to implement non-preemptive priority based scheduling algorithm.
10. Write program to implement preemptive priority based scheduling algorithm.
11. Write program to implement SRJF scheduling algorithm.
12. Write program to calculate sum of n numbers using thread library.
13. Write a program to implement first-fit, best-fit and worst-fit allocation strategies.

Suggested Readings

1. Silberschatz, A ., Galvin, P.B. , &Gagne,G.(2018). Operating Systems Concepts, 10th edition, New Delhi: John Wiley Publications.
2. Stallings, W.(2013). Operating Systems, Internals & Design Principles (7th ed.). New Delhi: Prentice Hall of India.
3. Jose M Garrido , Richard Schlesinger Kenneth Hoganson (2013). Principles of Modern Operating Systems,2nd edition,Library of Congress Cataloging-in-Publication Data

Web Sites

1. www.cs.columbia.edu/~nieh/teaching/e6118_s00/
2. www.clarkson.edu/~jnm/cs644
3. pages.cs.wisc.edu/~remzi/Classes/736/Fall2002/

20CTU412**Software Engineering and Testing Lab****Semester – IV
4H – 2C**

Instruction Hours / week: L: 0 T: 0 P:4 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

Course Objectives (CO)

- To introduce the fundamental concepts of software engineering.
- To Analyze, specify and document software requirements for a software system.
- To Design, select and apply the most appropriate software engineering process for a given project, plan for a software project, identify its scope and risks, and estimate its cost and time.
- Expose the criteria for test cases.
- Be familiar with test management and test automation techniques
- Implement a given software design using sound development practices.

Course Outcomes (COs)

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

1. Identify suitable life cycle models to be used and translate a requirement specification to a design using an appropriate software engineering methodology.
2. Apply systematic procedure for software design and deployment.
3. Analyze a problem and identify and define the computing requirements to the problem.
4. Formulate appropriate testing strategy for the given software system.
5. Develop software projects based on current technology, and test the software using testing tools.
6. Express and understand the importance of negotiation, effective work habits, leadership, and good communication with stakeholders, in written and oral forms, in a typical software development environment.

List of Programs

S. No	Practical Title
1.	<ul style="list-style-type: none"> • Problem Statement • Process Model
2.	Requirement Analysis: <ul style="list-style-type: none"> • Creating a DataFlow • Data Dictionary, UseCases
3.	Project Management: <ul style="list-style-type: none"> • Computing FP • Effort • Schedule, Risk Table, Timelinechart
4.	Design Engineering: <ul style="list-style-type: none"> • Architectural Design • Data Design, Component LevelDesign

5.	Testing: <ul style="list-style-type: none">• Basis Path Testing
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Sample Projects:[ANY 3]

1. **Criminal Record Management:** Implement a criminal record management system for jailers, police officers and CBI officers.
2. Patient Appointment and Prescription ManagementSystem.
3. Organized Retail Shopping Management Software.
4. Online Hotel Reservation Service System.
5. Examination and Result computation system
6. Automatic Internal Assessment System

Using Testing Tool: (Selenium) [ANY 5]

1. Using Selenium IDE, write a test suite containing minimum 4 test cases.
2. Conduct a test suite for any two websites.
3. Write and test a program to login a specific webpage
4. Write Selenium Web driver Script using java
5. Create Locators in Selenium using IDE
6. Find Element and Find Elements in Web using Selenium WebDriver
7. Program to Select Checkbox and Radio Button in Selenium WebDriver

Websites

1. www.testinggeek.com
2. www.softwaretestinghelp.com
3. www.softwaretestinginstitute.com
4. <https://www.javatpoint.com/selenium-tutorial>
5. <https://nptel.ac.in/courses/106105087/>

20CTU413**Business Accounting Lab****Semester – IV****4H – 2C****Instruction Hours / week: L: T: 4 P: 2 Marks: Int: 40 Ext: 60 Total: 100****End Semester Exam: 3 Hours****Course Objectives (CO)**

- To make the students learn the basic concepts, conventions, nature of accounting
- To know about the accounting process and preparation of final accounts of a sole trader.
- To understand the cost concepts, types of costing and preparation of cost sheet.
- To understand the concepts of management accounting
- To compute financial statement analysis
- To give an insight into the basics of Accounting Concepts

Course Outcomes (COs)

Learners should be able to

1. Comprehend the accounting concepts, principles and to comply the accounting standards.
2. Prepare the final accounts of a sole trader.
3. Know the cost concepts, types of costing and preparation of cost sheet.
4. Understand the concepts of management accounting
5. Compute financial statement analysis
6. Prepare ledger accounts using double entry bookkeeping and record journal entries accordingly

List of exercises:

1. Create a company in Tally by your name.
2. Create a Company and Ledgers in Tally.
3. Create a Accounting voucher with example in tally.
4. Create Debit/Credit Notes, Memorandum and Post-Dated Vouchers in Tally
5. Create Stock Group, Stock Items and Unit of Measurement in Tally.
6. Prepare Balance Sheet, Profit/Loss Account and balance sheet
7. Balance sheet preparation
8. Preparation of cost sheet
9. Preparation of financial statement analysis.

Suggested Readings:

1. Shukla,M.C. Grewal T.S. Gupta. S.C. (2016) , Advanced Accounts. Vol.-I., 19th Edition, S. Chand & Co., New Delhi.
2. Dr S N Maheshwari & Dr Suneel K Maheshwari (2018), *Problems and Solutions in Advanced Accountancy* . 6th edition, Vikas Publishing House, New Delhi
3. S.P. Jain and K.L.Narang (2016) Advanced Accountancy Principles of Accounting, Kalyani Publishers, Ludhiana
4. SP Jain and KL Narang, Simmi Agrawal, (2016), Cost Accounting Principles and Practice, 25th edition, Kalyani Publishers, New Delhi.
5. M.N Arora, (2013) Cost Accounting – Principles and Practice, 12th Edition, Vikas Publishing, New Delhi.
6. M.Y. Khan, P.K. Jain (2017), Management Accounting, 7th Edition, McGraw Hill Education, New Delhi.
7. Dr S N Maheshwari, CA Sharad K Maheshwari & Dr Suneel K Maheshwari(2018), A Textbook of Accounting for Management, 4th Edition S Chand Publishing, New Delhi.

20CTU414A**.Net Programming Lab****Semester – IV
3H – 1C****Instruction Hours / week: L: 0 T: 0 P: 3 Marks: Int: 40****Ext: 60****Total: 100****End Semester Exam: 3 Hours****Course Objectives (CO)**

- To Create windows forms using arrays and flow control statements.
- To Learn to use Basic windows controls using Visual Basic.Net
- To Learn to use the classes and namespaces in the .NET Framework class library.
- To Develop Web Applications using Microsoft ASP.NET programming.
- To Understand the concept of Multiple Document Interface and the architecture of .NET
- To assemble multiple forms, modules, and menus into working VB.NET solutions

Course Outcomes (COs)

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

1. Develop Windows based applications using Visual Basic.Net
2. Learn various tools in .net applications
3. Implement ADO.Net concept in VB.Net and ASP.Net applications
4. Create server side web applications using ASP.NET
5. Understand the concept of data sources and data bound controls in VB.NET and ASP.NET
6. Apply techniques to develop error-free software

List of Programs**VB.Net**

1. Write a Program to perform various string manipulation functions.
2. Using windows application form, create a form, place controls and manipulate data.
3. Write a program to create inventory control using class library.
4. Write a program to create Web Services Using Vb.Net.
5. Write a program to create a screen saver using controls
6. Create an ActiveX program with simple example.
7. Using windows Application: Design Employee Details, use Sql Server as back end and also use checked list box.

ASP.Net

1. Write a program to create an on-line quiz using content page holder.
2. Write a program to retrieve Cookies information.
3. Write a program to count web page hits.
4. Write program to retrieve environment variables browser capability information.

5. Write a program for database connectivity to retrieve student information

Suggested Readings

1. Evangelos Petroustos, Mastering Visual Basic.Net, BPB Publications, New Delhi.
2. Bill Evjen, Scott Hanselman, Devin Rader, Farhan Muhammad and S.Srinivasa Sivakumar (2006), Professional ASP.net 2.0, Special Edition.
3. Ying Bai, Practical Database Programming with Visual Basic.Net (2012). 2nd Edition, John Wiley & Sons Publication, Canada
4. Matthew MacDonald, Beginning Asp.Net 4.5 in C# (2012), Data. New York.
5. Shirish Chavan. (2007), Visual Basic.Net, 1st Edition, Pearson Education, New Delhi.

Websites

1. www.microsoft.com/NET/
2. www.en.wikipedia.org/wiki/.net
3. www.w3schools.com/ngws/default.asp
4. www.vbtutot.com
5. <https://freevideolectures.com/course/3002/dot-net-tutorial>
6. <https://www.nptelvideos.com/video.php?id=1760&c=21>

20CTU414B**Android Programming Lab****Semester – IV
3H – 1C**

**Instruction Hours / week: L: 0 T: 0 P: 3 Marks: Internal :40 External : 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To compare the differences between Android and other mobile development environments.
- To learn the Object-oriented features of Kotlin and APIs for Android Development.
- To describe the working of Android applications, life cycle, manifest, and Intents
- To demonstrate the implementation of Form widgets for Android App development.
- To learn the SQLite database connectivity and database operations with android
- To explore Mobile security issues.

Course Outcomes (Cos)

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

1. Analyze the Architecture and features of Android with another Mobile Operating System.
2. Evaluate the standard of Kotlin language for developing Android Applications
3. Apply knowledge for creating user Interface and develop activity for Android App.
4. Evaluate the user interface architecture of Android for developing Android Apps
5. Understand the implementation of SQLite database operations with Android.
6. Design and implement Database Application and Content providers.

List of programs:

1. Create an Android Application for implementing Button control.
2. Create an android program for implementing progress bar control.
3. Create an Android application for creating login page for checking Login id and Password
4. Create an Android application for implementing Spinner control in Android Application
5. Create an Android application for implementing context menu.
6. Create an Android Application with list of any three courses in your college and on selecting a particular course HoD of that course should appear at the bottom of the screen.
7. Create an Android application with three option buttons with three color names and When the particular color is selected, the background color of the App should change.
8. Create an Android Application for drawing any image on screen
9. Create an Android application for implementing date picker control.

10.Create an Android application for creating sub menu.

Suggested readings

1. John Horton, Android Programming for Beginners, Packt publishers, 2018
2. James C.Sheusi,(2013). Android application development for Java for Java programmers, Cengage Learning.

