M.Sc. COMPUTER SCIENCE
CHOICE BASED CREDIT SYSTEM (CBCS)

Curriculum and Syllabus
Regular (2020 – 2021)

Enable | Enlighten | Enrich

KARPAGAM
ACADEMY OF HIGHER EDUCATION
(Deemed to be University)
(Established Under Section 3 of UGC Act, 1956)

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)
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PROGRAM OUTCOMES: Post Graduate student of Computer Science programme will be able to

a. Apply basic concepts of Computer Science to effectively involve in the research.
b. Design software to meet required needs with realistic constraints such as economical, environmental, social, ethical and sustainable in the field of Computer Science.
c. Design and conduct experiments as well as to analyze, interpret data on experiments relevant to Computer Science practice.
d. implement software designs to provide working solutions, including use of appropriate programming languages, web-based systems and tools, design methodologies, and database systems
e. To attain in depth knowledge and understanding the principles of programming for applying in broad range of languages and open source platforms.
f. use IT skills and display mature computer literacy
g. Demonstrate understanding of the societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to computer science practice.
h. Communicate effectively on complex research issues with research community and society, such as, being able to comprehend, write effective reports, design documentation and make effective presentations with clear instructions.
i. Demonstrate knowledge and understanding of the computer science and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
j. Recognize the need for ability to engage in independent and life-long learning.

PROGRAM SPECIFIC OUTCOMES (PSOs)

k. Exhibit an outstanding association and active contribution in their professional including entrepreneurship using the information in Computer Science.
l. Contribute effectively as a team member/leader using common tools and adopt latest technologies in education and solve real world problems.
m. Pursue life-long learning and research in specific fields of Computer Science and develop novel and research oriented methodologies in an effectivemanner.

PROGRAM EDUCATIONAL OBJECTIVES (PEOs)

PEO I: 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.

PEO II: Apply standard software Engineering practices and strategies in software project development using open-source programming environment to deliver a quality for business success.

PEO III: Be acquainted with the contemporary issues, latest trends in technological development and thereby innovate new ideas and solutions to existing problems.

MAPPING of PEOs and POs

POs	a	b	c	d	e	f	g	h	i	j	k	l	m
PEO1	X		X	X	X	X			X	X		X	X
PEO2	X	X	X	X	X	X	X	X			X	X	
PEO3	X		X	X	X	X			X	X	X		X

DEPARTMENT OF COMPUTER SCIENCE
FACULTY OF ARTS, SCIENCE AND HUMANITIES
PG PROGRAM (CBCS) – M.Sc. Computer Science
(2020–2021 Batch and onwards)

Course code	Name of the course	PEOs	POs	L	T	P	Credit(s)	CIA	ESE	Total
								40	60	100
SEMESTER – I										
20CSP101	Python Programming	I	c,d	4	-	-	4	40	60	100
20CSP102	Big Data Analytics	I	a,g	4	-	-	4	40	60	100
20CSP103	Cryptography and Network Security	I	b,c	4	-	-	4	40	60	100
20CSP104	Cloud Computing	III	b,g	4	-	-	4	40	60	100
20CSP105A / 20CSP105B / 20CSP105C	Wireless and Mobile Computing / Geographical Information Systems/ Soft Computing	I III II	b g c	4	-	-	4	40	60	100
20CSP111	Python Programming - Practical	I	c,d	-	-	4	2	40	60	100
20CSP112	Hadoop - Practical	I	b,c	-	-	4	2	40	60	100
Journal Paper Analysis & Presentation		III	h	2	-	-	-	-	-	-
Semester Total				22	-	8	24	280	420	700
SEMESTER – II										
20CSP201	Internetworking with TCP/IP	I	c	4	-	-	4	40	60	100
20CSP202	Cyber Security	I	b,g	4	-	-	4	40	60	100
20CSP203	MongoDB	II	d	4	-	-	4	40	60	100
20CSP204	Internet of Things	I	b	4	-	-	4	40	60	100
20CSP205A / 20CSP205B / 20CSP205C	Artificial Intelligence / Machine Learning/ Neural Networks & Fuzzy logic	III	b,g	4	-	-	4	40	60	100
20CSP211	Router Configuration – Practical	I	c	-	-	4	2	40	60	100
20CSP212	MongoDB – Practical	II	d	-	-	4	2	40	60	100
		III	h	2	-	-	-	-	-	-

Course Code	Name									
	Journal Paper Analysis & Presentation									
	Semester Total			22	-	8	24	280	420	700
SEMESTER – III										
20CSP301	J2EE	I	c,d	4	-	-	4	40	60	100
20CSP302	Software Testing and Quality Assurance	I, II	dg	4	-	-	4	40	60	100
20CSP303	Digital Image Processing	I	c	4	-	-	4	40	60	100
20CSP304	Green Computing	I, III	d	4	-	-	4	40	60	100
20CSP305A/ 20CSP305B/ 20CSP305C	Web Engineering / Wireless Application Protocol /Software Project Management	I,II III II	b d f	4	-	-	4	40	60	100
20CSP311	J2EE - Practical	I	c,d	-	-	4	2	40	60	100
20CSP312	Software Testing and Quality Assurance - Practical	I	dg	-	-	4	2	40	60	100
	Journal Paper Analysis & Presentation	III	h	2	-	-	-	-	-	-
	Semester Total			22	-	8	24	280	420	700
SEMESTER – IV										
20CSP491	Project and Viva Voce	III	i j	-	-	-	15	80	120	200
	Semester Total			-	-	-	15	80	120	200
	Program Total			66	-	24	87	920	1380	2300

Elective courses*

Elective - 1		Elective - 2		Elective - 3	
Course code	**Name of the course (Theory)**	**Course Code**	**Name of the course (Theory)**	**Course Code**	**Name of the course (Theory)**
20CSP105A	Wireless and Mobile Computing	20CSP205A	Artificial Intelligence	20CSP305A	Web Engineering
20CSP105B	Geographical Information Systems	20CSP205B	Machine Learning	20CSP305B	Wireless Application Protocol
20CSP105C	Soft Computing	20CSP205C	Neural Networks & Fuzzy logic	20CSP305C	Software Project Management

Entrepreneur Oriented Courses -Green
Employability Oriented Courses -Blue
Skill Development Oriented Courses -Red

Semester-I
20CSP101   **PYTHON PROGRAMMING**   **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 create the basic python programming using expressions and operators
- To understand the fundamental principles of Object-Oriented Programming, as well as data and information processing techniques
- To define the python functions to facilitate code reusability
- To explain the concepts of string processing, file I/O, lists and dictionary
- To create GUI based python applications using Object oriented programming

Course Outcomes (COs)

On successful completion of the course the student should be able to:
1. Apply modules for reusability and the object-oriented principles for modeling and developing software system.
2. Explore and solve real-world software development challenges
3. Analyze the concept of string and text files using python programming.
4. Construct applications with graphical user interface.
5. Develop software solutions using multi-threading, networking concepts.

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, ISBN13:978-1337560092.
2. Paul Barry, "Head First Python 2e", O'Reilly, 2nd Revised edition, 2016, ISBN-13: 978-1491919538.
3. Michal Jaworski, TarekZiade, "Expert Python Programming", Packt Publishing, Second Revised edition, 2016, ISBN-13: 978-1785886850.
4. Sam Washington, Dr. M. O. FaruqueSarker, "Learning Python Network Programming", Packt Publishing Limited, 2015, ISBN-13:978-1784396008.
5. Rick van Hattem, "Mastering Python", Packt Publishing, Second Edition, 2016, ISBN 139781786463746.

WEB SITES
1. www.python.org/about/gettingstarted/
2. www.tutorialspoint.com/python/index.htm
3. www.realpython.com/python-beginner-tips/
4. https://nptel.ac.in/courses/106/106/106106182/
5. https://nptel.ac.in/courses/106106145/

JOURNALS
1. Kalyani Adawadkar," **Python Programming-Applications and Future** ", International Journal of Advance Engineering and Research Development, Special Issue SIEICON-2017,April -2017.
2. K. R. Srinath , "**Python – The Fastest Growing Programming Language**", International Research Journal of Engineering and Technology (IRJET) ,Volume: 04 Issue: 12 , Dec-2017

		Semester-I
20CSP102	**BIG DATA ANALYTICS**	**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 provides grounding in basic and advanced methods to big data technology and tools like MapReduce and Hadoop and its ecosystem.
- To Understand the Big Data Platform and web analytics
- To Provide an overview of Apache Hadoop and Design of HDFS
- To Understand Map Reduce features
- To Provide hands on Hbase, Pig and HiveQL queries
- To Introduce to NoSQL and Data Model
- To Expose the Graph databases Neo4J

Course Outcomes(COs)
On successful completion of the course the student should be able to:
1. Apply Hadoop ecosystem components.
2. Access and Process Data on Hbase, Pig and HiveQL queries
3. Manage Job Execution in Hadoop Environment
4. Analyze Map Reduce Types
5. Apply Data Model and Connect your data and Dashboard
6. Participate data science and big data analytics projects

Unit I – INTRODUCTION TO BIG DATA
What is big data – why big data – convergence of key trends – unstructured data – industry examples of big data – web analytics – big data and marketing – fraud and big data – risk and big data – credit risk management – big data and algorithmic trading – big data and healthcare – big data in medicine – advertising and big data – big data technologies - open source technologies – cloud and big data – mobile business intelligence – Crowd sourcing analytics – inter and trans firewall analytics

Unit II - HISTORY OF HADOOP
Understanding Hadoop Ecosystem -The Hadoop Distributed File System – Components of Hadoop- Analyzing the Data with Hadoop- Scaling Out- Hadoop Streaming- Design of HDFS- How Map Reduce Works-Anatomy of a Map Reduce Job run-Failures- - Map Reduce Types and Formats- Map Reduce Features

Unit III - HBASE
Data model and implementations – Hbase clients – Hbase examples – praxis. Cassandra – cassandra data model – cassandra examples – cassandra clients – Hadoop integration. Pig – Grunt – pig data model – Pig Latin – developing and testing Pig Latin scripts..

Unit IV - INTRODUCTION TO NOSQL
Aggregate data models – aggregates – key-value and document data models – relationships– schemaless databases – materialized views – distribution models -peer-peer replication – consistency – relaxing consistency – version stamps – partitioning and combining – composing

map-reduce calculations -Document based Database – MongoDB- Introduction- Data Model-Working with data- Replication & Sharding- Development

Unit V - GRAPH DATABASES NEO4J

Key concept and characteristics-Modelling data for neo4j- Importing data into neo4j-Visualizations neo4j-Cypher Query Language-Data visualization- Creating Visual analytics with Tableau-Connecting your data-Creating Calculation-Using maps-Dashboard-Stories

SUGGESTED READINGS

1. Tom White. (2012). Hadoop: The Definitive Guide. 2nd Edition. OReilly.
2. Tom White. (2014). The Definitive Guide to Mongodb. 4th Edition. OReilly.
3. Rik Van Bruggen. (2014). Learning Neo4j. 1st Edition. Packt Publishing Ltd. UK.
4. Daniel G.Murray. (2016). Tableau Your Data!: Fast and Easy Visual Analysis with Tableau Software. 2nd Edition. Wiley.
5. Dirk deRoos, Paul Zikopoulos, Bruce Brown, Roman B. Melnyk,RafaelCoss.(2012). Hadoop For Dummies.
6. GauravVaish. (2013). Getting Started with NoSQL. Packt Publishing Ltd. UK.
7. Pramod J. Sadalage, Martin Fowler. (2013). NoSQL Distilled: A Brief Guide to the Emerging World of Polyglot Persistence. Pearson Education.
8. Joshua N. Milligan. (2016). Learning Tableau. Packt Publishing Ltd. UK.

WEB SITES

1. https://www.tutorialspoint.com/big_data_analytics/
2. hadoop.apache.org/
3. https://www.mongodb.com/nosql-explained
4. https://neo4j.com/
5. https://nptel.ac.in/courses/106104189/

JOURNALS

1. Reihaneh H. Hariri, Erik M. Fredericks & Kate M. Bowers ,” **Uncertainty in big data analytics: survey, opportunities, and challenges**”, *Journal of Big Data* volume **6**, Article number: 44 (2019)

20CSP103   CRYPTOGRAPHY AND NETWORK SECURITY   **4H – 4C**

Instruction Hours / week: L: 4 T: 0 P: 0   Marks: Internal:**40** External:**60** Total: **100**

End Semester Exam : 3 Hours **Course**

Course Objectives

This course will provide students with a theoretical knowledge to understand the fundamental principles of access control models and techniques and,

- To understand theory of fundamental cryptography, encryption and decryption algorithms
- To know about various encryption techniques.
- To understand various Block Ciphers, DES and AES algorithms
- To understand the concept of Public key cryptography.
- To study about message authentication and hash functions
- To impart knowledge on web security, electronic mail security, firewalls

Course Outcomes (COs)

On successful completion of the course the student should be able to:

1. Classify the symmetric encryption techniques
2. Illustrate various Public key cryptographic techniques
3. Evaluate the authentication and hash algorithms.
4. Summarize the intrusion detection and its solutions to overcome the attacks.
5. Understand basic concepts of system level security
6. Build secure authentication systems by use of message authentication techniques.

