DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

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Scheme of Instruction
and
Syllabi of
B.E. V & VI- SEMESTERS

2017-2018

UNIVERSITY COLLEGE OF ENGINEERING

(AUTONOMOUS)

OSMANIA UNIVERSITY

HYDERABAD – 500 007, TELANGANA
## CSE: SEMESTER - V

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<thead>
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<th>S.No</th>
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<td>PE – I</td>
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### Practicals

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# Professional Elective-I:

PE 501 CS  Advanced Computer Architecture

PE 502 CS : Artificial Intelligence

PE 503 CS : Simulation and Modeling
With effect from the Academic year 2017-2018

PC 501 CS

Database Management Systems

Credits: 3

Instruction : (3L + 1T) hrs per week
Duration of SEE : 3 hours
CIE : 30 Marks
SEE : 70 Marks

Course Objectives:

- To introduce three schema architecture and DBMS functional components
- To learn formal and commercial query languages of RDBMS
- To understand the principles of ER modeling and theory of normalization
- To study different file organization and indexing techniques
- To familiarize theory of serializablity and implementation of concurrency control, and recovery

Course Outcomes:

Student will be able to:

- Understand the mathematical foundations on which RDBMS are built
- Model a set of requirements using the Extended Entity Relationship Model (EER), transform an EER model into a relational model, and refine the relational model using theory of Normalization
- Develop Database application using SQL and Embedded SQL
- Use the knowledge of file organization and indexing to improve database application performance
- Understand the working of concurrency control and recovery mechanisms in RDBMS
UNIT – I

Introduction: Database System Applications, Purpose of Database Systems, View of Values, Nested Sub-queries, Complex Queries, Views, Modification of the Database, Joined Relations

Data, Database Languages, Relational Databases, Database Design, Object-based and Semi-structured Databases, Data Storage and Querying, Transaction Management, Data Mining and Analysis, Database Architecture, Database Users and Administrators.


UNIT – II


Structured Query Language: Data Definition, Basic Structure of SQL Queries, Set Operations, Aggregate Functions, Null

UNIT – III

Advanced SQL: SQL Data Types and Schemas, Integrity Constraints, Authorization, Embedded SQL, Dynamic SQL, Functions and Procedural Constructs, Recursive Queries, Advanced SQL Features.


UNIT – IV

Indexing and Hashing: Basic Concepts, Ordered Indices, B⁺-tree Index Files, B-tree Index Files, Multiple-Key Access, Static Hashing, Dynamic Hashing, Comparison of Ordered Indexing and Hashing, Bitmap Indices.


UNIT – V


Suggested Readings:

With effect from the Academic year 2017-2018

PC 502 CS

Data Communications

Credits: 3

Instruction: (3L + 1T) hrs per week

Duration of SEE: 3 hours

CIE: 30 Marks

SEE: 70 Marks

Course Objectives:

- To learn about basic building blocks of Data communication network such as protocol, topologies and standards
- To understand different issue in link layer such as framing, multiplexing, error correction and flow control
- To acquire knowledge of infrastructure for Local Area Networks (MAC CSMA-CD/Ethernet, Token Ring etc)
- To learn the basic design principles of broadband wired and wireless communication networks (802.11x)

Course Outcomes:

Student will be able to:

- describe the data communications and telecommunications models, topologies, protocols, standards and architectures in use today
- Explain the basic components and media of data communication networks and distinguish between LANs and WANs.
- Compare and contrast the historical evolution of the switched and routed infrastructures
- Evaluate different data communication hardware and network designs
UNIT – I
Data Communication and Networking Overview, Protocol Architectures: OSI, TCP/IP and ATM. Data transmission, Guided and Wireless transmission.

Data Encoding: digital data-digital signals, digital data-analog signals, analog data-digital signals, analog data-analog signals

UNIT – II
Multiplexing, Circuit switching and Packet switching, Digital Data Communication Techniques, Asynchronous and Synchronous transmission, DSL and ADSL.

UNIT – III
Data Link Control: Error detection techniques, Interfacing.

Line configurations, Flow control, Error control, Data link control protocols, Protocol verification

UNIT – IV

UNIT – V
Wireless LANs, 802.11 Broadband wireless, 802.16 Bluetooth, Bridge, Spanning Tree Bridge, Source Routing Bridge, Repeaters, Hubs, Switches, Routers and Gateways, Virtual LANs.