Websites

1. <http://www.developer.android.com>
2. <http://developer.android.com/about/versions/index.html>
3. <http://developer.android.com/training/basics/firstapp/index.html>
4. <http://developer.android.com/guide/components/activities.html>
5. <http://developer.android.com/guide/components/fundamentals.html>
6. <http://developer.android.com/guide/components/intents-filters.html>.
7. <http://developer.android.com/training/multiscreen/screensizes.html>
8. <http://developer.android.com/guide/topics/ui/controls.html>
9. <http://developer.android.com/guide/topics/ui/declaring-layout.html>
10. <http://developer.android.com/training/basics/data-storage/databases.html>

20CTU501**Data Communication and Networks****Semester – V
4H – 4C**

Instruction Hours / week: L: 4 T: 0 P: Marks: Internal : 40 External : 60 Total: 100
End Semester Exam: 3 Hours

Course Objectives (CO)

- To study the basic taxonomy and terminology of the computer networking and enumerate the layers of OSI model and TCP/IP model.
- To acquire knowledge of Application layer and Presentation layer paradigms and protocols.
- To study Session layer design issues, Transport layer services, and protocols.
- To gain core knowledge of Network layer routing protocols and IP addressing.
- To study data link layer concepts, design issues, and protocols.
- To read the fundamentals and basics of Physical layer, and will apply them in real time applications.

Course Outcomes (COs)

1. Describe the functions of each layer in OSI and TCP/IP model.
2. Explain the functions of Application layer and Presentation layer paradigms and Protocols.
3. Describe the Session layer design issues and Transport layer services.
4. Classify the routing protocols and analyze how to assign the IP addresses for the given network.
5. Describe the functions of data link layer and explain the protocols.
6. Explain the types of transmission media with real time applications

Unit I - Introduction to Data Communication

An Overview – Data Communication – Network – The Internet - Protocols and Standards. Network Models: Layered Task - The OSI Model and Layers – TCP/IP Protocol Suite – Addressing. **Physical Layer:** Analog and Digital Signals – Periodic and Non-Periodic Signals - Transmission Impairments - Performance.

Unit II - Introduction to Data Communication (cont..)

Analog to Digital conversion - digital to analog conversion – Transmission Modes;; multiplexing techniques- Frequency Division Multiplexing –Wavelength Division Multiplexing – Time division Multiplexing. Transmission media: Guided Media – Unguided Media. **Switching:** Circuit-switched Networks – Datagram Network – Virtual-Circuit Networks.

Unit III - Data Link Layer

Error detection and error correction - data-link control- framing- flow and error control – protocols –Noisy channels: Simplest Protocol – Stop-and-Wait Protocol; and Noiseless Channels: Stop-and-Wait Protocol ARQ – Go-Back-N Automatic repeat request – Selective Repeat Automatic Repeat Request – Piggybacking.

Unit IV - Multiple Access Protocol

Random Access : Aloha – CSMA – CSMA/CD – CSMA/CA – Controlled Access: Reservation – Polling – Token Passing. **Networks Layer:** IPv6 Address -Delivery-Forwarding- **Unicast routing protocols:** Intra- and Inter domain Routing -Distance Vector Routing-Link state Routing- Path Vector Routing – Multicast Routing.

UnitV- Transport Layer

Process-to-Process Delivery: Connectionless versus Connection-oriented Service – Reliable versus unreliable – User datagram protocol –Transmission control Protocol. Congestion control and Quality of service: Data Traffic – Congestion Control – Techniques to improve QoS.. **Application layer:** Domain Name Space – E-Mail- FTP- WWW- HTTP.

Suggested Readings

1. Forouzan,B. A. (2017). Data Communications and Networking (5thed.).New Delhi: THM.
2. Tanenbaum, A. S. (2012). Computer Networks (5thed.).New Delhi: PHI.
3. Wayne Tomasi (2007) Introduction to Data Communications and Networking (1st ed). Pearson
4. Alberto Leon-Garcia, Indra Widjaja (2017). Communication Network (2nd ed). Mc Graw Hill education.
5. Sathish Jain, Madhulika Jain, Vineeta Pillai, Kratika (2010). A Level Data Communication & Network Technologies. BPB publication.

, Websites

1. http://docwiki.cisco.com/wiki/Introduction_to_WAN_Technologies
2. www.yale.edu/pclt/COMM/TCPIP.HTM
3. www.w3schools.com/tcpip/default.asp
4. <http://www.engppt.com/2009/12/networking-fourouzan-ppt-slides.html>
5. <http://citengg.blogspot.com/p/behrouz-forouzancomputer-networks4th.html>
6. http://www.crectirupati.com/sites/default/files/lecture_notes/DCN%20NOTES.pdf
7. <https://nptel.ac.in/courses/106105183/>
8. <http://172.16.25.76/course/view.php?id=1831>

20CTU502A**PHP Programming****Semester – V
4H – 4C****Course Objectives (CO)**

- To understand how server-side programming works on the web.
- To learn PHP Basic syntax for variable types and calculations.
- To use PHP built-in functions and creating custom functions
- To understand POST and GET in form submission.
- To receive and process form submission data.
- To create a database in phpMyAdmin, to read and process data in a MySQL database

Course Outcomes (COs)

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

1. Write PHP scripts to handle HTML forms.
2. Write regular expressions including modifiers, operators, and metacharacters.
3. Create PHP programs that use various PHP library functions, and that manipulate files and directories.
4. Analyze and solve various database tasks using the PHP language.
5. Analyze and solve common Web application tasks by writing PHP programs
6. Get hands on experience on various techniques of web development and will be able to design and develop a complete website.

Unit I - Introduction to PHP

PHP introduction, inventions and versions, important tools and software requirements (like Web Server, Database, Editors etc.) -PHP with other technologies, scope of PHP -Basic Syntax, PHP variables and constants -Types of data in PHP, Expressions, scopes of a variable (local, global)- PHP Operators: Arithmetic, Assignment, Relational, Logical operators, Bitwise, ternary and MOD operator-PHP operator Precedence and associativity

Unit II - Handling HTML form with PHP

Capturing Form Data-GET and POST form methods-Dealing with multi value fields Redirecting a form after submission -**PHP conditional events and Loops:** PHP IF Else conditional statements (Nested IF and Else) -Switch case, while, For and Do While Loop -Goto, Break ,Continue and exit

Unit III - PHP Functions

Function, Need of Function, declaration and calling of a function -PHP Function with arguments, Default Arguments in Function -Function argument with call by value, call by reference -Scope of Function Global and Local

Unit IV - String Manipulation and Regular Expression

Creating and accessing String, Searching & Replacing String -Formatting, joining and splitting String , String Related Library functions-Use and advantage of regular expression over inbuilt function -Use of preg_match(), preg_replace(), preg_split()-functions in regular expression

UNIT V - Array

Anatomy of an Array ,Creating index based and Associative array ,Accessing array-Looping with Index based array, with associative array using each() and foreach()-Some useful Library function

Suggested Readings

1. David Sklar, Adam Trachtenberg, (2014). PHP Cookbook: Solutions & Examples for PHP.
2. Robin Nixon,(2014). Learning PHP, MySQL, JavaScript, CSS & HTML5, (3rd ed.) Paperback, O'reilly.
3. Luke Welling, Laura Thompson,(2008). PHP and MySQL Web Development, (4th ed.), Addition Paperback, Addison-Wesley Professional.
4. Timothy Boronczyk, Martin E. Psinas, (2008). PHP and MYSQL (Create-Modify-Reuse), Wiley India Private Limited.
5. Steven Holzner, (2007). PHP: The Complete Reference Paperback, McGraw Hill Education (India), 2007.

Websites

1. www.php.net/
2. en.wikipedia.org/wiki/PHP
3. www.w3schools.com/PHP/default.asp
4. http://www.nptelvideos.com/php/php_video_tutorials.php
5. <http://172.16.25.76/course/view.php?id=1845>

20CTU502B**Data Mining****Semester – V
4H – 4C****Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To be familiar with mathematical foundations of data mining tools.
- To understand and implement classical models and algorithms in data warehouses and data mining
- To characterize the kinds of patterns that can be discovered by association rule mining, classification and clustering.
- To master data mining techniques in various applications like social, scientific and environmental context.
- To develop skill in selecting the appropriate data mining algorithm for solving practical problems
- To develop research interest towards advances in data mining

Course Outcomes (COs)

After the completion of this course, a successful student will be able to:

1. Introduce students to the basic concepts and techniques of Data Mining.
2. Develop skills of using recent data mining software for solving practical problems.
3. Gain experience of doing independent study and research.
4. Possess some knowledge of the concepts and terminology associated with database systems, statistics, and machine learning
5. Identify appropriate data mining algorithms to solve real world problems
6. Benefit the user experiences towards research and innovation. integration

UNIT I- Introduction

Data mining application - data mining techniques - the future of data mining - data mining software - Association rules mining: basics- task and a naïve algorithm- Apriori algorithm - improve the efficient of the Apriori algorithm - mining frequent pattern without candidate generation (FP-growth) - performance evaluation of algorithms.

UNIT II - Classification

Introduction - decision tree - over fitting and pruning - DT rules- Naive bayes method- estimation predictive accuracy of classification methods - other evaluation criteria for classification method - classification software.

UNIT III - Cluster analysis

cluster analysis - types of data - computing distances-types of cluster analysis methods - partitioned methods - hierarchical methods - density based methods - dealing with large databases - quality and validity of cluster analysis methods - cluster analysis software.

UNIT IV- Web Data Mining

Introduction- web terminology and characteristics- locality and hierarchy in the web- web content mining-web usage mining- web structure mining - web mining software - Search engines: Search engines functionality- search engines architecture - ranking of web pages.

UNIT V -Data Warehousing

Introduction - Operational data sources- data warehousing - Data warehousing design - Guidelines for data warehousing implementation - Data warehousing metadata - Online analytical processing (OLAP): Introduction - OLAP characteristics of OLAP system - Multidimensional view and data cube - Data cube implementation - Data cube operations OLAP implementation guidelines.

Suggested Readings

1. Steinbach Tan, Kumar, "Introduction to Data Mining", First edition, Pearson Education; 2016.
2. 2.Mohammed J. Zaki, Wagner Meira, Jr. "Data Mining and Analysis Fundamental Concepts and Algorithms ",Cambridge University Press, May 2014
3. Han, Kamber& Pei, "Data Mining: Concepts and Techniques", Morgan Kaufmann Publisher, Third Edition, 2013
4. G.K. Gupta, "Introduction to Data mining with case studies", 2nd Edition, PHI Private limited, New Delhi, 2011.
5. Arun K Pujari, "Data Mining Techniques", 10th impression, University Press, 2008.

Websites

1. www.geeksforgeeks.org
2. www.tutorialride.com
3. www.javatpoint.com
4. <https://nptel.ac.in/courses/106105174/>
5. <http://172.16.25.76/course/view.php?id=1461>

20CTU503A**Digital Image Processing****Semester – V
4H – 4C****Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives**

To make the students learn the fundamental theories and techniques of digital image **Course Objectives (CO)**

- To study the image fundamentals and mathematical transforms necessary for image processing.
- To study the image enhancement techniques
- To study image restoration procedures.
- To study the image compression procedures.
- To introduce to the students the basics of digital image processing.
- To learn the basic image transforms, segmentation algorithms and problems of object measurements.

Course Outcomes (COs)

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

1. Review the fundamental concepts of a digital image processing system.
2. Analyze images in the frequency domain using various transforms.
3. Evaluate the techniques for image enhancement and image restoration.
4. Categorize various compression techniques.
5. Interpret Image compression standards.
6. Interpret image segmentation and representation techniques.