Unit I - INTRODUCTION

Security Trends - The OSI Security Architecture – Security Attacks – Security Services – Security Mechanisms – A Model for Network Security. Classical Encryption Techniques – Symmetric Cipher Model – Substitution Techniques - Transposition Techniques – Rotor Machines - Steganography.

Unit II -BLOCK CIPHERS AND DATA ENCRYPTION STANDARD

Block Cipher Principles – The Data Encryption Standard - The Strength of DES –Advanced Encryption Standard (AES) – Evaluation Criteria for AES – The AES Cipher – Multiple Encryption and Triple DES – Block Cipher Modes of Operation – Stream Ciphers and RC4-modular Arithmetic and Euclidean Algorithm.

Unit III - CONFIDENTIALITY USING SYMMETRIC ENCRYPTION

Placement of Encryption Function – Traffic Confidentiality – Key Distribution – Public key Cryptography and RSA – Principles of Public Key Cryptosystems – The RSA Algorithm- Basic prime numbers and Discrete Logarithms **-**Key Management – Diffie Hellman Key Exchange.

Unit IV - MESSAGE AUTHENTICATION AND HASH FUNCTIONS

Authentication Functions – Message Authen tication Codes (MAC's) Functions – Security of Hash Functions and MAC's Digital Signatures and Authentication Protocols – Digital Signatures – Digital Signature Standard

Unit V - WEB SECURITY , ELECTRONIC MAIL SECURITY, FIREWALLS

Web Security Requirements; Secure Socket Layer (SSL) – SSL Architecture, SSL Protocol; Transport Layer Security (TLS); Secure Electronic Transaction (SET) – Features, Components, Dual Signature, Purchase Request. Electronic Mail Security: Threats to E-Mail; Requirements and Solutions – Confidentiality, Integrity; Encryption for Secure E-Mail; Secure E-Mail System – PGP (Pretty Good Privacy), S/MIME (Secure Multipurpose Internet Mail Extensions). Firewalls – Types – Packet Filtering Gateway, Stateful Inspection Firewall, Application Proxy, Guard, Personal Firewalls; Comparison of Firewall Types; Firewall Configurations.

SUGGESTED READINGS

1. William Stallings. (2014). Cryptography and Network Security Principles and Practices. 6th edition. Pearson Education. New Delhi.
2. Atul Kahate. (2019). Cryptography and Network Security. 4th edition.Tata McGraw Hill. New Delhi.
3. John F. Dooley.(2012). History of Cryptography and Cryptanalysis: Codes, Ciphers, and Their Algorithms. Springer.
4. Charlie Kaufman, Radia Perlman, & Mike Speciner. (2017). Network Security Private Communication in a Public World. 2nd edition. Prentice-Hall of India. New Delhi

WEB SITES

1. williamstallings.com/Crypto3e.html
2. u.cs.biu.ac.il/~herzbea/book.html
3. cryptofundamentals.com/algorithms
4. https://www.tutorialspoint.com/cryptography/index.htm
5. https://nptel.ac.in/courses/106105162/

JOURNALS

1. Yahia Alemami, Mohamad Afendee Mohamed, Saleh Atiewi, **Research on Various Cryptography Techniques**, International Journal of Recent Technology and Engineering (IJRTE), Volume-8, Issue-2S3, July 2019

20CSP104   **CLOUD COMPUTING**   **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 Provide a good understanding of the concepts, standards in Cloud computing
- To make the student understand about the cloud service providers and their usage.
- To learn how to secure the data in cloud depending.
- To understand the various service level agreements.
- To understand the cloud using various case studies.
- To portray the recent trends in the field of cloud computing and providing exposures to some open source and commercial clouds.

Course Outcomes (COs)
Upon completion of this course the students will be able to:
1. Portray the recent trends in the field of cloud computing and providing exposures to some open source and commercial clouds.
2. Know the architecture of the cloud and the usage of clouds.
3. Secure their data from the security issues.
4. Make the students to work based on the various service level agreements.
5. Work with the traditional cloud and Microsoft azure, etc.
6. Provide a good understanding of the concepts, standards and protocols in Cloud computing

Unit I - INTRODUCTION TO CLOUD COMPUTING
Characteristics of Cloud Computing -Paradigm shift - Benefits of cloud computing - Disadvantages of cloud computing- Role of Open Standards-Cloud Computing Architecture: Cloud computing stack-Public cloud -Private cloud -Hybrid cloud -Community cloud

Unit II – SERVICE MODELS
 Infrastructure as a Service (IaaS) -Platform as a Service (PaaS) -Software as a Service (SaaS) - Identity as a Service (IDaaS) -Compliance as a Service (CaaS)- Cloud storage- Advantages of Cloud Storage – Cloud Storage Providers.

Unit III - VIRTUALIZATION TECHNOLOGIES
Load Balancing and Virtualization -Advanced load balancing -The Google cloud - Hypervisors - Virtual machine types -VMware vSphere - Machine Imaging -Porting Applications -The Simple Cloud API - AppZero Virtual Application Appliance. Virtualization of CPU –Memory – I/O Devices –Virtualization Support and Disaster Recovery.

Unit IV - CLOUD INFORMATION SECURITY OBJECTIVES
Confidentiality Integrity and Availability -Cloud Security Services - Relevant Cloud Security Design Principles -Cloud Computing Risk Issues -The CIA Triad
Privacy and Compliance Risks -Threats to Infrastructure Data and Access Control -Cloud Access Control Issues -Database Integrity Issues -Cloud Service Provider Risks Architectural

Considerations General Issues- Trusted Cloud Computing -Identity Management and Access Control

Unit V – CASE STUDIES
Case Study on Open Source and Commercial Clouds: Microsoft Azure- Amazon EC2-Google Web services – Open Nebula.

SUGGESTED READINGS
1. Barrie Sosinsky .(2011). Cloud Computing Bible .Wiley- India. New Delhi:
2. Rajkumar Buyya, James Broberg, & Andrzej, M. Goscinski. (2011). New Delhi: Tata Mc-Graw Hill.
3. Ronald, L. Krutz, Russell Dean Vines. (2010). Cloud Security: A Comprehensive Guide to Secure Cloud Computing. New Delhi: Wiley –India
4. Dr Kumar Saurabh.(2012). Cloud Computing (2nd ed.). New Delhi: Wiley India.
1. Anthony T.Velte Toby J.Velte Robert Elsenpeter. (2010). Cloud Computing Practical Approach (1st ed.). New Delhi:Tata McGraw Hill.
2. Nikos Antonopoulos, Lee Gillam. (2012). Cloud Computing: Principles Systems and Applications . Springer.
3. Giovanni Toraldo. (2012). Open Nebula 3 Cloud Computing.

WEBSITES
1. en.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/

JOURNALS
1. K.Naresh, P.Leela, P.Suneetha, Purandhar.N ,” **Research on Cloud Computing By using SaaS Model** “,International Journal of Recent Technology and Engineering (IJRTE), Volume-8, Issue-1S4, June 2019

Semester-I

20CSP105A   WIRELESS AND MOBILE COMPUTING   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 learn about the concepts and principles of mobile computing;
- To explore both theoretical and practical issues of mobile computing;
- To develop skills of finding solutions and building software for mobile computing applications.
- To identify the use of mobile wireless technologies
- To know the types of mobile wireless technologies that are currently being used
- To understand the working of mobile wireless technologies access to network resources.

Course Outcomes (COs)
1. Grasp the concepts and features of mobile computing technologies and applications
2. Have a good understanding of how the underlying wireless and mobile communication networks work, their technical features, and what kinds of applications they can support
3. Identify the important issues of developing mobile computing systems and applications
4. Organize the functionalities and components of mobile computing systems into different layers and apply various techniques for realizing the functionalities;
5. Develop mobile computing applications by analyzing their characteristics and requirements, selecting the appropriate computing models and software architectures, and applying standard programming languages and tools;
6. Organize and manage software built for deployment and demonstration.

Unit I - MOBILE COMPUTING APPLICATIONS AND PLATFORMS
Introduction – Strengths and Weakness of Wireless – Applications – Platforms to support Mobile Computing Applications –Wireless Networks – Wireless Architecture Security and Management – Wireless Business

Unit II - MOBILE COMPUTING APPLICATIONS
Key Characteristics of Mobile Applications – Messaging for users – Mobile Portals – Special Applications – Mobile agent applications

Unit III - WIRELESS INTERNET MOBILE IP AND WIRELESS WEB
Internet and Web – How it works – Mobile IP – WWW for wireless – Mobile Web Services - **Mobile Computing Platforms** - Introduction – Wireless Middleware – Wireless Gateways and Mobile Application Servers – WAP – I-MODE Wireless JAVA MMIT and BREW – Voice communication

Unit IV - WIRELESS LANS
IEEE 802.11 – MANET – HiperLAN2 - **Wireless Personal Area Networks** - IEEE 802.15 – Home Networks – Blue tooth LANs – **Cellular Networks** - Principles – First Generation(1G) Cellular – Paging networks – Second Generation(2G) Cellular – Data over Cellular Networks – Third Generation Cellular (3G) Networks – 4G-Beyond 4G.

Unit –V –WIRELESS SENSOR NETWORKS

WSN-Applications-Architecture of Sensor Node- Characteristics of sensor networks-WSN routing Protocols.

SUGGESTED READINGS

1. Eldad Perahia & Robert Stacey (2013) Next Generation Wireless LANs 802.11n and 802.11 a, 2nd Edition, Cambridge University Press.
2. Clint Smith and Daniel Collins (2014), Wireless Networks, 3rd edition, Tata McGraw Hill .
3. Michael Miller (2013), Wireless Networking Absolute Beginner's Guide, Pearson Education.
4. Amjad Umar. (2004). Mobile Computing and Wireless Communication – Applications Networks Platforms Architecture and Security. NGE Solutions INC. New York: (Page Nos: 1.1- 1.52 2.3 – 2.51 3.2 – 3.37 4.3-4.51 6.16-6.36 7.3-7.33 8.4-8.39)
5. Ashok, K.Talukder,& Roopa, R. Yavagal. (2008). Mobile Computing. Tata Mc-Graw Hill Publishing Company Pvt Ltd .New Delhi.
6. Jack, M. Holtzman, & David, J. Goodman. (1994). Wireless and Mobile Communications. Kluwer Academic Publishers.
7. Mischa Schwartz. (2005). Mobile Wireless Communications. Cambridge University Press.

WEB SITES

1. http://www.networkcomputing.com/netdesign/wireless1.html
2. http://www.homeandlearn.co.uk/bc/beginnerscomputing.html
3. http://compnetworking.about.com/
4. http://www.compinfo.co.uk/computer_books.htm#tele
5. https://nptel.ac.in/courses/106/106/106106147/

JOURNALS

1. Zhongli Wang , Shuping Dang , Sina Shaham , Zhenrong Zhang, And Zhihan LV , **Basic Research Methodology in Wireless Communications: The First Course for Research-Based Graduate Students**, IEEE Access, 2019

Semester-I

20CSP105B   **GEOGRAPHICAL INFORMATION SYSTEM**   **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 gain a basic, practical understanding of GIS concepts, techniques.
- To analyse the basic components of GIS
- To classify the maps, coordinate systems and projections
- To process spatial and attribute data and prepare thematic maps
- To identify and rectify mapping inaccuracies
- To formulate and solve geospatial problems

Course Outcomes(COs)

At the completion of the course, students will:

1. Have a basic, practical understanding of GIS concepts, techniques and real world applications.
2. Have an understanding of the technical language of GIS.
3. Know how GIS is utilized in the larger context of business needs and IT strategies. Understand the basic concepts of geography necessary to efficiently and accurately use GIS technology.
4. Understand basic GIS data concepts.
5. Have an ability to perform basic GIS analysis of concepts. .
6. Have an understanding of GIS and its relationship to mapping software development. Have an appreciation of GIS career options and how to pursue

Unit I – INTRODUCTION

What is a Geographical Information Systems (GIS) – Geographically referenced data – Components of a GIS – Hardware, Software, Data, People, Methods GIS operations – Geographic Coordinate systems – Vector and raster systems. Scale, resolution, map projection – Commonly used Map Projections – Projected Coordinate Systems – Working with Coordinate systems in GIS.