Unit I - Introduction

Introduction: Light, Brightness adaption and discrimination, Pixels, coordinate conventions, Imaging Geometry, Perspective Projection, Spatial Domain Filtering, sampling and quantization. Spatial Domain Filtering: Intensity transformations, contrast stretching, histogram equalization, Correlation and convolution, smoothing filters, sharpening filters, gradient and Laplacian.

Unit II - Transformation

Hotelling Transform, Fourier Transforms and properties, FFT (Decimation in Frequency and Decimation in Time Techniques), Convolution, Correlation, 2-D sampling, Discrete Cosine Transform, Frequency domain filtering.

Unit III - Image Restoration

Image Restoration, Basic Framework, Interactive Restoration, image morphing, Restoration techniques, Noise characterization, Noise restoration filters, Adaptive filters, Linear, Position invariant degradations, Image Compression-Encoder-Decoder model, Types of redundancies, Lossy and Lossless compression, Entropy of an information source, Shannon's 1st Theorem,

Huffman Coding, Arithmetic Coding, Golomb Coding, LZW coding, Transform Coding, Run length coding.

Unit IV - Compression

FAX compression (CCITT Group-3 and Group-4), Symbol-based coding, Bit-allocation, Zonal Coding, Threshold Coding, JPEG, Lossless predictive coding, Lossy predictive coding, Motion Compensation

Wavelet based Image Compression: Wavelet series expansion, Discrete Wavelet Transform (DWT), Continuous Wavelet Transform, Fast Wavelet Transform, 2-D wavelet Transform, JPEG-2000 encoding, Digital Image Watermarking

Unit V - Morphological Image Processing

Morphological Image Processing: Basics, SE, Erosion, Dilation, Opening, Closing, Boundary Detection, skeletons, pruning. Image Segmentation: Boundary detection-based techniques, Point, line detection, Edge detection, Edge linking, local processing, regional processing, Hough transform, Thresholding, Iterative thresholding.

Suggested Readings

1. Gonzalez, R. C., & Woods, R. E. (2018). Digital Image Processing (4th ed.). New Delhi: Pearson Education.
2. Jain, A. K. (2014). Fundamentals of Digital image Processing. New Delhi: Prentice Hall of India.
3. Castleman, K. R. (2007). Digital Image Processing. New Delhi: Pearson Education.
4. Schalkoff. (2010). Digital Image Processing and Computer Vision. New York: John Wiley and Sons.
5. Rafael, C. Gonzalez & Richard, E. Woods., (2017), 4th Edition, Digital Image Processing using MATLAB. New Delhi: Pearson Education.

Websites

1. <https://www.tutorialspoint.com/dip/index.htm>
2. <https://www.geeksforgeeks.org/digital-image-processing-basics/>
3. <https://www.javatpoint.com/digital-image-processing-tutorial>
4. <https://nptel.ac.in/courses/117105079/>
5. <http://172.16.25.76/course/view.php?id=101>

20CTU503B**Data Science****Semester – V
4H – 4C****Instruction Hours / week: L: 4 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To know the fundamental concepts of data science and analytics.
- To learn fundamental data analysis using R.
- To understand various data modeling techniques.
- To know the basics of Exploratory Data Analysis.
- To study reproducible research and various tools
- To understand, and practice big data analytics and machine learning approaches

Course Outcomes (COs)

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

1. Understand about actionable knowledge and various data analysis software
2. Know about basics in R programming language
3. Understand the need of cleaning data before analyzing
4. Understand various methods involved in exploratory data analysis
5. Know about how a research should be reproducible.
6. Apply the knowledge of R gained to data Analytics for real life applications.

Unit I - Data Scientist's Tool box

Turning data into actionable knowledge, introduction to the tools that will be used in building data analysis software; version control, markdown, git, GitHub, R and R-Studio.

Unit II - R Programming basics

Overview of R, R datatypes and Objects, reading and writing data, control structures, functions, scoping rules, dates and time, loop functions, debugging tools, simulation, code profiling.

Unit III - Getting and Cleaning Data

Obtaining data from the web, from API's, from database, and from colleagues in various formats. Basics of data cleaning and making data –tidy.

Unit IV - Exploratory Data Analysis

Essential exploratory techniques for summarizing data, applied before formal modelling commences, eliminating or sharpening potential hypotheses about the world that can be addresses by the data, common multivariate statistical techniques used to visualize high-dimensional data.

Unit V - Reproducible Research

Concepts and tools behind reporting modern data analysis in a reproducible manner, To write a document using R markdown, integrate live R code into a literate statistical program, compile R markdown documents using knitr and related tools, and organize a data analysis so that it is reproducible and accessible to others.

Suggested Readings

1. Vijay Kotu, Bala Deshpande (2018), Data Science: Concepts and Practice, 2nd edition, Morgan Kaufmann publishers.
2. Hadley Wickham, Garrett Golemund (2016), R for Data Science: Import, Tidy, Transform, Visualize, and Model Data, O' Reilly Publications
3. Rachel Schutt, Cathy O'Neil (2013). Doing data science: Straight Talk from the frontline. S.Chroff/O' Reilly
4. Foster Provost, Tom Fawcett (2013). Data science for Business – What you need to know about Datamining and Data Analytic Thinking. O'Reilly
5. John. W. Foreman (2013). Data Smart: Using Data science to transform information into insight. John Wiley and Sons.
6. Ian Ayres (2007). Super Crunchers: Why Thinking – By – Numbers is the New way to Be Smart (1st ed.). Bantam
7. Eric Seigel (2013). Predictive Analytics: The Power of Predict who will click, Buy Lie or Die (1st ed.). Wiley.
8. Matthew A.Russel (2013). Mining the social webL: Datamining Facebook, Twitter, LinkedIn, Google+, GitHub, and More (2nd ed.). O'Reilly Media

Websites

1. <https://nptel.ac.in/courses/106106212/>
2. <http://172.16.25.76/course/view.php?id=371>

20CTU504A**Machine Learning****Semester – V
3H – 3C****Instruction Hours / week: L:3 T: 0 P: 0 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To develop an appreciation for what is involved in learning from data.
- To understand a wide variety of learning algorithms.
- To understand how to perform evaluation of learning algorithms and model selection.
- To introduce students to the basic concepts and techniques of Machine Learning.
- To become familiar with regression methods, classification methods, clustering methods.
- To become familiar with Dimensionality reduction Techniques.

Course Outcomes (COs)

Upon successful completion of the course the student will be able to:

1. Analyze theory of machine learning components and models
2. Characterize the algorithms of machine learning to learn linear and non-linear models
3. Implement data clustering algorithms for machine learning process
4. Construct machine learning algorithms to learn tree and rule-based models
5. Apply reinforcement machine learning techniques for robotics
6. Solve the problems using various machine learning techniques

Unit I - Foundations of Learning

Components of learning – learning models – geometric models – probabilistic models – logic models – grouping and grading – learning versus design – types of learning – supervised – unsupervised – reinforcement – theory of learning – feasibility of learning – error and noise – training versus testing – theory of generalization – generalization bound – bias and variance – learning curve

Unit II - Linear Models

Linear classification – univariate linear regression – multivariate linear regression – regularized regression – Logistic regression – perceptrons – multilayer neural networks – learning neural networks structures – support vector machines – soft margin SVM – generalization and over fitting – regularization – validation

Unit III - Distance-Based Models

Nearest neighbor models – K-means – clustering around medoids – silhouettes – hierarchical clustering – k- d trees – locality sensitive hashing – non - parametric regression – ensemble learning – bagging and random forests – boosting – meta silhouettes – hierarchical clustering – k-

d trees – locality sensitive hashing – non - parametric regression – ensemble learning – bagging and random forests – boosting – meta learning

Unit IV - Tree and Rule Models

Decision trees – learning decision trees – ranking and probability estimation trees –Regression trees – clustering trees – learning ordered rule lists – learning unordered rule lists – descriptive rule learning – association rule mining – first -order rule learning

Unit V - Reinforcement Learning

Passive reinforcement learning – direct utility estimation – adaptive dynamic programming – temporal - difference learning – active reinforcement learning – exploration – learning an action utility function – Generalization in reinforcement learning – policy search – applications in game playing – applications in robot control

Suggested Readings

1. Tom.M.Mitchell (2017), Machine Learning, Tata McGraw Hill Publications
2. Y. S. Abu - Mostafa, M. Magdon-Ismail, and H.-T. Lin. (2012).Learning from Data, AMLBook Publishers.
3. P. Flach. (2012). “Machine Learning: The art and science of algorithms that make sense of data”, Cambridge University Press.
4. K. P. Murphy. (2012). Machine Learning: A probabilistic perspective, MIT Press,
5. D. Barber. (2012). Bayesian Reasoning and Machine Learning, Cambridge University Press.

Websites

1. <https://machinelearningmastery.com/linear-regression-for-machine-learning/>
2. <https://www.cambridge.org/core/books/machine-learning/distancebased-models/>
3. <https://dzone.com/articles/machine-learning-with-decision-trees>
4. <http://reinforcementlearning.ai-depot.com/>
5. <https://nptel.ac.in/courses/106106139/>
6. https://swayam.gov.in/nd1_noc19_cs81/preview
7. <http://172.16.25.76/course/view.php?id=99>

20CTU504B**Computer Graphics and Multimedia****Semester – V**
3H – 3C**Instruction Hours / week: L: 3 T: 0 P:0 Marks: Internal: 40 External: 60 Total: 100**
End Semester Exam: 3 Hours**Course Objectives (CO)**

- To introduce the use of the components of a graphics system and become familiar with building approach of graphics system components and algorithms related with them.
- To learn the basic principles of 3- dimensional computer graphics.
- To understand how to scan convert the basic geometrical primitives, how to transform the shapes to fit them as per the picture definition.
- To understand the mapping from a world coordinates to device coordinates, clipping, and projections.
- To be able to discuss the application of computer graphics concepts in the development of computer games, information visualization, and business applications.
- To comprehend and analyze the fundamentals of animation, virtual reality, underlying technologies, principles, and applications.

Course Outcomes (COs)

Upon successful completion the student will be able to:

1. list the basic concepts used in computer graphics.
2. implement various algorithms to scan, convert the basic geometrical primitives, transformations, Area filling, clipping, describe the importance of viewing and projections.
3. Understand various file formats for audio, video and text media. design an application with the principles of virtual reality
4. Define multimedia to potential clients and able to design interactive multimedia software.
5. Identify and describe the function of the general skill sets in the multimedia industry.
6. Develop various Multimedia Systems applicable in real time.

Unit I -2D Primitives

Elements of pictures created in computer graphics – Graphics input primitives and devices

Drawing primitives in open GL and Basic open GL programming - open GL basic Graphics primitives – Output primitives – Line, Circle and Ellipse drawing algorithms – Attributes of output primitives.

Unit II –2D Geometric Transformations

2D Viewing – Window-Viewport Transformation - Two dimensional Geometric transformations – Line, Polygon, Curve and Text clipping algorithms.

Unit III -3D Concepts

Projections - Three dimensional object representation – Parallel and Perspective Polygons, Splines, Quadric Surfaces - Visualization of data sets - 3D affine transformations 3D

Rotations using Quaternions – Viewing – Visible surface identification – Color Models, 3D

Transformations in open GL

Unit IV - Multimedia Basics

Introduction and definitions – applications – elements – Animations – Compression – Types of

Compressions: Lossless – Lossy – Video compression – Image Compression – Audio compression– Data and file format standards – Multimedia data structures: KD Trees –R trees.

Unit V - Multimedia Authoring and Applications

Creating interactive multimedia – Multimedia Authoring Systems – Multimedia Authoring

Software Applications – Video On demand – Virtual Reality – Augmented Reality – Content based retrieval in digital libraries.

Suggested Readings

1. Donald D. Hearn, M. Pauline Baker and Warren Carithers, “Computer Graphics with OpenGL”, Fourth Edition, Pearson Education, 2010.
2. Ze-Nian Li and Mark S.Drew, “Fundamentals of Multimedia”, First Edition, Pearson Education, 2007.

Websites

1. en.wikipedia.org/wiki/Multimedia
2. https://www.researchgate.net/publication/329417059_MULTIMEDIA_AND_ITS_APPLICATIONS
3. <http://www.ftms.edu.my/images/Document/MMGD0101%20-%20Introduction%20to%20Multimedia/MMGD0101%20chapter%201.pdf>
4. www.arena-multimedia.com/
5. https://nptel.ac.in/content/storage2/courses/117105083/pdf/ssg_m111.pdf
6. www.nextwavemultimedia.com/
7. <http://172.16.25.76/course/view.php?id=37>

20CTU511	Data Communication and Networks- Lab	Semester V 4H – 2C
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Instruction Hours / week: L:0 T: 0 P:4 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

Course Objectives (CO)

- To study the basic taxonomy and terminology of the computer networking and enumerate the layers of OSI model and TCP/IP model.
- To acquire knowledge of Application layer and Presentation layer paradigms and protocols.
- To study Session layer design issues, Transport layer services, and protocols.
- To gain core knowledge of Network layer routing protocols and IP addressing.
- To study data link layer concepts, design issues, and protocols.
- To read the fundamentals and basics of Physical layer, and will apply them in real time applications.

Course Outcomes (COs)

1. Describe the functions of each layer in OSI and TCP/IP model.
2. Explain the functions of Application layer and Presentation layer paradigms and Protocols.
3. Describe the Session layer design issues and Transport layer services.
4. Classify the routing protocols and analyze how to assign the IP addresses for the given network.
5. Describe the functions of data link layer and explain the protocols.
6. Explain the types of transmission media with real time applications

List of Programs

1. Simulate Cyclic Redundancy Check (CRC) error detection algorithm for noisy channel.
2. Simulate and implement stop and wait protocol for noisy channel.
3. Simulate and implement go back n sliding window protocol.
4. Simulate and implement selective repeat sliding window protocol.
5. Simulate and implement distance vector routing algorithm
6. Simulate and implement Dijkstra algorithm for shortest path routing.

Suggested Readings

1. Forouzan, B. A. (2017). Data Communications and Networking (5th ed.). New Delhi: THM.
2. Tanenbaum, A. S. (2012). Computer Networks (5th ed.). New Delhi: PHI.
3. Wayne Tomasi (2007) Introduction to Data Communications and Networking (1st ed). Pearson
4. Alberto Leon-Garcia, Indra Widjaja (2017). Communication Network (2nd ed). Mc Graw Hill

education.

5. Sathish Jain, Madhulika Jain, Vineeta Pillai, Kratika (2010). A Level Data Communication & Network Technologies. BPB publication.

Websites

1. <https://forgetcode.com/c/1203-crc-generation-in-computer-networks>
2. <https://gist.github.com/ankurdinge/1202643>
3. <https://www.geeksforgeeks.org/>
4. <https://www.thelearningpoint.net/computer-science/c-program>
5. www.w3schools.com/tcpip/default.asp
6. <http://172.16.25.76/course/view.php?id=1835>

20CTU512A**PHP Programming – Lab****Semester – V
4H – 2C****Instruction Hours / week: L:0 T: 0 P:4 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objective**

- The open source Web scripting language PHP.
- Build dynamic Web applications.
- Semantics and syntax of the PHP language, including discussion on the practical problems that PHP solves.
- Write server-side cross-platform HTML-embedded scripts to implement dynamic Web pages that interact with databases and files.

Course Outcome (COs)

Upon Completion of this course the students will be able to:

1. Write PHP scripts to handle HTML forms.
2. Write regular expressions including modifiers, operators, and metacharacters.
3. Create PHP programs that use various PHP library functions, and that manipulate files and directories.
4. Analyze and solve various database tasks using the PHP language.
5. Analyze and solve common Web application tasks by writing PHP programs.

List of Programs

1. Create a PHP page using functions for comparing three integers and print the largest number.
2. Write a function to calculate the factorial of a number (non-negative integer). The function accept the number as an argument.
3. WAP to check whether the given number is prime or not.
4. Create a PHP page which accepts string from user. After submission that page displays the reverse of provided string.
5. Write a PHP function that checks if a string is all lower case.
6. Write a PHP script that checks whether a passed string is palindrome or not? (A palindrome is word, phrase, or sequence that reads the same backward as forward, e.g., madam or nurses run)
7. WAP to sort an array.
8. Write a PHP script that removes the whitespaces from a string.
Sample string : 'The quick brown fox' Expected Output : Thequickbrownfox
9. Write a PHP script that finds out the sum of first n odd numbers.

10. Create a login page having user name and password. On clicking submit, a welcome message should be displayed if the user is already registered (i.e.name is present in the database) otherwise error message should be displayed.

11. Write a PHP script that checks if a string contains another string.

12. Create a simple 'birthday countdown' script, the script will count the number of days between current day and birth day.

13. Create a script to construct the following pattern, using nested for loop.

```
*  
* *  
* * *  
* * * *  
* * * * *
```

14. Write a simple PHP program to check that emails are valid.

15. WAP to print first n even numbers.

16. \$color = array('white', 'green', 'red')

Write a PHP script which will display the colors in the following way : Output :

white, green, red,

- green • red
- white

17. Using switch case and dropdown list display a —Hello! message depending on the language selected in drop down list.

18. Write a PHP script to replace the first 'the' of the following string with 'That'.

Sample : 'the quick brown fox jumps over the lazy dog.'

Expected Result : That quick brown fox jumps over the lazy dog.

Suggested Readings

1. David Sklar, Adam Trachtenberg, (2014). PHP Cookbook: Solutions & Examples for PHP.
2. Luke Welling, Laura Thompson,(2008). PHP and MySQL Web Development, (4th ed.), Addition Paperback, Addison-Wesley Professional.
3. Robin Nixon,(2014). Learning PHP, MySQL, JavaScript, CSS & HTML5, (3rd ed.) Paperback, O'reilly.

4. Steven Holzner, (2007). PHP: The Complete Reference Paperback, McGraw Hill Education (India), 2007.
5. Timothy Boronczyk, Martin E. Psinas, (2008). PHP and MYSQL (Create-Modify-Reuse), Wiley India Private Limited.

20CTU512B**Data Mining Lab****Semester – V
4H – 2C****Instruction Hours / week: L: 0 T: 0 P: 4 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives Course Objectives (CO)**

- To be familiar with mathematical foundations of data mining tools.
- To understand and implement classical models and algorithms in data warehouses and data mining
- To characterize the kinds of patterns that can be discovered by association rule mining, classification and clustering.
- To master data mining techniques in various applications like social, scientific and environmental context.
- To develop skill in selecting the appropriate data mining algorithm for solving practical problems
- To develop research interest towards advances in data mining

Course Outcomes (COs)

After the completion of this course, a successful student will be able to:

1. Introduce students to the basic concepts and techniques of Data Mining.
2. Develop skills of using recent data mining software for solving practical problems.
3. Gain experience of doing independent study and research.
4. Possess some knowledge of the concepts and terminology associated with database systems, statistics, and machine learning
5. Identify appropriate data mining algorithms to solve real world problems
6. Benefit the user experiences towards research and innovation. integration

List of Programs

1. Use the following learning schemes, with the default settings to analyze the weather data (in weather.arff). for test options, first choose “Use training set”, then choose “Percentage split” using default 66% percentage split. Report model percent error rate.
2. Use iris dataset preprocess and classify it with j4.8 and Naive Bayes classifier. Examine the tree in the classifier output panel.
3. Using the dataset Reuters Corn – Train and Reuters Grain – Train. Classify articles using binary attributes and word count attributes.
4. Apply any two-association rule-based algorithm for the supermarket analysis.
5. Using weka experimenter performs comparison analysis of j4.8, one R and ID3 for vote dataset.
6. Using weka experimenter performs comparison analysis of Naive Bayes with different datasets.
7. Apply ZeroR, OneR and j4.8, to classify the iris data in an experiment using 10 train and test runs, with 66% of the data used for 34% used for testing.

8. Using Weka Knowledge flow set up a flow to load an ARFF file (batch mode) and perform a cross-validation using j4.8 (WEKS's C4.5implementation).
9. Draw multiple ROC curves in the same plot window, using j4.8 and Random Forest as classifiers.
10. Use any three-clustering algorithm on Vehicle data set and find best among them.

Suggested Readings

1. Steinbach Tan, Kumar, "Introduction to Data Mining", First edition, Pearson Education; 2016.
2. 2.Mohammed J. Zaki, Wagner Meira, Jr. "Data Mining and Analysis Fundamental Concepts and Algorithms ",Cambridge University Press, May 2014
3. Han, Kamber& Pei, "Data Mining: Concepts and Techniques", Morgan Kaufmann Publisher, Third Edition, 2013
4. G.K. Gupta, "Introduction to Data mining with case studies", 2nd Edition, PHI Private limited, New Delhi, 2011.
5. Arun K Pujari, "Data Mining Techniques", 10th impression, University Press, 2008.

Websites

1. www.geeksforgeeks.org
2. www.tutorialride.com
3. www.javatpoint.com
4. <https://nptel.ac.in/courses/106105174/>
5. <http://172.16.25.76/course/view.php?id=1461>

20CTU513A**Digital Image Processing - Lab****Semester – V
4H – 2C****Instruction Hours / week: L: 0 T: 0 P:4 Marks: Internal: 40 External: 60 Total: 100****Course Objectives (CO)**

- To study the image fundamentals and mathematical transforms necessary for image processing.
- To study the image enhancement techniques
- To study image restoration procedures.
- To study the image compression procedures.
- To introduce to the students the basics of digital image processing.
- To learn the basic image transforms, segmentation algorithms and problems of object measurements.

Course Outcomes (COs)

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

1. Review the fundamental concepts of a digital image processing system.
2. Analyze images in the frequency domain using various transforms.
3. Evaluate the techniques for image enhancement and image restoration.
4. Categorize various compression techniques.
5. Interpret Image compression standards.
6. Interpret image segmentation and representation techniques.