Unit II - GEORELATIONAL VECTOR DATA MODEL

Georeferencing & Global Positioning Systems (GPS)-Georelational data model – Representation of simple features – Topology – Nontopological Vector data – Data models for composite features. Consistency – Non topological file formats

Object based vector data model – Object based data model – The geodatabase data model – Interface – Topology rules – Advantages of Geodatabase model.

Unit III - RASTER DATA MODEL

Elements of Raster Data Model - Raster Data Structure – Data Compression – Data Conversion – Integration of Raster and Vector Data.

Data Input – Existing GIS data – Meta Data – Conversion of Existing Data – Creating New Data-TIN and GRID data models.

Unit IV - GEOMETRIC TRANSFORMATION
Root Mean Square (RMS) Error – Interpretation of RMS errors Digitized Maps – Re sampling of Pixel Values. Spatial Data Editing – Location Errors – Spatial Data Accuracy Standards – Topological Errors – Topological Editing – Nontopological Editing – Other Editing operations

Unit V - DATA DISPLAY AND CRYPTOGRAPHY
Cartographic Symbolization – Types of Maps – Typography – Map Design – Map Production. Data Exploration – Attribute and Data Query – Spatial Data Query – Raster Data Query – GIS Applications- Introduction to Integration of Geo-database and Social networking applications.

SUGGESTED READINGS
1. Wilpen L. Gorr and Kristen S. Kurland (2013), GIS Tutorial 1: Basic Workbook, 6th edition., Esri Press
2. Paul Bolstad (2016), GIS Fundamentals: A First Text on Geographic Information Systems, Fifth Edition
3. Kang-tsung Chang. (2006). Introduction to Geographic Information Systems . 3rd edition. Tata McGraw-Hill. New Delhi.
4. Ian Heywood., Sarah Cornelius., Steve Carver.,& Srinivasa Raju. (2006). An introduction to Geographical Information Systems. 2nd edition. Pearson Education. New Delhi

WEB SITES
1. https://gisgeography.com
2. https://www.satimagingcorp.com/services/geographic-information-systems
3. https://www.caliper.com/maptitude/gis_software
4. https://nptel.ac.in/courses/105107155/

JOURNALS
1. Quartulli M, Olaizola GI. **A review of EO image information mining**. ISPRS Journal of Photogrammetry and Remote Sensing. 2013;75:11–28.

Semester-I

20CSP105C   **SOFT COMPUTING**   **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 understand the scope and evolution of soft computing
- To learn the various soft computing frame works
- To be familiar with design of various neural networks
- To be exposed to fuzzy sets and fuzzy logic
- To understand fuzzy measures and reasoning
- To learn genetic programming.

Course Outcomes(COs)
1. Understand the scope and evolution of soft computing
2. Learn the various soft computing frame works
3. Be familiar with design of various neural networks
4. Be exposed to fuzzy sets and fuzzy logic
5. Understand fuzzy measures and reasoning
6. Learn genetic programming.

Unit I - INTRODUCTION
Evolution of Computing - Soft Computing Constituents – From Conventional AI to Computational Intelligence – Neural Networks - Scope and Evolution– Models of Neural Networks – Feed forward Networks – Supervised Learning Neural Networks – Associative memory networks – Unsupervised learning networks – Special Networks.

Unit II - FUZZY SETS AND FUZZY LOGIC
Fuzzy Sets – Operations on Fuzzy Sets – Fuzzy Relations - Fuzzy Rules Non – interactive fuzzy sets – Fuzzification— Defuzzification – Operations on Fuzzy sets.
Fuzzy relations, rules, propositions, implications and inferences. Fuzzy logic controller design - Some applications of Fuzzy logic.

Unit III - FUZZY MEASURES AND REASONING
Fuzzy arithmetic and measures – Fuzzy reasoning – approximate reasoning – categorical qualitative syllogistic dispositional – Fuzzy inference systems – fuzzy decision making – individual multiperson multi objective Bayesian.

Unit IV - MACHINE LEARNING AND GENETIC ALGORITHM
Machine Learning Techniques – Machine Learning Using Neural Nets – Genetic Algorithms (GA) – Simple and General GA – Classification of Genetic Algorithm – Messy Adaptive Hybrid Parallel – Holland Classifier System.

Unit V - APPLICATION AND IMPLEMENTATION SOFT COMPUTING
Genetic algorithms: History of Genetic Algorithms (GA), Working Principle, Various Encoding methods-. Traveling Salesperson Problem- Internet Search Techniques – Fuzzy Controllers –

Bayesian Belief networks for Rocket Engine Control – Neural Network Genetic algorithm and Fuzzy logic implementation in C++ and Matlab.

SUGGESTED READINGS

1. Samir Roy (2013), Introduction to Soft Computing: Neuro-Fuzzy and Genetic Algorithms,1st Edition, Pearson Education
2. Shai Shalev-Shwartz and Shai Ben-David (2014), Understanding Machine Learning: From Theory to Algorithms, Cambridge Universtiy Press.
3. Sivanandam , S.N.,& Deepa, S.N. (2007). Principles of Soft Computing. 1st edition. Wiley India Ltd. New Delhi
4. 1.Jyh-Shing, Roger Jang, Chuen-Tsai, & Sun Eiji Mizutani. (2003). Neuro-Fuzzy and Soft Computing. Prentice-Hall of India , New Delhi
5. James, A. Freeman & David, M. Skapura. (2003).Neural Networks Algorithms Applications and Programming Techniques. Pearson Education. New Delhi:
6. George, J. Klir, & Bo Yuan. (1995). Fuzzy Sets and Fuzzy Logic-Theory and Applications.Prentice Hall. New Delhi:
7. Amit Konar. (2000). Artificial Intelligence and Soft Computing. 1st edition. New Delhi: CRC Press.
8. Mitchell Melanie. (1998). An Introduction to Genetic Algorithm.Prentice Hall. New Delhi
9. David, E. Goldberg. (1997). Genetic Algorithms in Search Optimization and Machine Learning. Addison Wesley.

WEBSITES

1. www.amazon.in/soft+computing
2. www.soft-computing.de/def.html
3. en.wikipedia.org/wiki/Soft_computing
4. endnote.com/downloads/style/applied-soft-computing
5. www.allbookez.com/soft-computing-lecture-notes/
6. https://nptel.ac.in/courses/106105173/

JOURNAL

1. Seok-Beom Roh, Sung-Kwun Oh, Witold Pedrycz, Kisung Seo, Zunwei Fu, Design methodology for Radial Basis Function Neural Networks classifier based on locally linear reconstruction and Conditional Fuzzy C-Means clustering, International Journal of Approximate Reasoning ,Pages 228-243,March 2019,

Semester-I
20CSP111   PYTHON PROGRAMMING – PRACTICAL   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
- To Master the principles of object-oriented programming and the interplay of algorithms and data structures in well-written modular code;
- To Solve problems requiring the writing of well-documented programs in the Python language, including use of the logical constructs of that language;
- To Understand the basic logic statements in Python
- To Handle Strings in Python.
- To Understand Lists, Dictionaries in Python.
- To Build GUI applications

Course Outcomes(COs)
1. Master an understanding of scripting and the contributions of scripting languages.
2. Master an understanding of Python especially the object oriented concepts
3. Master an understanding of the built in objects of Python
4. Represent compound data using Python lists, tuples, dictionaries.
5. Read and write data from/to files in Python Programs.
6. Be exposed to advanced applications such as TCP/IP network programming, multithreaded programming, Web applications.

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, ISBN13:978-1337560092.
2. Paul Barry, "Head First Python 2e", O′Reilly, 2nd Revised edition, 2016, ISBN-13: 978-1491919538.
3. Michal Jaworski, TarekZiade, "Expert Python Programming", Packt Publishing, Second Revised edition, 2016, ISBN-13: 978-1785886850.
4. Sam Washington, Dr. M. O. FaruqueSarker, "Learning Python Network Programming", Packt Publishing Limited, 2015, ISBN-13:978-1784396008.
5. Rick van Hattem, "Mastering Python", Packt Publishing, Second Edition, 2016, ISBN 139781786463746.

WEB SITES

1. www.python.org/about/gettingstarted/
2. www.tutorialspoint.com/python/index.htm
3. www.realpython.com/python-beginner-tips/
4. https://nptel.ac.in/courses/106/106/106106182/
5. https://nptel.ac.in/courses/106106145/

	Semester-I
20CSP112 **HADOOP – PRACTICAL**	**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
- To provide grounding in basic and advanced methods to big data technology and tools like MapReduce and Hadoop and its ecosystem.
- To understand the Big Data Platform and web analytics
- To provide an overview of Apache Hadoop and Design of HDFS
- To understand Map Reduce features
- To provide hands on Hbase, Pig and HiveQL queries
- To provide introduction to NoSQL and Data Model
- To give exposure to Graph databases Neo4J, Connecting your data and Dashboard

Course Outcomes(COs)

On successful completion of the course the student should be able to:
1. Apply Hadoop ecosystem components.
2. Access and Process Data on Hbase, Pig and HiveQL queries
3. Manage Job Execution in Hadoop Environment
4. Analyze Map Reduce Types
5. Apply Data Model and Connect your data and Dashboard
6. Participate data science and big data analytics projects

1. Implement the following file management tasks in Hadoop: Adding files and directories• Retrieving files• Deleting files•
   Hint: A typical Hadoop workflow creates data files (such as log files) elsewhere and copies them into HDFS using one of the above command line utilities.
2. Run a basic Word Count Map Reduce program to understand Map Reduce Paradigm.
3. Write a Map Reduce program that mines weather data. Weather sensors collecting data every hour at many locations across the globe gather a large volume of log data, which is a good candidate for analysis with MapReduce, since it is semi structured and record-oriented.
4. Implement Matrix Multiplication with Hadoop Map Reduce
5. Write a Map Reduce program to implement Join operations on RDBMS.
6. Write a Map Reduce program to determine statistical measures a) Variance b) Max c) Min d) Range of a large data collection.
7. K-means clustering using map reduce
8. Page Rank Computation

SUGGESTED READINGS
1   Tom White. (2012). Hadoop: The Definitive Guide. 2nd Edition. OReilly.
2   Tom White. (2014). The Definitive Guide to Mongodb. 4th Edition. OReilly.
3   Rik Van Bruggen. (2014). Learning Neo4j. 1st Edition. Packt Publishing Ltd. UK.
4   Daniel G.Murray. (2016). Tableau Your Data!: Fast and Easy Visual Analysis with Tableau Software. 2nd Edition. Wiley.
5   Dirk deRoos, Paul Zikopoulos, Bruce Brown, Roman B. Melnyk,RafaelCoss.(2012). Hadoop For Dummies.

6   GauravVaish. (2013). Getting Started with NoSQL. Packt Publishing Ltd. UK.

7   Pramod J. Sadalage, Martin Fowler. (2013). NoSQL Distilled: A Brief Guide to the Emerging World of Polyglot Persistence. Pearson Education.

8   Joshua N. Milligan. (2016). Learning Tableau. Packt Publishing Ltd. UK.

WEB SITES

https://www.tutorialspoint.com/big_data_analytics/
hadoop.apache.org/
https://www.mongodb.com/nosql-explained
https://neo4j.com/

<div align="right">Semester-II</div>

20CSP201   **INTERNETWORKING WITH TCP/IP**   **4H – 4C**

Instruction Hours / week: L: 4 T: 0 P: 0   **Marks:** Internal:**40** External:**60** Total: **100**

<div align="right">End Semester Exam : 3 Hours</div>

Course Objectives
- To understand about subnets using IP classes
- To understand the key features and functions of TCP
- To understand how basic routing works including the use of routing protocols.
- To understand about DNS and its applications
- To understand the concepts of Remote Login and VPN
- To compare and contrast IP routing protocols

Course Outcomes(COs)
At the completion of the course, students will:
1. Have the ability to analyze and differentiate networking protocols used in TCP/IP protocol suite.
2. Understand IP Addressing Fundamentals
3. Understand IPv4 forwarding and routing.
4. Learn about host name resolution and the Domain Name System (DNS).
5. Learn about services and operations of DHCP Servers and Domain Name Servers
6. Create major applications using the key TCP/IP protocols

Unit I – INTRODUCTION
Introduction –– Protocols and Standards – OSI layers- TCP/IP layers- Comparison between OSI and TCP/IP – Internetworking Devices – Routers-Bridges- Switches-Hubs – Classful Addressing –Classless Addressing – Subnetting –Supernetting

Unit II - ARP & RARP
Proxy ARP – ARP over ATM – ARP and RARP Protocol Format. IP Datagram – Fragmentation – Options – IP Datagram Format – Routing IP Datagrams – Checksum. ICMP – Types of Messages - Message Format – Error Reporting – Query – Checksum.

Unit III - ROUTING PROTOCOL
Unicast Routing Protocol: Intra Domain and Inter Domain Routing – Distance Vector Routing – RIP – Link State Routing – OSPF – Path Vector Routing – BGP – Multicast Routing – Multicast Routing Protocols. Group Management – IGMP Message – IGMP Operation – Process to Process Communication – UDP Operation – TCP Services - Flow Control.

Unit IV – BOOTP, DHCP
Host Configuration –Introduction – DHCP Operation – Configruation – DNS-Need for DNS - Name Space – DNS in Internet – Resolution – DNS Messages –Types of Record-Compression – Encapsulation-Registrars-DDNS- Security of DNS.

Unit V - REMOTE LOGIN
Telnet- Concepts - Time-Sharing Environment -Network Virtual Terminal (NVT) -Embedding – Options- Symmetry - Suboption Negotiation - Controlling the Server - Out-of-Band Signaling -

Escape Character -Modes of Operation - User Interface - Security Issue–Secure Shell –FTP – User Agent -SMTP –POP-IMAP- SNMP – Components-SMI-MIB-UDP Ports –Voice over IP.

SUGGESTED READINGS

1. Jason Edelman, Scott Lowe (2018), Network Programmability and Automation, O'Reilly
2. Jeff Doyle, Jennifer DeHaven Carroll (2012), Routing TCP/IP, Volume 1 (2nd Edition), Cisco Press
3. Behrouz, A. Forouzan. (2009). TCP/IP Protocol Suite. 3rd edition. Tata McGraw Hill Publication. New Delhi:
4. Andrews, S. Tanenbaum. (2003). Computer Networks. 4th edition.:Prentice Hall of India Private Ltd. New Delhi.
5. Buck Graham. (2007). TCP/IP Addressing. 2nd edition. Harcount India Private Limited. New Delhi
6. Douglas, E. Comer. (2000). Computer Networks and Internets. 4th edition. Pearson Education. New Delhi.
7. William Stallings. (2007). Data and Communication Network. 8th edition. Tata McGraw Hill. New Delhi

WEBSITES

1. en.wikipedia.org/wiki/Internet_protocol_suite
2. http://docwiki.cisco.com/wiki/Introduction_to_WAN_Technologies
3. www.yale.edu/pclt/COMM/TCPIP.HTM
4. www.w3schools.com/tcpip/default.asp
5. https://nptel.ac.in/courses/106105081/

JOURNALS

1. Koppisetti Giridhar, C. Anbuananth, N. Krishnaraj, **Research on Various Routing Techniques in Wireless Ad-hoc Networks**, International Journal of Recent Technology and Engineering (IJRTE), Volume-8, Issue-1S4, June 2019

20CSP202 **CYBER SECURITY** **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 state the basic concepts in information security, including security policies, security models, and security mechanisms.
- To provide an exposure to the spectrum of security activities methods methodologies and procedures with emphasis on practical aspects of Information Security.
- To understand principles of web security.
- To gain knowledge about securing both clean and corrupted systems, protect personal data, and secure computer networks.
- To understand key terms and concepts in cyber law, intellectual property and cybercrimes, trademarks and domain theft.
- To provide the learner will be able to examine secure software development practices.

Course Outcomes (COs)
A student who successfully completes this course should at a minimum be able to:
1. State the basic concepts in information security, including security policies, security models, and security mechanisms.
2. Explain concepts related to applied cryptography including the four techniques for crypto-analysis symmetric and asymmetric cryptography, digital signature, message authentication code, hash functions and modes of encryption operations.
3. Explain common vulnerabilities in computer programs including buffer overflow Vulnerabilities time-of-check to time-of-use flaws incomplete mediation.
4. The learner will gain knowledge about securing both clean and corrupted systems, protect personal data, and secure computer networks.
5. The learner will understand key terms and concepts in cyber law, intellectual property and cybercrimes, trademarks and domain theft.
6. The learner will be able to examine secure software development practices.

Unit I - INTRODUCTION TO CYBERCRIME
Definition and Information Security-who are cybercriminals? - Classification of cybercrimes. Cybercrime: The legal perspectives- cybercrimes: An Indian Perspective - cybercrime and the Indian ITA2000: Hacking and the Indian law(s) - A Global Perspective on cybercrimes: cybercrime and the Extended Enterprise - cybercrime Era: Survival Mantra for the Netizens - Concluding Remarks and Way Forward to Further Chapters.

Unit II - CYBER OFFENSES
How Criminals Plan Them: Introduction: categories of Cybercrime -How criminals Plan the Attacks: Reconnaissance Passive Attacks Active Attacks Scanning and Scrutinizing Gathered Information Attack(Gaining and Maintaining the system Access) -social Engineering: Classification of Social Engineering – Cyber talking: Types of stalkers Cases Reported on Cyber stalking How stalking Works? real-life incident of Cyber stalking -Cybercafe and Cybercrimes - Botnets: The Fuel for cybercrime: Botnet - Attack Vector-Cloud Computing: Why cloud computing? Types of Services Cybercrime and Cloud Computing.

Unit III – CYBERCRIME

Mobile and wireless Devices-Introduction - Proliferation of Mobile and Wireless Devices - Trends in Mobility-Credit Card Frauds in Mobile and Wireless Computing Era: Types and Techniques of Credit Card Frauds - Security challenges Posed by Mobile Devices - Registry Settings for Mobile Devices - Authentication Service security: cryptographic security LDAP Security RAS Security Media Player Control Security Networking API Security - Attacks on Mobile/Cell Phones: Mobile Phone Theft Mobile Viruses Mishing Vishing Smishing Hacking Bluetooth.

Unit IV - MOBILE DEVICES

Security Implication for Organizations – Managing Diversity and Proliferation of Hand-Held Devices Unconventional/ Stealth Storage Devices Threats through Lost and Stolen Devices Protecting Data on lost devices Educating the Laptop Users - Organizational Measures for Handling Mobile devices - Related Security Issues: Encrypting Organization Databases Including Mobile Devices in Security Strategy -Organizational Security Policies and Measures in mobile Computing Era: Importance of Security polices relating to mobile Computing Devices Operating Guidelines for Implementing Mobile Devices Security Polices Organizational Policies for the Use of Mobile Hand - Held Devices - Laptops: Physical Security Countermeasures.

Unit V - TOOLS AND METHODS USED IN CYBERCRIME

Introduction - Proxy Servers and Anonymizers - Phishing: How Phishing Works? - Password Cracking: Online Attacks Offline Attacks Strong Weak and Random Passwords Random passwords - Keyloggers and Spywares: Software Keyloggers Hardware Keyloggers Anti Keylogger Spywares - Virus and Worms: Types of Virus - Trojan Horses and Backdoors: backdoor How to protect from Trojan Horses and Backdoors - Steganography: Steganalysis - DoS and DDoS Attacks: DoS AttacksClassification of DoS Attacks Types or Levels of DoS Attacks Tools Used to Launch DoS Attacks DDoS Attacks How to Protect from DoS/DDoS Attacks – SQL Injection: Steps for SQL Injection Attacks How to Prevent SQL Injection Attacks - Buffer Overflow: Types of Buffer Overflow How to Minimize Buffer Overflow - Attacks on Wireless Networks: Traditional Techniques of Attacks on Wireless Networks Theft of Internet Hours and Wi-fi-based Frauds and Misuses How to Secure the Wireless Networks.

SUGGESTED READINGS

1. Nina Godbole & SUNIT Belapure. (2013). CYBER SECURITY. Wiley India Pvt. Ltd. New Delhi
2. Charles ,P. Pfleeger ,& Shari, L. Pfleeger. (2003).
3. Dieter Gollmann . (2006). Computer Security. 2nd edition. John Wiley & Sons.
4. Godbole, N. (2009). Information Systems Security: Metrics Frameworks and Best Practices. Wiley India. New Delhi
5. Marther, T., Kumaraswamy, S.,& Latif, S. (2009). Cloud Security and Privacy: An Enterprise Perceptive on Risk and Complaince. O'Reilly.

WEBSITES

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2. csrc.nist.gov/publications/nistpubs/800-12/handbook.pdf
3. www2.warwick.ac.uk/fac/sci/dcs/teaching/modules/cs134/

4. http://nptel.ac.in/courses/106105031/40
5. http://nptel.ac.in/courses/106105031/39
6. http://nptel.ac.in/courses/106105031/38

JOURNALS

1. Noura Al-Suwaidi , Haitham Nobanee , & Fauzia Jabeen, **Estimating Causes of Cyber Crime: Evidence from Panel Data FGLS Estimator,** International Journal of Cyber Criminology Vol 12 Issue 2 July – December 2018.

		Semester-II
20CSP203	**MONGODB**	**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 provide students the knowledge and skills to master the NoSQL database mongoDB.
- To Write MongoDB programs from JavaScript shell.
- To define, compare and use of MongoDB with other RDBMS
- To explain the detailed architecture, define objects, load data, query data and performance tune of MongoDB
- To perform query optimization in MongoDB
- To understand replication and sharding in MongoDB

Course Outcomes(COs)

1. To provide students the right skills and knowledge needed to develop Applications on mongoDB
2. To provide students the right skills and knowledge needed to run Applications on mongoDB
3. Writing MongoDB programs from JavaScript shell.
4. Explain the detailed architecture, define objects, load data, query data and performance tune of MongoDB
5. Perform query optimization in MongoDB
6. Understand replication and sharding in MongoDB

Unit I - GETTING STARTED

A database for the modern web – MongoDB through the JavaScript shell – Writing programs using MongoDB- MongoDB Document Model

Unit II - APPLICATION DEVELOPMENT

Document-oriented data – Principles of schema design – Designing an e-commerce data model – Nuts and bolts on databases, collections, and documents. Queries and aggregation – E-commerce queries – MongoDB's query language – Data Types in MongoDB -Aggregating orders – Aggregation in detail.

Unit III - UPDATES, ATOMIC OPERATIONS, AND DELETES

A brief tour of document updates – E-commerce updates – Atomic document processing – MongoDB updates and deletes. Indexing and query optimization: Indexing theory – Indexing in practice.

Unit IV – REPLICATION

Overview – Replica sets – Master-slave replication – Drivers and replication. Shading: Overview – A sample shard cluster – Querying and indexing a shard cluster – Choosing a shard key.

Unit V - DEPLOYMENT AND ADMINISTRATION

Deployment – Monitoring and diagnostics – Maintenance – Performance troubleshooting

SUGGESTED READINGS
1. Kyle Banker. (2012). MongoDB in Action. Manning Publications Co.
2. Rick Copeland. (2013). MongoDB Applied Design Patterns, 1st Edition, O"Reilly Media Inc.
3. Gautam Rege, (2012). Ruby and MongoDB Web Development Beginner's Guide. Packt Publishing Ltd
4. Mike Wilson.. (2013). Building Node Applications with MongoDB and Backbone, O"Reilly Media Inc.
5. David Hows. (2009). The definitive guide to MongoDB, 2nd edition, Apress Publication, 8132230485
6. Shakuntala Gupta Edward. 2016. Practical Mongo DB , 2nd edition, Apress Publications, 2016, ISBN 1484206487

WEBSITES
1. http://www.mongodb.org/about/production-deployments/
2. http://docs.mongodb.org/ecosystem/drivers/
3. http://www.mongodb.org/about/applications/
4. http://www.mongodb.org/
5. https://nptel.ac.in/courses/106106156/

JOURNALS
1. Swetha Siriah, Bhushan Deshpande, Deepak Asudani,"**MongoDB with Privacy Access Control "**, International Journal of Research and Review, Vol.5; Issue: 6; June 2018

<table>
<tr><td></td><td></td><td>**Semester-II**</td></tr>
<tr><td>**20CSP204**</td><td>**INTERNET of THINGS**</td><td>**4H – 4C**</td></tr>
</table>

Instruction Hours / week: L: 4 T: 0 P: 0   **Marks:** Internal:**40** External:**60** Total: **100**

                                     End Semester Exam : 3 Hours

Course Objectives
- To Understand the Introduction to IoT and Architectural Overview of IoT
- To Understand the various IoT Protocols (Datalink, Network, Transport, Session, Service)
- To understand the standardization of IoT
- To Understand the communication technologies in IoT Know the IoT protocols and web of things
- To integrate IoT with billing and networks
- To Know the various applications of IoT

Course Outcomes(COs)

A student who successfully completes this course should at a minimum be able to:
1. Understand building blocks of Internet of Things and characteristics.
2. Understand IoT protocols, Web of Things and Integrating IOT.
3. Understand the application areas of IOT ·
4. Realize the revolution of Internet in Mobile Devices, Cloud & Sensor Networks
5. Learn about communication technologies used in IoT
6. Learn about Web of Things, Structural models and applications of IoT.