List of Programs:

1. Write program to read and display digital image using MATLAB or SCILAB
 - a. Become familiar with SCILAB/MATLAB Basic commands
 - b. Read and display image in SCILAB/MATLAB
 - c. Resize given image
 - d. Convert given color image into gray-scale image
 - e. Convert given color/gray-scale image into black & white image
 - f. Draw image profile
 - g. Separate color image in three R G & Bplanes
 - h. Create color image using R, G and B three separate planes
 - i. Flow control and LOOP inSCILAB
 - j. Write given 2-D data in imagefile
2. To write and execute image processing programs using point processing method
 - a. Obtain Negative image
 - b. Obtain Flip image

- b. Thresholding
 - d. Contrast stretching
3. To write and execute programs for image arithmetic operations
 - a. Addition of two images
 - b. Subtract one image from other image
 - c. Calculate mean value of image
 - d. Different Brightness by changing mean value
 4. To write and execute programs for image logical operations
 - a. AND operation between two images
 - b. OR operation between two images
 - c. Calculate intersection of two images
 - d. Water Marking using EX-OR operation
 - e. NOT operation (Negative image)
 5. To write a program for histogram calculation and equalization using
 - a. Standard MATLAB function
 - b. Program without using standard MATLAB functions
 - c. C Program
 6. To write and execute program for geometric transformation of image
 - a. Translation
 - b. Scaling
 - c. Rotation
 - d. Shrinking
 - e. Zooming
 7. To understand various image noise models and to write programs for
 - a. Image restoration
 - b. Remove Salt and Pepper Noise
 - c. Minimize Gaussian noise
 - d. Median filter and Weiner filter
 8. Write and execute programs to remove noise using spatial filters
 - a. Understand 1-D and 2-D convolution process
 - b. Use 3x3 Mask for low pass filter and high pass filter

9. Write and execute programs for image frequency domain filtering
 - a. Apply FFT on given image
 - b. Perform low pass and high pass filtering in frequency domain
 - c. Apply IFFT to reconstruct image
10. Write a program in C and MATLAB/SCILAB for edge detection using different edge detection mask.
11. Write and execute program for image morphological operations erosion and dilation.
12. To write and execute program for wavelet transform on given image and Perform inverse wavelet transform to reconstruct image.

20CTU513B**Data Science Lab****Semester – VI
4H – 2C****Instruction Hours / week: L: T: 0 P: 4 Marks: Internal: 40 External: 60 Total: 100**
End Semester Exam: 3 Hours**Course Objectives**

- To provide an overview of a new language R used for data science.

To introduce students to the R programming environment and related eco-system and **Course Objectives (CO)**

- To know the fundamental concepts of data science and analytics.
- To learn fundamental data analysis using R.
- To understand various data modeling techniques.
- To know the basics of Exploratory Data Analysis.
- To study reproducible research and various tools
- To understand, and practice big data analytics and machine learning approaches

Course Outcomes (COs)

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

1. Understand about actionable knowledge and various data analysis software
2. Know about basics in R programming language
3. Understand the need of cleaning data before analyzing
4. Understand various methods involved in exploratory data analysis
5. Know about how a research should be reproducible.
6. Apply the knowledge of R gained to data Analytics for real life applications.

List of Programs

1. Write a program that prints 'Hello World' to the screen
2. Write a program that asks the user for a number n and prints the sum of the numbers 1 to n.
3. Write a program that prints multiplication table for numbers up to 12.
4. Write a function that returns the largest element in a list
5. Write a function that computes the running total of a list
6. Write a function that tests whether string is a palindrome.
7. Implement linear search
8. Implement binary search
9. Implement matrix addition, subtraction and multiplication
10. Fifteen students were enrolled in a course

There ages were : 20 20 20 20 20 21 21 21

22 22 22 22 23 23 23

- i. Find the median age of all students under 22 years.
 - ii. find the median age of all students
 - iii. Find the mean age of all students
 - iv. Find the modal age of all students
 - v. Two more students enter the class. The age of both students is 23. What is now mean, mode and median.
11. Following table gives frequency distribution of systolic blood pressure. Compute all the measures of dispersion.

Midpoint	95.5	105.5	115.5	125.5	135.5	145.5	155.5	165.5	175.5
Number	5	8	22	27	17	9	5	5	2

12. Obtain probability distribution of, where X is number of spots showing when a six-sided symmetric die (i.e. all six faces of the die are equally likely) is rolled.
- Simulate random samples of sizes 40, 70 and 100 respectively and verify the frequency interpretation of probability.
13. Make visual representations of data using the base, lattice, ggplot2 plotting systems in R, apply basic principles of data graphics to create rich analytic graphics from available datasets.
14. Use Git/GitHub software to create Github Account. Also, create a report using Github.

Suggested Readings

1. Vijay Kotu, Bala Deshpande (2018), Data Science: Concepts and Practice, 2nd edition, Morgan Kaufmann publishers.
2. Hadley Wickham, Garrett Grolemund (2016), R for Data Science: Import, Tidy, Transform, Visualize, and Model Data, O' Reilly Publications
3. Rachel Schutt, Cathy O'Neil (2013). Doing data science: Straight Talk from the frontline. S.Chroff/O' Reilly
4. Foster Provost, Tom Fawcett (2013). Data science for Business – What you need to know about Datamining and Data Analytic Thinking. O'Reilly
5. John. W. Foreman (2013). Data Smart: Using Data science to transform information into insight. John Wiley and Sons.
6. Ian Ayres (2007). Super Crunchers: Why Thinking – By – Numbers is the New way to

Be Smart (1st ed.). Bantam

7. Eric Seigel (2013). Predictive Analytics: The Power of Predict who will click, Buy Lie or Die (1st ed.). Wiley.
8. Matthew A. Russel (2013). Mining the social webL: Datamining Facebook, Twitter, LinkedIn, Google+, GitHub, and More (2nd ed.). O'Reilly Media

Websites

1. <https://nptel.ac.in/courses/106106212/>
2. <http://172.16.25.76/course/view.php?id=371>

20CTU514A**Machine Learning - Lab****Semester – V
3H – 1C****Instruction Hours / week: L:0 T: 0 P:3 Marks: Internal: 40 External: 60 Total: 100**
End Semester Exam: 3 Hours**Course Objectives (CO)**

- To develop an appreciation for what is involved in learning from data.
- To understand a wide variety of learning algorithms.
- To understand how to perform evaluation of learning algorithms and model selection.
- To introduce students to the basic concepts and techniques of Machine Learning.
- To become familiar with regression methods, classification methods, clustering methods.
- To become familiar with Dimensionality reduction Techniques.

Course Outcomes (COs)

After the completion of this course, a successful student will be able to:

1. Have a broad understanding of machine learning algorithms and their use in data-driven knowledge discovery and program synthesis.
2. Design and implement several machine learning algorithms in Java.
3. Identify, formulate and solve machine learning problems that arise in practical applications.
4. Have knowledge of the strengths and weaknesses of different machine learning algorithms (relative to the characteristics of the application domain) and be able to adapt or combine some of the key elements of existing machine learning algorithms to design new algorithms as needed.
5. Identify machine learning techniques suitable for a given problem
6. Solve the problems using various machine learning techniques

List of Programs

1. Perform elementary mathematical operations in Octave/MATLAB like addition, multiplication, division and exponentiation.
2. Perform elementary logical operations in Octave/MATLAB (like OR, AND, Checking for Equality, NOT, XOR).
3. Create, initialize and display simple variables and simple strings and use simple formatting for variable.

4. Create/Define single dimension / multi-dimension arrays, and arrays with specific values like array of all ones, all zeros, array with random values within a range, or a diagonal matrix.
5. Use command to compute the size of a matrix, size/length of a particular row/column, load data from a text file, store matrix data to a text file, finding out variables and their features in the current Course Objectives.
6. Perform basic operations on matrices (like addition, subtraction, multiplication) and display specific rows or columns of the matrix.
7. Perform other matrix operations like converting matrix data to absolute values, taking the negative of matrix values, adding/removing rows/columns from a matrix, finding the maximum or minimum values in a matrix or in a row/column, and finding the sum of some/all elements in a matrix.
8. Create various type of plots/charts like histograms, plot based on sine/cosine function based on data from a matrix. Further label different axes in a plot and data in a plot.
9. Generate different subplots from a given plot and color plot data.
10. Use conditional statements and different type of loops based on simple example's.
11. Perform vectorized implementation of simple matrix operation like finding the transpose of a matrix, adding, subtracting or multiplying two matrices.
12. Implement Linear Regression problem. For example, based on a dataset comprising of existing set of prices and area/size of the houses, predict the estimated price of a given house.
13. Based on multiple features/variables perform Linear Regression. For example, based on a number of additional features like number of bedrooms, servant room, number of balconies, number of houses of years a house has been built – predict the price of a house.
14. Implement a classification/ logistic regression problem. For example based on different features of students data, classify, whether a student is suitable for a particular activity. Based on the available dataset, a student can also implement another classification problem like checking whether an email is spam or not.
15. Use some function for regularization of dataset based on problem 14.
16. Use some function for neural networks, like Stochastic Gradient Descent or back propagation - algorithm to predict the value of a variable based on the dataset of problem

Suggested Readings

1. Santanu Chattopadhyaya. (2011). Systems Programming. New Delhi: PHI.
2. Alfred, V. Aho., Monica, S. Lam., Ravi Sethi., & Jeffrey, D. Ullman. (2006). Compilers: Principles, Techniques, and Tools (2nd ed.). New Delhi: Prentice Hall.
3. Dhamdhere, D. M. (2011). Systems Programming. New Delhi: Tata McGraw Hill.

4. Leland Beck., & Manjula, D. (2008). System Software: An Introduction to System Programming (3rd ed.). New Delhi: Pearson Education.

Grune, D., Van Reeuwijk, K., Bal, H. E., Jacobs, C. J. H., & Langendoen, K.(2012). Modern Compiler Design (2nd ed.). Springer

20CTU514B Computer Graphics and Multimedia Lab**Semester – V
3H – 1C****Instruction Hours / week: L: T: 0 P: 3 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To introduce the use of the components of a graphics system and become familiar with building approach of graphics system components and algorithms related with them.
- To learn the basic principles of 3- dimensional computer graphics.
- To understand how to scan convert the basic geometrical primitives, how to transform the shapes to fit them as per the picture definition.
- To understand the mapping from a world coordinates to device coordinates, clipping, and projections.
- To be able to discuss the application of computer graphics concepts in the development of computer games, information visualization, and business applications.
- To comprehend and analyze the fundamentals of animation, virtual reality, underlying technologies, principles, and applications.

Course Outcomes (COs)

Upon successful completion the student will be able to:

1. list the basic concepts used in computer graphics.
2. implement various algorithms to scan, convert the basic geometrical primitives, transformations, Area filling, clipping, describe the importance of viewing and projections.
3. Understand various file formats for audio, video and text media. design an application with the principles of virtual reality
4. Define multimedia to potential clients and able to design interactive multimedia software.
5. Identify and describe the function of the general skill sets in the multimedia industry.
6. Develop various Multimedia Systems applicable in real time.