Unit I – INTRODUCTION

Internet Layers - Protocols - Packets - Services - Performance parameters - Peer-to-peer networks - Sensor networks - Multimedia - IOT Definitions and Functional Requirements –Motivation – Architecture - Web 3.0 View of IoT– Ubiquitous IoT Applications – Four Pillars of IoT – DNA of IoT - The Toolkit Approach for End-user Participation in the Internet of Things. Middleware for IoT: Overview – Communication middleware for IoT –IoT Information Security.

Unit II – IoT PROTOCOLS

Protocol Standardization for IoT – Efforts – M2M and WSN Protocols – SCADA and RFID Protocols – Issues with IoT Standardization – Unified Data Standards – Protocols – IEEE 802.15.4 – BACNet Protocol – point-to-point protocols - Ethernet protocols - cellular Internet access protocol - Machine-to-machine protocol - Modbus – KNX – Zigbee Architecture.

Unit III - WEB of THINGS

Web of Things versus Internet of Things – Two Pillars of the Web – Architecture Standardization for WoT– Platform Middleware for WoT – Unified Multitier WoT Architecture – WoT Portals and Business Intelligence. Cloud of Things: Grid/SOA and Cloud Computing – Cloud Middleware – Cloud Standards – The Cloud of Things Architecture.

Unit IV - INTEGRATING IoT

Integrated Billing Solutions in the Internet of Things Business Models for the Internet of Things - Network Dynamics: Population Models – Information Cascades - Network Effects - Network

Dynamics: Structural Models - Cascading Behavior in Networks - The Small-World Phenomenon.

Unit V – APPLICATIONS
The Role of the Internet of Things for Increased Autonomy and Agility in Collaborative Production Environments - Resource Management in the Internet of Things: Clustering, Synchronization and Software Agents. Applications - Smart Grid – Electrical Vehicle Charging - Case studies: Sensor body-area-network and Control of a smart home.

SUGGESTED READINGS
1. Honbo Zhou . (2012). The Internet of Things in the Cloud:A Middleware Perspective-–CRC Press .
2. - Dieter Uckelmann; Mark Harrison; Florian Michahelles- (Eds.).(2011). Architecting the Internet of Things– Springer.
3. David Easley and Jon Kleinberg . (2010). Networks, Crowds, and Markets: Reasoning About a Highly Connected World , Cambridge University Press.
4. Olivier Hersent, Omar Elloumi and David Boswarthick . (2012). The Internet of Things: Applications to the Smart Grid and Building Automation . Wiley.
5. Olivier Hersent, David Boswarthick, Omar Elloumi. (2012). The Internet of Things – Key applications and Protocols. Wiley.

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1. https://www.ibm.com/blogs/internet-of-things/what-is-the-iot
2. https://www.i-scoop.eu/internet-of-things-guide
3. https://iot-analytics.com
4. https://nptel.ac.in/courses/106105166/

JOURNALS
1. Mardiana binti , Mohamad NoorWan, HaslinaHassan,” **Current research on Internet of Things (IoT) security: A survey**”, Computer Networks,Volume 148, 15 January 2019, Pages 283-294

20CSP205A   ARTIFICIAL INTELLIGENCE   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 gain a historical perspective of AI and its foundations.
- To become familiar with basic principles of AI toward problem solving, inference, perception, knowledge representation, and learning.
- To investigate applications of AI techniques in intelligent agents, expert systems, artificial neural networks and other machine learning models.
- To experience AI development tools such as an 'AI language', expert system shell, and/or data mining tool.
- To experiment with a machine learning model for simulation and analysis.
- To explore the current scope, potential, limitations, and implications of intelligent systems.

Course Outcomes (COs)
1. Demonstrate fundamental understanding of the history of artificial intelligence (AI) and its foundations.
2. Apply basic principles of AI in solutions that require problem solving, inference, perception, knowledge representation, and learning.
3. Demonstrate awareness and a fundamental understanding of various applications of AI techniques in intelligent agents, expert systems, artificial neural networks and other machine learning models.
4. Demonstrate proficiency developing applications in an 'AI language', expert system shell, or data mining tool.
5. Demonstrate proficiency in applying scientific method to models of machine learning.
6. Demonstrate an ability to share in discussions of AI, its current scope and limitations, and societal implications.

Unit I - PROBLEM SOLVING AND AI
Puzzles and Games – Problem States and operators – Heuristic programming – state space representations – state descriptions – graph notations – non- deterministic programs

Unit II - STATE SPACE SEARCH METHODS
Breadth first and depth first search – forward and backward, state-space, blind, heuristic, problem-reduction, A, A*, AO*, minimax, constraint propagation, neural, stochastic, and evolutionary search algorithms – admissibility – optimality of algorithms – performance measures – problem reduction representations – AND/OR graphs and higher level state space

Unit III - PROBLEM REDUCTION SEARCH METHODS
Cost of solution trees – ordered search – alpha beta and minimum procedure – theorem proving in predicate calculus – syntax, semantics, Herbrand universe: variables, qualifiers, unification, resolvents

Unit IV - PREDICATE CALCULUS IN PROBLEM SOLVING
Answer extraction process – resolution – Automatic program writing – predicate calculus – proof finding methods

Unit V - EXPERT SYSTEMS
Expert systems and conventional programs – expert system organization – Knowledge engineering: knowledge representation techniques – knowledge acquisition – acquiring knowledge from experts – automating knowledge acquisition –Building an expert system – difficulties in developing an expert system

SUGGESTED READINGS
1. 1.Chandra .S.S.V. (2014). Artificial Intelligence and Machine Learning. Kindle Edition.
2. Dr.R.P.Das. (2012). Neural Networks and Fuzzy Logic. 1st Edition, Tata Mcgraw Hill, Delhi
3. Flasiński, Mariusz. (2016). Introduction to Artificial Intelligence. Tata Mcgraw Hill, Delhi.
4. E Charnail, CK Reiesbeck and D V Medermett. (1980). Artificial Intelligence Programming, Lawrence Erlbaum Associates, N J.
5. N J Nilson. (1980). Principles of Artificial Intelligence , Tiega Press, Polo Alto.
6. Elain Rich and Kevin Knight. (1991). Artificial Intelligence. McGraw Hill.
7. Donald A Waterman. (1986). A Guide to Expert Systems, Tech knowledge series in knowledge engineering.

WEB SITES
1. https://www.tutorialspoint.com › Artificial Intelligence
2. www-formal.stanford.edu/jmc/whatisai/node3.html
3. https://nptel.ac.in/courses/106105079/

JOURNALS
1. TimMiller, **Explanation in artificial intelligence: Insights from the social sciences**, Artificial Intelligence Volume 267, February 2019, Pages 1-38

20CSP205B   **MACHINE LEARNING**   **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 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.
- To identify the characteristics of datasets and compare the trivial data and big data for various applications.
- To solve problems associated with batch learning and online learning, and the big data characteristics such as high dimensionality, dynamically growing data and in particular scalability issues.
- To effectively use machine learning toolboxes.

Course Outcomes(COs)
1. Gain knowledge about basic concepts of Machine Learning
2. Identify machine learning techniques suitable for a given problem
3. Apply Dimensionality reduction techniques.
4. Ability to identify the characteristics of datasets and compare the trivial data and big data for various applications.
5. Ability to solve problems associated with batch learning and online learning, and the big data characteristics such as high dimensionality, dynamically growing data and in particular scalability issues.
6. Effectively use machine learning toolboxes.

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 – perceptron – 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 – silhouttes – hierarchical clustering – k- d trees – locality sensitive hashing – non - parametric regression – ensemble learning – bagging and random forests – boosting – meta silhouttes – 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. Y. S. Abu - Mostafa, M. Magdon-Ismail, and H.-T. Lin. (2012).Learning from Data, AMLBook Publishers.
2. P. Flach. (2012). "Machine Learning: The art and science of algorithms that make sense of data", Cambridge University Press.
3. K. P. Murphy. (2012). Machine Learning: A probabilistic perspective, MIT Press,
4. C. M. Bishop. (2007). Pattern Recognition and Machine Learning. Springer.
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/106105152/

JOURNALS
1. Zachary C. Lipton, Jacob Steinhardt, **Research for Practice: Troubling Trends in Machine-Learning Scholarship,** Communications of the ACM, June 2019, Vol. 62 No. 6, Pages 45-53

Course Objectives
- To understand the fundamentals of neural networks
- To learn about the working principles of back propagation networks
- To learn about introduction and different architectures of neural network
- To understand the selection of various Parameters in BPN.
- To explore the ideas of Adaptive Resonance Theory.
- To discuss the concept of fuzzy logic systems.

Course Outcomes(COs)
A student who successfully completes this course should at a minimum be able to:
1. Have adequate knowledge about basic Concepts of Neural Networks.
2. Understand the concept of fuzziness involved in various systems.
3. Understand comprehensive knowledge of fuzzy sets, Crisp sets, Fuzzy relations and Crisp relations.
4. Learn the concepts of Fuzzy Rule Based System and Defuzzification Methods.
5. Learn about the working principles of back propagation networks
   Explore the ideas of Adaptive Resonance Theory

Unit I- INTRODUCTION TO NEURAL NETWORKS
Introduction, Humans and Computers, Organization of the Brain, Biological Neuron, Biological and Artificial Neuron Models, Hodgkin-Huxley Neuron Model, Integrate-and-Fire Neuron Model, Spiking Neuron Model, Characteristics of ANN, McCulloch-Pitts Model, Historical Developments, Potential Applications of ANN.

Unit II- ESSENTIALS OF ARTIFICIAL NEURAL NETWORKS
Types of Neuron Activation Function, ANN Architectures, Classification Taxonomy of ANN – Connectivity, Neural Dynamics (Activation and Synaptic), Learning Strategy (Supervised, Unsupervised, Reinforcement), Learning Rules, Types of Application

Unit III- SINGLE LAYER FEED FORWARD NEURAL NETWORKS
Introduction, Perceptron Models: Discrete, Continuous and Multi-Category, Training Algorithms: Discrete and Continuous Perceptron Networks, Perceptron Convergence theorem, Limitations of the Perceptron Model, Applications.

Unit IV- MULTILAYER FEED FORWARD NEURAL NETWORKS
Credit Assignment Problem, Generalized Delta Rule, Derivation of Backpropagation (BP) Training, Summary of Backpropagation Algorithm, Kolmogorov Theorem, Learning Difficulties and Improvements.

Unit V- CLASSICAL & FUZZY SETS
Introduction to classical sets - properties, Operations and relations; Fuzzy sets, Membership, Uncertainty, Operations, properties, fuzzy relations, cardinalities, membership functions. Fuzzy

Logic System Components- Fuzzification, Membership value assignment, development of rule base and decision making system, Defuzzification to crisp sets, Defuzzification methods.

SUGGESTED READINGS
1. Rajasekharan and Rai (2012), Neural Networks, Fuzzy logic, Genetic algorithms: synthesis and applications by Rajasekharan and Rai – PHI Publication.
2. Boris.A Skorohod, (2017), Diffuse Algorithms for Neural and Neuro-Fuzzy Networks, Pearson Education.
3. James A. Freeman, David M. Skapura, (2004). Neural Networks – Algorithms, Applications and Programming Techniques, Pearson Education.
4. Fredric M. Ham, Ivica Kostunica. (1991).Principles of Neuro Computing for Science of Engineering , Tata McGraw Hill.
5. Simon Haykin. (2001).Neural Networks – A Comprehensive Foundation , Prentice Hall of India.
6. Dr.R.P.Das. (2012). Neural Networks and Fuzzy Logic. 1st Edition, Tata Mcgraw Hill, Delhi
7. Flasiński, Mariusz. (2016). Introduction to Artificial Intelligence. Tata Mcgraw Hill, Delhi.
8. Dr.R.P.Das. (2012). Neural Networks and Fuzzy Logic. 1st Edition, Tata Mcgraw Hill, Delhi.