List of Programs

1. Implement the Exercises From 1 To 4 using C / OPENGL / JAVA
2. Implementation of Algorithms for drawing 2D Primitives –
 - a. Line (DDA, Bresenham) – all slopes
 - b. Circle (Midpoint)
3. 2D Geometric transformations –
 - a. Translation
 - b. Rotation
 - c. Scaling
 - d. Reflection
 - e. Shear
 - f. Window-Viewport
4. Composite 2D Transformations
5. Liang - Barsky Line Clipping

6. Implement the exercises from 5 to 7 using OpenGL
7. 3D Transformations - Translation, Rotation, Scaling
8. 3D Projections – Parallel, Perspective
9. Creating 3D Scenes
10. Compression Algorithms - To implement text and image compression algorithms.
11. Image Editing and Manipulation - Basic Operations on image using any image editing software, Creating gif animated images, Image optimization
12. 2D Animation – To create Interactive animation using any authoring tool

Suggested Readings

1. Ranjan Parekh (2013). Principles of Multimedia (2nd ed.). TataMcGraw Hill.
2. Nick Vandome (2011). Photoshop Elements 9. TataMcGraw Hill.
3. Brian Underdahl (2002). Macromedia Flash MX – A Beginners Guide. Dreamtech Press.
4. Tay Vaughan (2002). Fundamentals of Multimedia (5th ed.). TataMcGraw Hill.
5. Bill Sanders (2001). Flash 5 Actionscript (1st ed.). New Delhi DreamTech Press.

Websites

1. en.wikipedia.org/wiki/Multimedia
2. www.arena-multimedia.com/
3. www.nextwavemultimedia.com/

20CTU601**Artificial Intelligence****Semester – IV
4H – 4C**

Instruction Hours / week: L: T: 0 P: **Marks:** Internal : 40 External : 60 **Total: 100**
End Semester Exam : 3 Hours

Course Objectives (CO)

- To understand the various characteristics of Intelligent agents
- To learn about the different search strategies in AI
- To learn to represent knowledge in solving AI problems
- To understand the different ways of designing software agents
- To know about the various applications of AI.
- Understand the various searching techniques, constraint satisfaction problem and example problems- game playing techniques.

Course Outcomes (COs)

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

1. Identify problems that are amenable to solution by AI methods.
2. Identify appropriate AI methods to solve a given problem.
3. Formalize a given problem in the language/framework of different AI methods.
4. Implement basic AI algorithms.
5. Design and carry out an empirical evaluation of different algorithms on a problem formalization, and state the conclusions that the evaluation supports.
6. Ability to apply knowledge representation, reasoning, and machine learning techniques to real-world problems

Unit I - Introduction to AI And Production Systems

Introduction to AI-Problem formulation, Problem Definition -Production systems, Control strategies, Search strategies. Problem solving methods – Problem graphs, Matching. Heuristic functions - Hill Climbing-Depth first and Breath first search, A* Algorithm, Simulated Annealing, Constraints satisfaction.

Unit II - Representation of Knowledge

Game playing –Predicate logic – Representing Instance and Isa Relationship, Introduction to predicate calculus, Resolution, Knowledge representation -Production based system, Frame based system

Unit III - Knowledge Inference & Planning.

Inference – Backward chaining, Forward chaining, Rule value approach, Fuzzy reasoning – Certainty factors -Basic plan generation systems – Strips -Advanced plan generation systems – K strips.

Unit IV- Machine Learning and Expert Systems

Learning- Machine learning, Adaptive Learning. Expert systems – Architecture of expert systems, Roles of expert systems – Knowledge Acquisition – Meta knowledge. Typical expert systems–MYCIN, DART, XOON, Expert systems shells

Unit V – PROLOG

Programming in Logic (PROLOG): Introduction, Prolog variables, Syntax, Using rules, Input and Output predicates, Procedural and declarative meanings, Arithmetic operation, unification, lists, control structures, use of fail, CUT, Not.

Suggested Readings

1. Kevin Knight and Elaine Rich, Nair B., “Artificial Intelligence (SIE)”, Mc Graw Hill- 2017.
2. Dan W. Patterson, “Introduction to AI and ES”, Pearson Education, 2007.
3. Ivan Brako, PROLOG: Programming for Artificial Intelligence, 3rd edition Pearson, 2011
4. Peter Jackson, “Introduction to Expert Systems”, 3rd Edition, Pearson Education, 2007.
5. Stuart Russel and Peter Norvig “AI – A Modern Approach”, 2nd Edition, Pearson Education 2007.
6. Deepak Khemani “Artificial Intelligence”, Tata Mc Graw Hill Education 2013.

Websites

1. <https://nptel.ac.in/courses/106/105/106105077/>
2. https://www.tutorialspoint.com/artificial_intelligence/index.htm

20CTU602A**Cloud Computing****Semester – VI
4H – 4C****Instruction Hours / week: L: T: 0 P: Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To learn how to use Cloud Services.
- To implement Virtualization
- To implement Task Scheduling algorithms.
- To apply Map-Reduce concept to applications.
- To build Private Cloud.
- To know the impact of engineering on legal and societal issues involved

Course Outcomes (COs)

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

1. Analyze the Cloud computing setup with its vulnerabilities and applications using different architectures.
2. Design different workflows according to requirements and apply map reduce programming model.
3. Apply and design suitable Virtualization concept, Cloud Resource Management and design scheduling algorithms.
4. CO4: Create combinatorial auctions for cloud resources and design scheduling algorithms for computing clouds
5. Assess cloud Storage systems and Cloud security, the risks involved, its impact and develop cloud application
6. Broadly educate to know the impact of engineering on legal and societal issues involved in addressing the security issues of cloud computing.

Unit I - Overview of Computing Paradigm

Recent trends in Computing: Grid Computing, Cluster Computing, Distributed Computing, Utility Computing, Cloud Computing. **Introduction to Cloud Computing:** Introduction to Cloud Computing, History of Cloud Computing, Cloud service providers, Benefits and limitations of Cloud Computing.

Unit II - Cloud Computing Architecture

Comparison with traditional computing architecture (client/server), Services provided at various levels, Service Models- Infrastructure as a Service (IaaS), Platform as a Service(PaaS), Software as a Service(SaaS), How Cloud Computing Works, Deployment Models- Public cloud, Private cloud, Hybrid cloud, Community cloud, Case study of NIST architecture.

Unit III - Cloud Security

Infrastructure Security- Network level security, Host level security, Application level security, Data security and Storage- Data privacy and security Issues, Jurisdictional issues raised by Data location, Authentication in cloud computing.

Unit IV - Service Management in Cloud Computing

Service Level Agreements, customer SLAs, Enterprise SLAs, and Organization SLAs, Billing & Accounting, Resource management billing, Resource hierarchy in cloud billing, Comparing Scaling Hardware: Traditional vs. Cloud, Economics of scaling, **Deployment, security and scalability.**

Unit V - Case Studies

Case study of Service model using Google App Engine, Case study of Service model using Microsoft Azure, worker role, web role, virtual machine role, Case study of Service model using Amazon EC2, Case study of Service model using Eucalyptus.

Suggested Readings

1. Barrie Sosinsky. (2019). Cloud Computing Bible. New Delhi: Wiley-India,
2. Thomas Erl,Zaigham Mahmood(2019).Cloud computing concepts,Technology and Architecture,Prentice Hall
3. Rajkumar Buyya., James Broberg., &Andrzej, M. Goscinski Wile.Cloud Computing: Principles and Paradigms.
4. Nikos Antonopoulos., &Lee Gillam.(2018). Cloud Computing: Principles, Systems and Applications. Springer.
5. Ronald, L. Krutz., &Russell Dean Vines. (2016). Cloud Security: A Comprehensive Guide to Secure Cloud Computing.New Delhi: Wiley-India.
6. Gautam Shroff. (2019).Enterprise Cloud Computing Technology Architecture Applications. Adobe Reader ebooks available from eBooks.com.
7. Toby Velte., Anthony Velte., & Robert Elsenpeter.(2018).Cloud Computing, A Practical Approach. McGraw Hills.
8. Dimitris, N. Chorafas.(2017).Cloud Computing Strategies. CRC Press.

Websites

1. wikipedia.org/wiki/Cloud_computing
2. www.ibm.com/cloud-computing/in/en/
3. www.oracle.com/CloudComputing
4. www.microsoft.com/en-us/cloud/default.aspx
5. <https://nptel.ac.in/courses/106105167/>
6. <http://172.16.25.76/course/view.php?id=1785>

Semester – V**20CTU602B****Principles of Compiler Design****4H – 4C**

Instruction Hours / week: L: T: 0 P: Marks: Internal : 40 External : 60 Total: 100
End Semester Exam : 3 Hours

Course Objectives (CO)

- To learn the various phases of compiler.
- To learn the various parsing techniques.
- To understand syntax-directed translation and intermediate code generation
- To learn to implement run-time storage administration.
- To learn to implement code optimization and code generator.
- To explore the principles, algorithms, and data structures involved in the design and construction of compilers.

Course Outcomes (COs)

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

1. Understand the different phases of compiler.
2. Apply different parsing algorithms to develop the parsers for a given grammar.
3. Understand syntax-directed translation and run-time environment.
4. Develop the run- time storage administration.
5. Understand to implement code optimization techniques and a simple code generator.
6. Apply for various optimization techniques for dataflow analysis

Unit I - Introduction to Compilers

Compilers and Translator – Need of Translator – The structure of a Compiler – Lexical analysis – Syntax analysis – Intermediate code generation – optimization – code generation – Compiler – writing tools. Finite automata and lexical Analysis: The role of the lexical analysis – A simple approach to the design of lexical analysers- Regular expressions to finite automata – Minimizing the number of states of a DFA.

Unit II - The Syntactic specification of programming languages

context free grammars – derivations and parse trees – capabilities of context free grammars. Basic parsing techniques: Parsers – shift – reduce parsing – operator – precedence parsing – top down parsing – predictive parsers.

Unit III - Syntax – Directed Translation

Syntax – directed translation schemes – implementation of syntax – directed translators – intermediate code – postfix notation – parse trees and syntax trees – 3 address code – quadruples and triples – translation of assignment statements – Boolean expressions – statements that alter the flow of control. Symbol tables: the contents of a symbol table – data structures for symbol table – representing scope information.

Unit IV - Run Time Storage Administration

Implementation of a simple stack allocation scheme – implementation of block-structured languages – storage allocation in block structured languages. Error deduction and recovery: errors – lexical phase errors – syntactic phase errors – semantic errors.

Unit V - Introduction of Code Optimization

The principle sources of optimization – loop optimization – the DAG representation of basic blocks – value numbers and algebraic laws – Global data flow analysis. Code generation: Object programs – problems in code generation – a machine model – a simple code generator – register allocation and assignment – code generation from DAG's – peephole optimization.