WEB SITES
1. http://neuralnetworksanddeeplearning.com/chap1.html
2. https://www.tutorialspoint.com/fuzzy_logic/fuzziness_in_neural_networks.htm
3. https://www.philadelphia.edu.jo/academics/kaubaidy/uploads/Syria-FN-2002.pdf
4. https://www.cse.unr.edu/~looney/cs773b/FNNtutorial.pdf
5. https://nptel.ac.in/courses/127105006/

JOURNALS
1. Simone A. Ludwig, **Applying a Neural Network Ensemble to Intrusion Detection** Journal of Artificial Intelligence and Soft Computing Research, Volume 9, Issue 3 (2019), pp. 177–188

Semester-II

20CSP211   ROUTER CONFIGURATION – PRACTICAL   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
- To understand about subnets using IP classes
- To understand the key features and functions of TCP
- To understand how basic routing works including the use of routing protocols.
- To understand about DNS and its applications
- To understand the concepts of Remote Login and VPN
- To compare and contrast IP routing protocols

Course Outcomes (COs)

At the completion of the course, students will:
1. Have the ability to analyze and differentiate networking protocols used in TCP/IP protocol suite.
2. Understand IP Addressing Fundamentals
3. Understand IPv4 forwarding and routing.
4. Learn about host name resolution and the Domain Name System (DNS).
5. Learn about services and operations of DHCP Servers and Domain Name Servers
6. Create major applications using the key TCP/IP protocols

List of Programs
1. Simple router configuration.
2. Access and utilize the router to set basic parameters.
3. Connect configure and verify operation status of a device interface.
4. Implement static and dynamic addressing services for hosts in a LAN environment.
5. Identify and correct common problems associated with IP addressing and host configurations.
6. Configure verify and troubleshoot RIPv2.
7. Perform and verify routing configuration tasks for a static or default route given.
8. Configure verify and troubleshoot NAT operation on a router.
9. Configure and verify a PPP connection between routers.

Suggested Readings
1. Jason Edelman, Scott Lowe (2018), Network Programmability and Automation, O'Reilly
2. Jeff Doyle, Jennifer DeHaven Carroll (2012), Routing TCP/IP, Volume 1 (2nd Edition), Cisco Press
3. Behrouz, A. Forouzan. (2009). TCP/IP Protocol Suite. 3rd edition. Tata McGraw Hill Publication. New Delhi:
4. Andrews, S. Tanenbaum. (2003). Computer Networks. 4th edition.:Prentice Hall of India Private Ltd. New Delhi.
5. Buck Graham. (2007). TCP/IP Addressing. 2nd edition. Harcount India Private Limited. New Delhi
6. Douglas, E. Comer. (2000). Computer Networks and Internets. 4th edition. Pearson Education. New Delhi.

7. William Stallings. (2007). Data and Communication Network. 8th edition. Tata McGraw Hill. New Delhi

WEB SITES
- en.wikipedia.org/wiki/Internet_protocol_suite
- http://docwiki.cisco.com/wiki/Introduction_to_WAN_Technologies
- www.yale.edu/pclt/COMM/TCPIP.HTM
- www.w3schools.com/tcpip/default.asp

- mongoDB.
- To Write MongoDB programs from JavaScript shell.
- To define, compare and use of MongoDB with other RDBMS
- To explain the detailed architecture, define objects, load data, query data and performance tune of MongoDB
- To perform query optimization in MongoDB
- To understand replication and sharding in MongoDB

Course Outcomes(COs)
1. To provide students the right skills and knowledge needed to develop Applications on mongoDB
2. To provide students the right skills and knowledge needed to run Applications on mongoDB
3. Writing MongoDB programs from JavaScript shell.
4. Explain the detailed architecture, define objects, load data, query data and performance tune of MongoDB
5. Perform query optimization in MongoDB
6. Understand replication and sharding in MongoDB

List of Programs

Structure of 'restaurants' collection :
{ "address": { "building": "1007", "coord": [-73.856077, 40.848447], "street": "Morris Park Ave", "zipcode": "10462" }, "borough": "Bronx", "cuisine": "Bakery", "grades": [{ "date": { "$date": 1393804800000 }, "grade": "A", "score": 2 }, { "date": { "$date": 1378857600000 }, "grade": "A", "score": 6 }, { "date": { "$date": 1358985600000 }, "grade": "A", "score": 10 }, { "date": { "$date": 1322006400000 }, "grade": "A", "score": 9 }, { "date": { "$date": 1299715200000 }, "grade": "B", "score": 14 }, "name": "Morris Park Bake Shop", "restaurant_id": "30075445" }

1. Write a MongoDB query
    a.   to display all the documents in the collection restaurants.
    b. to display the fields restaurant_id, name, borough and cuisine for all the documents in the collection restaurant.
    c. to display the fields restaurant_id, name, borough and cuisine, but exclude the field _id for all the documents in the collection restaurant
    d.   to display the fields restaurant_id, name, borough and zip code, but exclude the field _id for all the documents in the collection restaurant.
    e.   to display all the restaurant which is in the borough Bronx
    f.   to display the first 5 restaurant which is in the borough Bronx.
    g.   to display the next 5 restaurants after skipping first 5 which are in the borough Bronx.

h.   to find the restaurants who achieved a score more than 90.

i.   to find the restaurants that achieved a score, more than 80 but less than 100.

2.   Write a MongoDB query

   a.   to find the restaurants which locate in latitude value less than -95.754168.

   b.   to find the restaurants that do not prepare any cuisine of 'American' and their grade score more than 70 and latitude less than -65.754168.

   c.   to find the restaurants which do not prepare any cuisine of 'American' and achieved a score more than 70 and not located in the longitude less than - 65.754168. Note : Do this query without using $and operator. Go to the editor

   d.   to find the restaurants which do not prepare any cuisine of 'American ' and achieved a grade point 'A' not belongs to the borough Brooklyn. The document must be displayed according to the cuisine in descending order.

3.   Write a MongoDB query

   a.   to find the restaurant Id, name, borough and cuisine for those restaurants which contain 'Wil' as first three letters for its name. Go to the editor

   b.   to find the restaurant Id, name, borough and cuisine for those restaurants which contain 'ces' as last three letters for its name.

   c.   to find the restaurant Id, name, borough and cuisine for those restaurants which contain 'Reg' as three letters somewhere in its name.

4.   Write a MongoDB query

   a.   to find the restaurants which belong to the borough Bronx and prepared either American or Chinese dish.

   b.   to find the restaurant Id, name, borough and cuisine for those restaurants which belong to the borough Staten Island or Queens or Bronxor Brooklyn.

   c.   to find the restaurant Id, name, borough and cuisine for those restaurants which are not belonging to the borough Staten Island or Queens or Bronxor Brooklyn.

   d.   to find the restaurant Id, name, borough and cuisine for those restaurants which achieved a score which is not more than 10.

   e.   to find the restaurant Id, name, borough and cuisine for those restaurants which prepared dish except 'American' and 'Chinees' or restaurant's name begins with letter 'Wil'.

   f.   to find the restaurant Id, name, and grades for those restaurants which achieved a grade of "A" and scored 11 on an ISODate "2014-08- 11T00:00:00Z" among many of survey dates

   g.   to find the restaurant Id, name and grades for those restaurants where the 2nd element of grades array contains a grade of "A" and score 9 on an ISODate "2014-08-11T00:00:00Z".

5.   Write a MongoDB query to find the restaurant Id, name, address and geographical location for those restaurants where 2nd element of coord array contains a value which is more than 42 and upto 52

6.   Write a MongoDB query

   a.   to arrange the name of the restaurants in descending along with all the columns.

   b.   to arranged the name of the cuisine in ascending order and for that same cuisine borough should be in descending order.

7.   Write a MongoDB query to know whether all the addresses contains the street or not.

8. Write a MongoDB query which will select all documents in the restaurants collection where the coord field value is Double.
9. Write a MongoDB query which will select the restaurant Id, name and grades for those restaurants which returns 0 as a remainder after dividing the score by 7.
10. Write a MongoDB query to find the restaurant name, borough, longitude and attitude and cuisine for those restaurants which contains 'mon' as three letters somewhere in its name.

SUGGESTED READINGS

1. Kyle Banker. (2012). MongoDB in Action. Manning Publications Co.
2. Rick Copeland. (2013). MongoDB Applied Design Patterns, 1st Edition, O"Reilly
3. Media Inc.
4. Gautam Rege, (2012). Ruby and MongoDB Web Development Beginner's Guide. Packt Publishing Ltd
5. Mike Wilson.. (2013). Building Node Applications with MongoDB and Backbone, O"Reilly Media Inc.
6. David Hows. (2009). The definitive guide to MongoDB, 2nd edition, Apress Publication, 8132230485
7. Shakuntala Gupta Edward. 2016. Practical Mongo DB , 2nd edition, Apress Publications, 2016, ISBN 1484206487

WEBSITES

1. http://www.mongodb.org/about/production-deployments/
2. http://docs.mongodb.org/ecosystem/drivers/
3. http://www.mongodb.org/about/applications/
4. http://www.mongodb.org/

20CSP301   **J2EE**   **4H – 4C**

Instruction Hours / week: L: 4 T: 0 P: 0   **Marks:** Int : **40** Ext : **60**   Total: **100**

                                                  End Semester Exam : 3 Hours

Course Objectives
- To Understand the In-depth concepts of JEE
-         To Understand the in-depth Life cycle of servlets and JSP.
- To Learn how to communicate with databases using Java.
- To Handle Errors and Exceptions in Web Applications
- To Use NetBeans IDE for creating J2EE Applications
- To impart expertise in Web Application Development using J2EE.

Course Outcomes(COs)
1. Understand the In-depth concepts of JEE
2. Understand the in-depth Life cycle of servlets and JSP.
3. Learn how to communicate with databases using Java.
4. Handle Errors and Exceptions in Web Applications
5. Use NetBeans IDE for creating J2EE Applications
6. Understand J2EE as an architecture and platform for building and deploying web-based, n-tier, transactional, component-based enterprise applications

Unit I - J2EE OVERVIEW
Beginning of Java – Java Byte code – Advantages of Java –J2EE and J2SE. J2EE Multi Tier Architecture – Distributive Systems – The Tier – Multi Tier Architecture – Client Tier Web Tier Enterprise Java Beans Tier Enterprise Information Systems Tier Implementation.

Unit II - J2EE DATABASE CONCEPTS
Data – Database – Database Schema. Introduction- Jdbc Architecture- Types of Drivers. Statement- ResultSet- Read Only ResultSet   -Updatable ResultSet--Forward Only ResultSet - Scrollable ResultSet - PreparedStatement—Metadata- Connection Modes-SavePoint- Batch Updations-CallableStatement- BLOB & CLOB.

Unit III - JAVA SERVLETS
Benefits – Anatomy – HTML Forms- HTTP: Request-response, headers, GET, POST
-Servlet Lifecycle: init(), service(), destroy()- Requests and responses- Core Servlet API: GenericServlet, ServletRequest, and ServletResponse-HTTP Servlets: HttpServletRequest, HttpServletResponse and HttpServlet- Accessing Parameters

Unit IV - ENTERPRISE JAVA BEANS
Entity Java Bean - Session Java Bean – Home and Remote Interfaces-Stateless bean- Stateful bean- EJB Exceptions- EJB deployment process Message Driven Bean.

Unit V – JSP
Introduction-. Advantages of JSP over Servlet-JSP Architecture- JSP Lifecycle -Integration of JSP & Servlet API-JSP implicit objects-Use of JSP Tags, Actions and Directives- JSP Scripting

Elements: declaratives-scriptlets-expressions-JSP Actions: Standard Actions-Custom Actions-JSTL & Tag Library-Error Handling in JSP-Using Java Beans in JSP-Defining Custom Tags

SUGGESTED READINGS

1. Jim Keogh. (2014). The Complete Reference J2EE (1st ed.). New Delhi: Tata McGraw Hill.
2. Duane, K. Fields., & Mark, A. Kolb. (2012). Web Development with Java Server Pages (1st ed.). Pune: Manning Publications.
3. Joseph, J. Bambara et al. (2006). J2EE Unleashed (1st ed.). New Delhi:Tech Media.
4. Paul, J. Perrone., Venkata, S. R. Chaganti., Venkata S. R. Krishna., & Tom Schwenk. (2009). J2EE Developer's Handbook. New Delhi: Sams Publications.
5. Rod Johnson. (2012). J2EE Development without EJB (1st ed.). New Delhi:Wiley Dream Tech.
6. Rod Johnson., & Rod Johnson, P.H. (2012). Expert One-On-One J2EE Design and Development. New Delhi: John Wiley & Sons.

WEBSITES

1. https://www.oracle.com/technetwork/java/javaee/appmodel-135059.html
2. https://www.geeksforgeeks.org/introduction-java-servlets/
3. http://media.datadirect.com/download/docs/jdbc/alljdbc/jdbcconnect/j2ee.html
4. https://www.javatpoint.com/ejb-tutorial
5. https://www.javatpoint.com/jsp-tutorial
6. https://nptel.ac.in/courses/106105191/

Semester-III

20CSP302   **SOFTWARE TESTING AND QUALITY ASSURANCE**   **4H – 4C**

Instruction Hours / week: L: 4 T: 0 P: 0   **Marks:** Int : **40** Ext : **60**   Total: **100**

                                           End Semester Exam : 3 Hours

Course Objectives
- To understand the basics of testing, test planning &design and test team organization
- To study the various types of test in the life cycle of the software product.
- To build design concepts for system testing and execution
- To learn the software quality assurance ,metrics, defect prevention techniques
- To learn the techniques for quality assurance and applying for applications.
- To apply the software testing techniques in real-time applications

Course Outcomes(COs)
Upon completion of this course, the students should be able to:
1. Perform functional and nonfunctional tests in the life cycle of the software product.
2. Understand system testing and test execution process.
3. Create test cases for software testing techniques.
4. Identify defect prevention techniques and software quality assurance metrics.
5. Apply techniques of quality assurance for typical applications.
6. Identify the Root Cause analysis with quality assurance techniques.