Suggested Readings

- Nandini Prasad K.S., Principles of Compiler Design, 3rd edition, Cengage Publications, 2017.
- H. S. Mohan, Compiler Design, Alpha Science International Limited, 2014.
- V. Raghavan, Principles of Compiler Design, Tata McGraw Hill Education Publishers, 2010.
- Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, Compilers: Principles, Techniques and Tools, Second Edition, Pearson Education, 2009.
- Keith D Cooper and Linda Torczon, Engineering a Compiler, Morgan Kaufmann Publishers Elsevier Science, 2004.
- Steven S. Muchnick, Advanced Compiler Design and Implementation, Morgan Kaufmann Publishers – Elsevier Science, India, Indian Reprint 2003.
- Randy Allen, Ken Kennedy, Optimizing Compilers for Modern Architectures: A Dependence based Approach, Morgan Kaufmann Publishers, 2002.

Websites:

- https://swayam.gov.in/nd1_noc20_cs13/preview
- <https://nptel.ac.in/courses/106105190/>
- <http://172.16.25.76/course/view.php?id=1847>
- http://www.vssut.ac.in/lecture_notes/lecture1422914957.pdf <https://www.iith.ac.in/~ramakrishna/Compilers-Aug14/>

20CTU603A**Big Data Analytics****Semester – VI
3H – 3C****Instruction Hours / week: L: T: 0 P: Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To provide an overview of an exciting growing field of big data analytics.
- To impart to students the skills required to design scalable systems that can accept, store, and analyze large volumes of unstructured data.
- The objective of this course is to ascertain that the students know the fundamental techniques and tools used to design and analyze large volumes of data.
- To teach the fundamental techniques and principles in achieving big data analytics with scalability and streaming capability.
- To enable students to have skills that will help them to solve complex real-world problems in for decision support.
- To understand, and practice big data analytics and machine learning approaches

Course Outcomes (COs)

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

1. Explain the motivation for big data systems and identify the main sources of Big Data in the real world.
2. Demonstrate an ability to use frameworks like Hadoop, NOSQL to efficiently store retrieve and process Big Data for Analytics.
3. Implement several Data Intensive tasks using the Map Reduce Paradigm
4. Understand the key issues in big data management and its associated applications in intelligent business and scientific computing.
5. Interpret business models and scientific computing paradigms, and apply software tools for big data analytics.
6. Achieve adequate perspectives of big data analytics in various applications like recommender systems, social media applications etc.

Unit I Introduction to Big Data

Evolution of Big data – Best Practices for Big data Analytics – Big data characteristics – Validating – The Promotion of the Value of Big Data – Big Data Use Cases- Characteristics of Big Data Applications – Perception and Quantification of Value -Understanding Big Data Storage – A General Overview of High-Performance Architecture – HDFS – MapReduce and YARN – Map Reduce Programming Model

Unit II Clustering and Classification

Advanced Analytical Theory and Methods: Overview of Clustering – K-means – Use Cases – Overview of the Method – Determining the Number of Clusters – Diagnostics – Reasons to Choose and Cautions .- Classification: Decision Trees – Overview of a Decision Tree – The General Algorithm – Decision Tree Algorithms – Evaluating a Decision Tree – Decision Trees in R – Naïve Bayes – Bayes' Theorem – Naïve Bayes Classifier.

Unit III Association and Recommendation System

Advanced Analytical Theory and Methods: Association Rules – Overview – Apriori Algorithm – Evaluation of Candidate Rules – Applications of Association Rules – Finding Association & finding similarity – Recommendation System: Collaborative Recommendation- Content Based Recommendation – Knowledge Based Recommendation- Hybrid Recommendation Approaches.

UNIT IV Stream Memory

Introduction to Streams Concepts – Stream Data Model and Architecture – Stream Computing, Sampling Data in a Stream – Filtering Streams – Counting Distinct Elements in a Stream – Estimating moments – Counting oneness in a Window – Decaying Window – Real time Analytics Platform (RTAP) applications – Case Studies – Real Time Sentiment Analysis, Stock Market Predictions. Using Graph Analytics for Big Data: Graph Analytics

UNIT V NoSQL Data Management for Big Data and Visualization

NoSQL Databases : Schema-less Models: Increasing Flexibility for Data Manipulation-Key Value Stores- Document Stores – Tabular Stores – Object Data Stores – Graph Databases Hive – Sharding – Hbase – Analyzing big data with twitter – Big data for E-Commerce Big data for blogs – Review of Basic Data Analytic Methods using R.

Suggested Readings

1. EMC Education Services, “Data Science and Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data”, Wiley publishers, 2015.
2. Bart Baesens, “Analytics in a Big Data World: The Essential Guide to Data Science and its Applications”, Wiley Publishers, 2015.
3. Dietmar Jannach and Markus Zanker, “Recommender Systems: An Introduction”, Cambridge University Press, 2010.
4. Kim H. Pries and Robert Dunnigan, “Big Data Analytics: A Practical Guide for Managers ” CRC Press, 2015.
5. David Loshin, “Big Data Analytics: From Strategic Planning to Enterprise Integration with Tools, Techniques, NoSQL, and Graph”, Morgan Kaufmann/Elsevier Publishers, 2013.
6. Jimmy Lin and Chris Dyer, “Data-Intensive Text Processing with MapReduce”, Synthesis Lectures on Human Language Technologies, Vol. 3, No. 1, Pages 1-177, Morgan Claypool publishers, 2010.

Websites:

1. <https://nptel.ac.in/courses/106104189/>
2. <https://www.guru99.com/bigdata-tutorials.html>

Semester – VI**20CTU603B****E-Commerce Technologies****3H – 3C**

Instruction Hours / week: L: T: 0 P: Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

Course Objectives (CO)

- To design components, systems and/or processes to meet required specifications for a web presence.
- To learn the development of electronic business from its origins in electronic data interchange to its current growing importance.
- To secure & work as an effective member or leader of diverse teams within a multi-level, multi-disciplinary and multi-cultural setting for the Group Website Research Project.
- Be aware of global perspectives of M-Commerce (needs, rules/regulations, and Specifications)
- Demonstrate effective and integrative team-work through mobile technology.
- Assess e-commerce strategies and applications, including online marketing, e-government, e-learning and global e-commerce

Course Outcomes (COs)

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

1. Discuss electronic commerce and the stakeholders and their capabilities and limitations in the strategic convergence of technology and business.
2. Gain the global nature and issues of electronic commerce as well as understand the rapid technological changes taking place and electronic payment options.
3. Identify advantages and disadvantages of E-security technology.
4. Demonstrate awareness of ethical, social and legal aspects of M-commerce
5. Analyze features of existing M-commerce businesses, and propose future directions or innovations for specific businesses
6. Identify and discuss management issues underlying e-Commerce issues including organizational structure, strategic planning, goal setting, corporate social responsibility, international arena, changing market intermediaries, resource allocation and customer service

Unit I: An Introduction to Electronic commerce

What is E-Commerce (Introduction and Definition), Main activities E-Commerce, Goals of E-Commerce, Technical Components of E-Commerce, Functions of E-Commerce, Advantages and disadvantages of E-Commerce, Scope of E-Commerce, Electronic Commerce Applications, Electronic Commerce and Electronic Business (C2C) (C2G, G2G, B2G, B2P, B2A, P2P, B2A, C2A, B2B, B2C).

Unit II: Electronic data

Electronic data exchange introduction, concepts of EDI and Limitation, Application of EDI, Disadvantages of EDI, EDI model, Electronic Payment System: Introduction, Types of Electronic Payment system, Payment types, Value exchange system, credit card system electronic fund transfer, Paperless bill, modern payment cash, Electronic cash, Banner, Shopping Bots.

Unit III: E-security

Security issues, security threats, encryption –public key encryption, private key encryption security procedure- access control, and firewall and its types, password, Digital signature, digital certificate. Domain Names and Internet - Organization (.edu, .com, .mil, .gov, .net etc), building own website, cost, time, reach, registering a domain name, web promotion.

Unit IV: Mobile Commerce

Introduction-Infrastructure of M-Commerce-Types of mobile commerce service-Wireless Application Protocol (WAP), Generations of Mobile Wireless Technology, Components of Mobile Commerce, Networking Standards for Mobiles. -Benefits and limitations of Mobile Commerce, Non-internet applications in M-Commerce-Wireless/Wired commerce comparisons.

Unit V: Mobile Commerce Theory and Applications

The Ecology of Mobile Commerce-Mobile business services-Mobile Portal-Factors influencing the Adoption of Mobile Gaming Services-Mobile data technologies and small business adoption and diffusion –Location based services: Criteria for adoption and solution deployment– The role of mobile advertising in building a brand M-commerce business models.

Suggested Readings

1. David Whiteley, “E - Commerce: Strategy, Technologies and Applications”, McGraw Hill Education (July 2017).
2. Bharat Bhasker , “ Electronic Commerce: Framework, Technologies and Applications”, McGraw Hill Education; Fourth edition (July 2017).
3. Gaurav Gupta and Sarika Gupta ,” E-Commerce”, Khanna Book Publishing Company; Second edition (2015).
4. M. Suman & N. Divakara Reddy, “Advanced E-commerce and mobile commerce”, Himalaya Publishing House (September 2015).
5. Paul May, “Mobile Commerce”, Cambridge University Press (2017)

Websites

1. <http://www.economicdiscussion.net/business/e-commerce/31868>
2. <https://feinternational.com/blog/what-is-e-commerce-an-introduction-to-the-industry/>
3. <https://searchcio.techtarget.com/definition/e-commerce>
4. <https://www.toppr.com/guides/business-environment/emerging-trends-in-business/electronic-commerce/>
5. <https://searchmobilecomputing.techtarget.com/definition/m-commerce>

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7. <https://bbamantra.com/m-commerce/>
8. <https://nptel.ac.in/content/storage2/courses/106108103/pdf/PPTs/mod13.pdf>
9. <http://172.16.25.76/course/view.php?id=1846>

20CTU611**Artificial Intelligence Lab****Semester – VI
4H – 2C****Instruction Hours / week: L: 4 T: 0 P: 2 Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To understand the various characteristics of Intelligent agents
- To learn about the different search strategies in AI
- To learn to represent knowledge in solving AI problems
- To understand the different ways of designing software agents
- To know about the various applications of AI.
- Understand the various searching techniques, constraint satisfaction problem and example problems- game playing techniques.

Course Outcomes (COs)

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

1. Identify problems that are amenable to solution by AI methods.
2. Identify appropriate AI methods to solve a given problem.
3. Formalize a given problem in the language/framework of different AI methods.
4. Implement basic AI algorithms.
5. Design and carry out an empirical evaluation of different algorithms on a problem formalization, and state the conclusions that the evaluation supports.
6. Ability to apply knowledge representation, reasoning, and machine learning techniques to real-world problems

List of Programs

1. Write the following programs using PROLOG
2. Program to read address of a person using compound variable.
3. Program of fun to show concept of cut operator.
4. Program to count number of elements in a list.
5. Program to find member of a set.
6. Program to concatenate two sets.
7. Program to find permutation of a set.
8. Program to demonstrate family relationship.
9. Write a program to solve Nqueens problem
10. Solve any problem using depth first search.
11. Solve any problem using best first search.
12. Solve traveling salesman problem.