Unit I - SOFTWARE TESTING - CONCEPTS, ISSUES, AND TECHNIQUES
Quality Revolution, Verification and Validation, Failure, Error, Fault, and Defect, Objectives of Testing, Testing Activities, Test Case Selection White-Box and Black ,test Planning and design, Test Tools and Automation, . Power of Test. Test Team Organization and Management-Test Groups, Software Quality Assurance Group ,System Test Team Hierarchy, Team Building.

Unit II - SYSTEM TESTING
System Testing - System Integration Techniques-Incremental, Top Down Bottom Up Sandwich and Big Bang, Software and Hardware Integration, Hardware Design Verification Tests, Hardware and Software Compatibility Matrix Test Plan for System Integration. Built- in Testing. functional testing - Testing a Function in Context. Boundary Value Analysis, Decision Tables. acceptance testing - Selection of Acceptance Criteria, Acceptance Test Plan, Test Execution Test. software reliability - Fault and Failure, Factors Influencing Software, Reliability Models

Unit III - SYSTEM TEST CATEGORIES
System test categories Taxonomy of System Tests, Interface Tests Functionality Tests. GUI Tests, Security Tests Feature Tests, Robustness Tests, Boundary Value Tests Power Cycling Tests Interoperability Tests, Scalability Tests, Stress Tests, Load and Stability Tests, Reliability Tests, Regression Tests, Regulatory Tests.
Test Generation from FSM models- State-Oriented Model. Finite-State Machine Transition Tour Method, Testing with State Verification. Test Architectures-Local, distributed, Coordinated, Remote. system test design- Test Design Factors Requirement Identification, modeling a Test Design Process Test Design Preparedness, Metrics, Test Case Design Effectiveness. system test

execution- Modeling Defects, Metrics for Monitoring Test Execution .Defect Reports, Defect Causal Analysis, Beta testing, measuring Test Effectiveness.

Unit IV - SOFTWARE QUALITY
Software quality - People's Quality Expectations, Frameworks and ISO-9126, McCall's Quality Factors and Criteria – Relationship. Quality Metrics. Quality Characteristics ISO 9000:2000 Software Quality Standard. Maturity models- Test Process Improvement, Testing Maturity Model.

Unit V- SOFTWARE QUALITY ASSURANCE
Quality Assurance - Root Cause Analysis, modeling, technologies, standards and methodologies for defect prevention. Fault Tolerance and Failure Containment - Safety Assurance and Damage Control, Hazard analysis using fault-trees and event-trees. Comparing Quality Assurance Techniques and Activities. QA Monitoring and Measurement, Risk Identification for Quantifiable Quality Improvement. Case Study: FSM-Based Testing of Web-Based Applications.

SUGGESTED READINGS
1. Kshirasagar Nak Priyadarshi Tripathy. (2011). Software Testing and Quality Assurance-Theory and Practice, John Wiley & Sons Inc.
2. Sandeep Desai, Abhishek Srivastava. (2012). Software Testing: A Practical Approach.PHI, New Delhi.
3. Jeff Tian. (2005). Software Quality Engineering: Testing, Quality Assurance, and Quantifiable Improvement, , John Wiley & Sons, Inc., Hoboken, New Jersey..
4. Daniel Galin. (2004). Software Quality Assurance - From Theory to Implementation, Pearson Education Ltd UK.
5. Milind Limaye.(2011). Software Quality Assurance, , TMH ,New Delhi.
6. Stephan Goericke. (2019). The Future of Software Quality Assurance, Stephan Goericke, Springer International Publishing

WEBSITES
1. https://www.tutorialspoint.com/software_testing/software_testing_qa_qc_testing.htm
2. https://www.altexsoft.com/whitepapers/quality-assurance-quality-control-and-testing-the-basics-of-software-quality-management/
3. http://softwaretestingfundamentals.com/software-quality-assurance/
4. https://www.softwaretestinghelp.com/software-quality-assurance/
5. https://nptel.ac.in/courses/106105150/
6. http://ijiet.com/wp-content/uploads/2016/04/15.pdf
7. https://www.springer.com/journal/11219

Semester-III

20CSP303   **DIGITAL IMAGE PROCESSING**   **4H – 4C**

Instruction Hours / week: L: 4 T: 0 P: 0   **Marks:** Int : **40** Ext : **60** Total: **100**

End Semester Exam : 3 Hours

Course Objectives
- To make the students learn the fundamental theories and techniques of digital image processing.
- To study the mathematical transforms necessary for image processing, image manipulation and a preliminary understanding of Computer Vision.
- To make students to understand the image degradation and enhancement.
- To understand the basic relationships between pixels in an image
- To know various segmentation techniques, and object descriptors.
- To implement pattern recognition to enhance an image.

Course Outcomes(COs)
1. Perform image manipulations and analysis in many different fields.
2. Apply knowledge of computing mathematics science and engineering to solve problems in multidisciplinary research.
3. Implement the understanding in sharpening the image.
4. Perform the image segmentation using the compression method.
5. Understand the image to represent in an region.
6. Analyze the basic algorithms used for image processing &image compression with morphological image processing.

Unit I – **INTRODUCTION**
Digital image processing – Origins of digital image processing- Examples of fields that use digital image processing-Fundamental steps in digital image processing- Components of an image processing system-Representing digital image.

Unit II - BASIC RELATIONSHIPS BETWEEN PIXELS
Basic gray level transformations- Histogram processing - Basic spatial filtering- Smoothing special filtering- Image Degradation/ Restoration process- Noise Models.

Unit III - IMAGE SEGMENTATION
Thresholding - Edge Based Segmentation Edge Operators; Line Detection, Corner Detection – Region Based Segmentation Region Growing Based Segmentation, Region Splitting, Region Merging, Split and Merge – Matching. Image Compression: Error Criterion - Lossy Compression - Lossless Compression.

Unit IV - SHAPE REPRESENTATION AND DESCRIPTION
Region Identification - Contour Based Representation And Description – Region Based Shape Representation And Description.

Unit V - IMAGE RECOGNITION
Introduction – Statistical Pattern Recognition - Neural Net- Syntactic Pattern Recognition - Graph Matching – Clustering- Texture Image Analysis- Image Data Compression

SUGGESTED READINGS

1. Rafael, C. Gonzalez., & Richard, E. Woods. (2012). Digital Image Processing (3rd ed.). New Delhi:Pearson Education.
2. Chanda, B., & Dutta Majumder, D. (2010). Digital Image Processing and Analysis (1st ed.). New Delhi: Prentice Hall of India.
3. Milan Sonka., Vaclav Hlavac.,& Roger Boyle. (2012). Image Processing Analysis and Machine Vision (2nd ed.). New Delhi: Vikas Publishing House.
4. Nick Efford. (2009). Digital Image Processing – A Practical introduction using JAVA   (1st ed.). New Delhi: Pearson Education Limited.

WEB SITES
1. http://www.cs.dartmouth.edu/farid/tutorials/fip.pdf
2. http://www.imageprocessingbasics.com/
3. http://www.astropix.com/HTML/J_DIGIT/TOC_DIG.HTM
4. https://nptel.ac.in/courses/117105079/
5. https://nptel.ac.in/courses/117105135/

JOURNALS
1. https://link.springer.com/journal/10278
2. https://sites.google.com/site/ijcsis/digital-image-processing
3. http://www.ciitresearch.org/dl/index.php/dip
4. https://ieeexplore.ieee.org/document/4336327

20CSP304 **GREEN COMPUTING**
Instruction Hours / week: L: 4 T: 0 P: 0 **Marks:** Int : **40** Ext : **60** Total: **100**
End Semester Exam : 3 Hours

Course Objectives

- To provide a comprehensive coverage of topics related to green computing.
- To provide an insight into Fundamentals of Green IT, Green Assets and Modeling
- To understand IT use in relation to environmental perspectives.
- To discuss Green Compliance and Green Mobile
- To relate green IT to sustainable development
- To provide deep understanding about Green Computing by discussing Case studies.

Course Outcomes(COs)

1. Give an account of the concept green IT,
2. Give an account of Green Assets and Modeling,
3. Describe green IT in grid framework in relation to technology,
4. Relate green IT to sustainable development,
5. Evaluate IT use in relation to environmental perspectives,
6. Analyze case studies based on green IT

Unit I - FUNDAMENTALS OF GREEN IT

Business, IT, and the Environment – Green computing – Green IT Strategies: Drivers, Dimensions, and Goals – Environmentally Responsible Business: Policies, Practices, and Metrics - Approaches to green computing - Middleware Support - Compiler Optimization - Product longevity – Software induced energy consumption - its measurement and rating.

Unit II - GREEN ASSETS AND MODELING

Green Assets: Buildings, Data Centers, Networks, and Devices – Green Business Process Management: Modeling, Optimization, and Collaboration – Green Enterprise Architecture – Environmental Intelligence.

Unit III - GRID FRAMEWORK

Virtualizing of IT systems – Role of electric utilities, Telecommuting, teleconferencing and teleporting – Materials recycling – Best ways for Green PC – Green Data center – Green Grid framework.

Unit IV - GREEN COMPLIANCE AND GREEN MOBILE

Socio-cultural aspects of Green IT – Green Enterprise Transformation Roadmap – Green Compliance: Protocols, Standards, and Audits – Emergent Carbon Issues: Technologies and Future - Green mobile - optimizing for minimizing battery consumption - Web, Temporal and Spatial Data Mining Materials recycling.

Unit V - CASE STUDIES

The Environmentally Responsible Business Strategies (ERBS) – Case Study Scenarios for Trial Runs – Case Studies – Applying Green IT Strategies and Applications to a Home, Hospital, Packaging Industry and Telecom Sector.

SUGGESTED READINGS

1. Bhuvan Unhelkar. (2011). Green IT Strategies and Applications-Using Environmental Intelligence. CRC Press.
2. Woody Leonhard, Katherrine Murray. (2009). Green Home computing for dummies.
3. Alin Gales, Michael Schaefer, Mike Ebbers. (2011). Green Data enter: steps for the Journey. Shoff/IBM rebook.
4. John Lamb. (2009). "The Greening of IT". Pearson Education.
5. Jason Harris. (2008). "Green Computing and Green IT- Best Practices on regulations & industry", Lulu.com.
6. Wu Chun Feng. (2012). "Green computing: Large Scale energy efficiency". CRC Press.

WEB SITES

1. https://www.researchgate.net/post/What_is_Green_Computing
2. https://www.kbmanage.com/concept/green-computing
3. https://www.computer.org/csdl/proceedings/hicss/2010/3869/00/02-03-06.pdf

JOURNALS

https://www.researchgate.net/publication/229175907_Green_IT_Case_studies

20CSP305A   WEB ENGINEERING

Instruction Hours / week: L: 4 T: 0 P: 0   **Marks:** Int : **40** Ext : **60**   Total: **100**
                                                                                End Semester Exam : 3 Hours

Course Objectives
- To understand the concepts, principles, strategies, and methodologies of web applications development.
- To Understand the characteristics of web applications
- To Learn to Model web applications
- To be aware of Systematic methods
- To be familiar with the testing techniques for web applications
- To design and develop a web application

Course Outcomes(COs)
1. Apply the characteristics of web applications.
2. Model web applications.
3. Learn to create requirement engineering for web applications
4. Understand the various architecture of web applications
5. Design web applications.
6. Test and develop web applications.

Unit I - INTRODUCTION
Motivation – categories & characteristics of web applications – product related, usage related and development related – evolution of WE.

Unit II - REQUIREMENTS ENGINEERING (RE) FOR WEB APPLICATIONS
Introduction – fundamentals –sources of requirements – RE activities – RE specifications in WE - RE principles for web applications – adapting RE methods for web applications development – requirement types, notations, tools.

Unit III - WEB APPLICATION ARCHITECTURE
Introduction – fundamentals – definition of architecture – developing and characterizing architectures – components of a generic web application architecture – layered architecture – database centric architecture - architecture for web document management – architecture for multimedia data.

Unit IV -MODELING WEB APPLICATIONS
Introduction – modeling specifics in WE – levels – aspects – phases of customizations – modeling requirements – hypertext modeling - hypertext structure modeling concepts – access modeling concepts. Web application design – web design from an evolutionary perspective – information design – software design – merging information design & software design– interaction design – user interaction – user interface organization.

Unit V - TESTING WEB APPLICATIONS

Introduction – fundamentals – terminology – quality characteristics – test objectives – test levels – role of tester – test specifics in web – test approaches – conventional, agile - test schemes applying the scheme to web applications – test methods and techniques – link testing – browser testing – usability testing – load, stress and continues testing

SUGGESTED READINGS

1. Gerti Kappel, Birgit Proll, Siegried Reich and Werner Retschitzegger. (2011). Web Engineering: The Discipline of Systematic Development of Web Applications, John Wiley and Sons Ltd, ISBN: 9780470064894.
2. Roger S Pressman and David Lowe. (2009). Web Engineering: A Practitioner's Approach. 1 st Edition. Tata Macgraw Hill Publications, ISBN: 9780073523293.
3. Leon Shklar and Rich Rosen. (2010). Web Application Architecture: Principles, Protocols and Practices. 2nd Edition. Wiley, ISBN: 047051860X.
4. Guy W Leeky-Thompson. (2011). Just Enough Web Programming with XHTML, PHP, and MySQL. 1st Edition, Cenagage Learning, ISBN: 159863481X.
5. Anders Moller and Michael Schwartzbach. (2009). An Introduction to XML and Web Technologies. 1st Edition. Pearson Education, New Delhi.
6. Chrits Bates. (2012). Web Programming: Building Internet Applications, 3rd Edition,Wiley India Edition, ISBN: 8126512903.

WEB SITES

1. http://www.csun.edu/~twang/595WEB/Slides/Week1.pdf
2. https://www.quora.com/What-is-web-engineering
3. https://www.scribd.com/document/324899044/Web-Engineering-Models
4. https://nptel.ac.in/courses/106106156/

Semester-III

20CSP305B   **WIRELESS APPLICATION PROTOCOL**   **4H – 4C**

Instruction Hours / week: L: 4 T: 0 P: 0   **Marks:** Int : **40** Ext : **60**   Total: **100**

End Semester Exam : 3 Hours

Course Objectives

- To learn the concept of Wireless Application Protocols.
- To learn Development tools, Language and built Wireless Application
- To learn wireless concepts, Technologies and gateways.
- To know the components of WAP.
- To learn the different application area of WAP.
- To understand the environment of WAP.
- To understand components and various protocols.
- To know about WTA Architecture and its security

Course Outcomes (COs)

1. Pursue research in the area of wireless communication.
2. Develop applications that are mobile-device specific and demonstrate current practice in mobile communication contexts.
3. Understand Components of the WAP Standards and Wireless Telephony Applications
4. Understand components and various protocols.
5. Know about WTA Architecture and its security
6. Design and Develop a wireless application using WML

Unit I - MOBILE DATA INTRODUCTION

The Rise of Mobile Data-Key Services for the Mobile Internet- Overview of the WAP-The origins of the WAP- WAP architecture-WAP Internal Structure-Components of the WAP Standards- WAP Gateways-Network Infrastructure Services Supporting WAP Clients-WAP Architecture Design Principles –Relationship with other standards.

Unit II - THE WIRELESS MARKUP LANGUAGE

Overview-The WML Document Model-WML Authoring-URLS Identity Content-Mark Up Basics- WML Basics-Basic Content-Events Tasks and Binding.

Unit III - VARIABLES

Other Content you can include-Controls-Miscellaneous Markup- Sending Information-Application Security-Other Data**;** The Meta element- Document Type Declarations- Errors and browsers Limitations-Content generation- WML Version Negotiation.

Unit IV - USER INTERFACE DESIGN

Making Wireless Applications Easy to Use- Website Design- Computer Terminals Vs Mobile Terminals-Designing a usable WAP site-structured usability method-user interface design guidelines- Design guidelines for selected WML Elements.

Database-Driven WAP: ASP and WAP, ActiveX Data Objects (ADO), methods of converting existing HTML web site to WAP, M-Commerce and Security, Push Technology and Telematics.

Unit V - WIRELESS TELEPHONY APPLICATIONS

Overview of the WTA Architecture- WTA Client Frame Work –WTA Server and Security-Design Considerations- Application Creation Tool Box- Future of WTA Enhancements.

The Mobile Internet Future**:** Better Content- Easier Access-Beyond Browsing – Beyond Cellular-Mobile Data Unleashed.

SUGGESTED READINGS

1. Sandeep Singhal. (2009). The Wireless Application Protocol (1st ed.). New Delhi: Pearson Education.
2. Charles Arehart., & Nirmal Chidambarametal. (2012). Professional WAP.New Delhi: Shroff Publishers & Distributers Pvt Ltd.
3. Dale BulBrook. (2010). WAP –A Beginner's Guide (1st ed.). New Delhi: TMH Publication
4. Ruseyev, S. (2013). WAP Technology & Applications (1st ed.). New Delhi: Eswar Publications.

WEB SITES

1. www.en.wikipedia.org/wiki/Wireless_Application_Protocol
2. www.wap.com
3. www.w3schools.com/wap/
4. https://www.tutorialspoint.com/wap/wap_introduction.htm

JOURNAL

1. http://journal.library.iisc.ernet.in/index.php/iisc/article/view/511
2. http://www.ijecs.in/index.php/ijecs/article/view/2819
3. http://www.ijtrd.com/papers/IJTRD1289.pdf

Semester-III

20CSP305C **SOFTWARE PROJECT MANAGEMENT** **4H – 4C**

Instruction Hours / week: L: 4 T: 0 P: 0 **Marks:** Int : **40** Ext : **60** Total: **100**

End Semester Exam : 3 Hours

Course Objectives
- To deliver students skills for planning, implementing a software project
- To develop and deliver a software
- To make the student to understand the techniques for the project
- To analyze and solve the risks in the project.
- To understand the monitoring and tracking of the project.
- To 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

Course Outcomes (COs)
1. 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.
2. Implement software.
3. Analyze, specify and document software requirements for a software system.
4. 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.
5. Implement and understand the estimation of the project.
6. Apply the concepts of project management & planning

Unit I – INTRODUCTION
Software Project Management -Project evaluation and programme Management- An overview of Project planning- Stepwise Planning-Selection of an appropriate project Approach.

Unit II - SOFTWARE EFFORT ESTIMATION
Problems with over- and underestimates-Software effort estimation Techniques - Estimating by analogy -Albrecht function point analysis -Function points Mark II –COSMIC full function points - COCOMO 13: a parametric productivity model. Activity planning: The objectives of activity Planning-Project schedules - Projects and activities - Sequencing and scheduling activities - Network planning models - Formulating a network model - Adding the time dimension - The forward pass - The backward pass - Identifying the critical path.

Unit III - RISK MANAGEMENT
Introduction to Risk - Categories of risk - A framework for dealing with risk -Risk identification - Risk assessment - Risk planning - Risk management - Evaluating risks to the schedule - Applying the PERT technique - Monte Carlo simulation - Critical chain concepts. Resource allocation: - Introduction -The nature of resources - Identifying resource requirements -Scheduling resources - Creating critical paths -Counting the cost - Being specific -Publishing the resource schedule - Cost schedules -The scheduling sequence.

Unit IV - MONITORING AND CONTROL

Creating the framework-Collecting the data- Visualizing progress- Cost monitoring -Earned value analysis-Prioritizing monitoring - Getting the project back to target - Change control. Managing people in software environments: Understanding behavior -Organization behavior: a background - Selecting the right person for the job - Instruction in the best methods - Motivation - Stress -Health and safety -Some ethical and professional concern

Unit V- WORKING IN TEAMS
Becoming a team - Decision making - Organizational structures - Coordination dependencies - Dispersed and virtual teams - Communication genres -Communication plans - Leadership. Software quality: Introduction -The place of software quality in project planning - The importance of software quality - Defining software quality - ISO 9126 -Product versus process quality management -Quality management systems -Process capability models -Techniques to help enhance software quality -Testing -Quality plans

SUGGESTED READINGS
1. Bob Hughes and Mike Cotterell . (2011). Software Project Management, 5th Edition, New Delhi: Tata McGraw Hill
2. Royce. (2012). Software Project Management, 1st Edition, New Delhi: Addisions Wesley.
3. Kelkar. (2013). "Software Project Management", 3rd edition, Prentice Hall India.

WEB SITES
1. http://en.wikipedia.org/wiki/Software_project_management
2. http://www.onesmartclick.com/engineering/software-engineering.html
3. http://www.cc.gatech.edu/classes/AY2000/cs3802_fall/
4. https://nptel.ac.in/courses/106105218/
5. https://swayam.gov.in/nd1_noc19_cs70/preview

JOURNAL
1. https://www.sciencedirect.com/science/article/pii/s2212017313002491
2. https://cyberleninka.org/article/n/685215.pdf

20CSP311	**J2EE – PRACTICAL**	**4H – 2C**

Instruction Hours / week: L: 0 T: 0 P: 4   **Marks:** Int : **40** Ext : **60**   Total: **100**

End Semester Exam : 3 Hours

Course Objectives
- To Understand the In-depth concepts of JEE
- To Understand the in-depth Life cycle of servlets and JSP.
- To Learn how to communicate with databases using Java.
- To Handle Errors and Exceptions in Web Applications
- To Use NetBeans IDE for creating J2EE Applications
- To impart expertise in Web Application Development using J2EE.

Course Outcomes(COs)
1. Understand the In-depth concepts of JEE
2. Understand the in-depth Life cycle of servlets and JSP.
3. Learn how to communicate with databases using Java.
4. Handle Errors and Exceptions in Web Applications
5. Use NetBeans IDE for creating J2EE Applications
6. Understand J2EE as an architecture and platform for building and deploying web-based, n-tier, transactional, component-based enterprise applications

List of Programs

1. Create a sign in form in servlets.
2. Write a servlet Program to lock a server.
3. Write a servlet program that returns list of information in table format.
4. Design a counter that counts number of times user has visited the site in current browsing session.
5. Write a program to retrieve cookies information
6. Build a JAVA Bean for opening an applet from JAR file.
7. Write a program to add controls in BEAN.
8. Design a counter in JAVA BEAN.
9. Write a program to stream contents of a file using JSP.
10. Write a program to insert an applet into JSP page.

SUGGESTED READINGS
1. Jim Keogh. (2014). The Complete Reference J2EE (1st ed.). New Delhi: Tata McGraw Hill.
2. Duane, K. Fields., & Mark, A. Kolb. (2012). Web Development with Java Server Pages (1st ed.). Pune: Manning Publications.
3. Rod Johnson. (2012). J2EE Development without EJB (1st ed.). New Delhi:Wiley Dream Tech.

WEB SITES
7. https://www.oracle.com/technetwork/java/javaee/appmodel-135059.html
8. https://www.geeksforgeeks.org/introduction-java-servlets/

9. http://media.datadirect.com/download/docs/jdbc/alljdbc/jdbcconnect/j2ee.html
10. https://www.javatpoint.com/ejb-tutorial
11. https://www.javatpoint.com/jsp-tutorial

20CSP312 SOFTWARE TESTING AND QUALITY ASSURANCE PRACTICAL **4H – 2C**
Instruction Hours / week: L: 0 T: 0 P: 4   **Marks:** Int: **40** Ext: **60**   Total: **100**
                                                          End Semester Exam: 3 Hours

Course Objectives
- To highlight the strategies for software testing and understand the concept of testing tools.
- To explain methods of capturing, specifying, visualizing and analysing software requirements.
- To understand concepts and principles of software design and user-centric approach and principles of effective user interfaces with the help of testing tool.
- To know basics of testing and understanding concept of Testing Tools.
- To learn the criteria and design for test cases.
- To explore the usage of Selenium tool for software testing

Course Outcomes (COs)
1. Work effectively as leader/tester of a development team to deliver quality software artifacts.
2. Implement a given software design using sound development practices.
3. Verify, validate, assess and assure the quality of software artifacts.
4. Design test cases suitable for a software development for different domains.
5. Identify suitable tests to be carried out.
6. Explore the usage of Selenium tool for software testing

List of Programs
Using Testing Tool: (Selenium)
1. Conduct a test suite for any two websites.
2. Program to Select Checkbox in Selenium Driver.
3. Program to Select radio Button in Selenium Driver.
4. Write a Program to Scroll a web page in Selenium WebDriver.
5. Write and test a program to login a specific webpage.
6. Create Locators in Selenium using IDE.
7. Find Element and Find Elements in Web using Selenium WebDriver.

Websites

1. www.testinggeek.com
2. www.softwaretestinghelp.com
3. www.softwaretestinginstitute.com
4. https://www.javatpoint.com/selenium-tutorial.

Semester-IV

20CSP491   **PROJECT AND VIVA VOCE**   **15C**

Instruction Hours / week: L: 0 T: 0 P: 0   **Marks:** Int: **80** Ext: 120   Total: **200**

                                           End Semester Exam: 3 Hours