Suggested Readings

1. Kevin Night and Elaine Rich, Nair B., “Artificial Intelligence (SIE)”, Mc Graw Hill- 2017.
2. Dan W. Patterson, “Introduction to AI and ES”, Pearson Education, 2007.
3. Ivan Brako, PROLOG: Programming for Artificial Intelligence, 3rd edition Pearson, 2011
4. Peter Jackson, “Introduction to Expert Systems”, 3rd Edition, Pearson Education, 2007.

5. Stuart Russel and Peter Norvig “AI – A Modern Approach”, 2nd Edition, Pearson Education 2007.
6. Deepak Khemani “Artificial Intelligence”, Tata Mc Graw Hill Education 2013.

Websites

<https://nptel.ac.in/courses/106/105/106105077/>

20CTU612 A**Cloud Computing -Lab****Semester – VI
4H – 2C**

Instruction Hours / week:L: T: 0 P: Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

Course Objectives (CO)

- To learn how to use Cloud Services.
- To implement Virtualization
- To implement Task Scheduling algorithms.
- To apply Map-Reduce concept to applications.
- To build Private Cloud.
- To know the impact of engineering on legal and societal issues involved

Course Outcomes (COs)

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

1. Analyze the Cloud computing setup with its vulnerabilities and applications using different architectures.
2. Design different workflows according to requirements and apply map reduce programming model.
3. Apply and design suitable Virtualization concept, Cloud Resource Management and design scheduling algorithms.
4. CO4: Create combinatorial auctions for cloud resources and design scheduling algorithms for computing clouds
5. Assess cloud Storage systems and Cloud security, the risks involved, its impact and develop cloud application
6. Broadly educate to know the impact of engineering on legal and societal issues involved in addressing the security issues of cloud computing.

List of Programs

1. Create virtual machines that access different programs on same platform.
2. Create virtual machines that access different programs on different platforms.
3. Working on tools used in cloud computing online-
 - a) Storage
 - b) Sharing of data
 - c) Manage your calendar, to-do lists,
 - d) A document editing tool
4. Exploring Google cloud
5. Exploring Microsoft cloud
6. Exploring Amazon cloud

Suggested Readings

1. Barrie Sosinsky. (2019). Cloud Computing Bible. New Delhi: Wiley-India,
2. Thomas Erl,Zaigham Mahmood(2019).Cloud computing concepts,Technology and Architecture,Prentice Hall
3. Rajkumar Buyya., James Broberg., &Andrzej, M. Goscinski Wile.Cloud Computing: Principles and Paradigms.
4. Nikos Antonopoulos., &Lee Gillam.(2018). Cloud Computing: Principles, Systems and Applications. Springer.
5. Ronald, L. Krutz., &Russell Dean Vines. (2016). Cloud Security: A Comprehensive Guide to Secure Cloud Computing. New Delhi: Wiley-India.

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1. [wikipedia.org/wiki/Cloud_computing](https://www.wikipedia.org/wiki/Cloud_computing)
2. www.ibm.com/cloud-computing/in/en/
3. www.oracle.com/CloudComputing
4. www.microsoft.com/en-us/cloud/default.aspx
5. <https://nptel.ac.in/courses/106105167/>
6. <http://172.16.25.76/course/view.php?id=1785>

20CTU612B**Principles of Compiler Design Lab****Semester – VI
4H – 2C**

Instruction Hours / week: L: T: 0 P: Marks: Internal: **40** External: **60** Total: **100**
End Semester Exam: 3 Hours

Course Objectives (CO)

- To learn the various phases of compiler.
- To learn the various parsing techniques.
- To understand syntax-directed translation and intermediate code generation
- To learn to implement run-time storage administration.
- To learn to implement code optimization and code generator.
- To explore the principles, algorithms, and data structures involved in the design and construction of compilers.

Course Outcomes (COs)

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

1. Understand the different phases of compiler.
2. Apply different parsing algorithms to develop the parsers for a given grammar.
3. Understand syntax-directed translation and run-time environment.
4. Develop the run- time storage administration.
5. Understand to implement code optimization techniques and a simple code generator.
6. Apply for various optimization techniques for dataflow analysis

List of Programs

1. Implementation of Symbol Table
2. Implementation of Lexical Analyzer using Lex Tool
 - a) The program replaces the substring abc by ABC from the given input string:
 - b) Well formedness of brackets
 - c) Finding vowels and consonant in a string
 - d) Finding the capital
 - e) It is used to display the Keywords and identifiers in the given program.
3. Construction of Operator Precedence Parse Table
4. Generate YACC specification for a few syntactic categories.
 - a) Implementation of Calculator Using Yacc.
5. Generation of code for a given intermediate code.
6. Implementation of code optimization techniques

Suggested Readings

1. V. Raghavan, Principles of Compiler Design, Tata McGraw Hill Education Publishers, 2010.
2. Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, Compilers: Principles, Techniques and Tools, Second Edition, Pearson Education, 2009.
3. Keith D Cooper and Linda Torczon, Engineering a Compiler, Morgan Kaufmann Publishers Elsevier Science, 2004.
4. Steven S. Muchnick, Advanced Compiler Design and Implementation, Morgan Kaufmann Publishers – Elsevier Science, India, Indian Reprint 2003.
5. Randy Allen, Ken Kennedy, Optimizing Compilers for Modern Architectures: A Dependence based Approach, Morgan Kaufmann Publishers, 2002.

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- https://studentsfocus.com/notes/anna_university/IT/6SEM/IT6612%20-%20CD%20Lab/CS6612%20-%20CD%20LAB%20%20MANUAL.pdf
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- <http://172.16.25.76/course/view.php?id=1847>
- http://www.vssut.ac.in/lecture_notes/lecture1422914957.pdf<https://www.iith.ac.in/~rama.krishna/Compilers-Aug14/>

20CTU613A**Big Data Analytics Lab****Semester – VI
3H – 1C****Instruction Hours / week: L: T: 0 P: Marks: Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours****Course Objectives (CO)**

- To provide an overview of an exciting growing field of big data analytics.
- To impart to students the skills required to design scalable systems that can accept, store, and analyze large volumes of unstructured data.
- The objective of this course is to ascertain that the students know the fundamental techniques and tools used to design and analyze large volumes of data.
- To teach the fundamental techniques and principles in achieving big data analytics with scalability and streaming capability.
- To enable students to have skills that will help them to solve complex real-world problems in for decision support.
- To understand, and practice big data analytics and machine learning approaches

Course Outcomes (COs)

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

1. Explain the motivation for big data systems and identify the main sources of Big Data in the real world.
2. Demonstrate an ability to use frameworks like Hadoop, NOSQL to efficiently store retrieve and process Big Data for Analytics.
3. Implement several Data Intensive tasks using the Map Reduce Paradigm
4. Understand the key issues in big data management and its associated applications in intelligent business and scientific computing.
5. Interpret business models and scientific computing paradigms, and apply software tools for big data analytics.
6. Achieve adequate perspectives of big data analytics in various applications like recommender systems, social media applications etc.

List of Programs

1. Implement a quicksort using scala.
2. Implement an auction service using scala.
3. Write a scala function to perform any 10 arithmetic operations.
4. Write a program to find the factorial of a given number using recursion.
5. Write a program for string manipulations.
6. Write a program for alphabetic order arrangement of a set of names.
7. Write a program for student records using scala list.
8. Implement any 5 map methods for maintaining customer details.
9. Implement employee records using Files
10. Write a program to copy the files using command line arguments.

Suggested Readings

1. EMC Education Services, “Data Science and Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data”, Wiley publishers, 2015.
2. Bart Baesens, “Analytics in a Big Data World: The Essential Guide to Data Science and its Applications”, Wiley Publishers, 2015.
3. Dietmar Jannach and Markus Zanker, “Recommender Systems: An Introduction”, Cambridge University Press, 2010.
4. Kim H. Pries and Robert Dunnigan, “Big Data Analytics: A Practical Guide for Managers ” CRC Press, 2015.

Websites

1. <https://www.programmableweb.com/category/big-data/source-code>
2. <https://www.educba.com/big-data-analytics-examples/>

20CTU613B	E-Commerce Technologies - Lab	Semester – VI
		3H – 1C

Instruction Hours / week: L: T: 0 P: **Marks:** Internal: 40 External: 60 Total: 100
End Semester Exam: 3 Hours

Course Objectives (CO)

- To design components, systems and/or processes to meet required specifications for a web presence.
- To learn the development of electronic business from its origins in electronic data interchange to its current growing importance.
- To secure & work as an effective member or leader of diverse teams within a multi-level, multi-disciplinary and multi-cultural setting for the Group Website Research Project.
- Be aware of global perspectives of M-Commerce(needs, rules/regulations, and Specifications)
- Demonstrate effective and integrative team-work through mobile technology.
- Assess e-commerce strategies and applications, including online marketing, e-government, e-learning and global e-commerce

Course Outcomes (COs)

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

1. Discuss electronic commerce and the stakeholders and their capabilities and limitations in the strategic convergence of technology and business.
2. Gain the global nature and issues of electronic commerce as well as understand the rapid technological changes taking place and electronic payment options.
3. Identify advantages and disadvantages of E-security technology.
4. Demonstrate awareness of ethical, social and legal aspects of M-commerce
5. Analyze features of existing M-commerce businesses, and propose future directions or innovations for specific businesses
6. Identify and discuss management issues underlying e-Commerce issues including organizational structure, strategic planning, goal setting, corporate social responsibility, international arena, changing market intermediaries, resource allocation and customer service

List of Programs

1. Write a HTML program to implement the use of Image map.
2. Write a CSS to implement selectors in HTML
3. Write a CSS to implement pseudo – classes with in-line styles
4. Write a JavaScript program to validate a web form
5. Write a JavaScript program to allow visitors to see history of visiting your page
6. Write a JavaScript program to change random color each 5 seconds

7. Write a JavaScript program to create multiplication table.
8. Write a JavaScript program to create a website for an Organization.
9. Write a program to create a logo for a company using JavaScript and CSS.
10. Write VBScript program to print Fibonacci series using Do...while loop and For loop.
11. Write VBScript program to generate date and time in different format.
12. Write VBScript program to print student mark list.
13. Develop an ASP code to retrieve information from forms.
14. Develop an ASP code to reading and writing cookies information.
15. Develop an ASP code using response object methods.

Suggested Readings:

1. Bharat Bhasker , “ Electronic Commerce: Framework, Technologies and Applications”, McGraw Hill Education; Fourth edition (July 2017).
2. Gaurav Gupta and Sarika Gupta ,” E-Commerce”, Khanna Book Publishing Company; Second edition (2015).
3. M. Suman & N. Divakara Reddy, “Advanced E-commerce and mobile commerce”, Himalaya Publishing House (September 2015).

Websites

1. <https://thinkmobiles.com/blog/mcommerce-benefits/>
2. <http://172.16.25.76/course/view.php?id=1987>
3. <https://www.practicalecommerce.com/Mobile-Commerce-Four-Good-Examples>
4. <https://www.bigcommerce.com/blog/mobile-commerce/>
5. <http://www.dynamicwebs.com.au/tutorials/e-commerce.htm>
6. <https://bizibl.com/commerce/download/mobile-commerce-guide-making-business-case-mobile-commerce-creating-effective>