Suggested Readings:

With effect from the Academic year 2017-2018

PC 503 CS

Automata Languages & Computation

Credits:3

Instruction : (3L + 1T) hrs per week  
Duration of SEE : 3 hours

CIE : 30 Marks  
SEE : 70 Marks

Course Objectives:

- Introduce the concept of formal specification of languages and different classes of formal languages
- Discuss automata models corresponding to different levels of Chomsky hierarchy
- Understand the concept of computability and decidability

Course Outcomes:

Student will be able to

- Design Finite State Machine, Pushdown Automata, and Turing Machine
- Determine a language’s place in the Chomsky hierarchy (regular, context-free, recursively enumerable)
- Convert among equivalently powerful notations for a language, including among DFAs, NFAs, and regular expressions, and between PDAs and CFGs
- Explain why the halting problem has no algorithmic solution

UNIT – I


UNIT – II

UNIT – III

Properties of CFLs–Normal forms for CFGs, Pumping Lemma, Closure properties, Decision algorithms, Deterministic Context Free Languages, Predicting machines, Decision properties, LR(0) grammars, LR(0) and DPDA, LR(k) grammars

UNIT – IV

Turing Machines–Introduction, Computational Languages and Functions, Techniques for construction of Turing machines. Modifications of TM, TM as enumerator, Restricted TM.

UNIT – V


Suggested Readings:

1. John E. Hopcroft, Jeffrey D. Ullman, Introduction to Automata Theory, Languages and Computation, Narosa, 1979

2. Zvi Kohavi, Switching and Finite Automata Theory, TMH, 1976
With effect from the Academic year 2017-2018

PC 504 CS  

Operating Systems  

Credits:3

Instruction : (3L + 1T) hrs per week  

Duration of SEE : 3 hours

CIE : 30 Marks  

SEE : 70 Marks

Course Objectives:

- To introduce the concepts of OS structure and process synchronization
- To study different memory management strategies
- To familiarize the implementation of file system
- To understand the principles of system security and protection
- To discuss the design principles and structure of Windows 7 and Linux

Course Outcomes:

Student will be able to

- Evaluate different process scheduling algorithms
- Describe the steps in address translation and different page replacement strategies
- Compare different file allocation methods and decide appropriate allocation strategy for given type of file
- Explain the mechanisms available in an OS to control access to resource

UNIT-I


UNIT-II

Memory management strategies with example architectures: Swapping, Contiguous allocation, Paging, Segmentation, Segmentation with paging, Virtual memory management: Demand paging, Page replacement, Thrashing.

UNIT-III

UNIT-IV

**System Protection**: Principles and Domain, Access Matrix and implementation, Access control and access rights, Capability based systems, Language based Protection,

**System Security**: Problem, Program threats, cryptography, user authentication, implementing security defenses, Firewalling, Computer security Classification

UNIT-V

**Case Studies**: The Linux System–Design principles, Kernel modules, Process management, Scheduling, Memory management, File systems, Input and Output, Inter process communication. Windows 7 –Design principles, System components, Terminal services and fast user switching File systems, Networking, Programmer interface.

**Suggested Reading**:

PC 505 CS

Computer Graphics

Credits: 3

Instruction: (3L + 1T) hrs per week

Duration of SEE: 3 hours

CIE: 30 Marks

SEE: 70 Marks

Course Objectives:

- To introduce the concept of synthetic camera model, programmable pipeline, and OpenGL API
- To study different interaction modes and data structures that store 2-D and 3-D geometric objects
- To understand different transformations in 2-D and 3-D
- To study different rasterization and rendering algorithms

Course Outcomes:

Student will be able to

- Describe the steps in graphics programming pipeline
- Write interactive graphics applications using OpenGL geometric primitives
- Apply affine transformations for viewing and projections
- Create realistic images of 3-D objects that involve lighting and shading aspects
- Describe the mathematical principles to represent curves and surfaces

UNIT-I


UNIT-II

UNIT-III

UNIT-IV

From Vertices to Frames: Basic implementation strategies, Line-segment clipping, Polygon clipping, Clipping of other primitives, Clipping in three dimensions, Rasterization, Bresenham’s algorithm, Polygon Rasterization, Hidden-surface removal, Anti-aliasing, Display considerations.

UNIT-V
Modeling & Hierarchy: Hierarchal models, Trees and traversal, Use of tree data structure, Animation, Graphical objects, Scene graphs, Simple scene graph API, Open Scene graph, Other tree structures.

Curves & Surfaces: Representation of curves and surfaces, Design criteria, Bezier curves and surfaces, Cubic B-splines, General B-splines, Rendering curves and surfaces, Curves and surfaces in OpenGL.

Suggested Reading:
With effect from the Academic year 2017-2018

HS 901 MB

Managerial Economics and Accountancy

Credits: 3

Instruction: (3L ) hrs per week  Duration of SEE: 3 hours
CIE: 30 Marks  SEE: 70 Marks

Course Objectives:

- To learn important concepts of Managerial Economics and apply them to evaluate business decisions
- To understand various parameters that determine the consumers' behavior.
- To evaluate the factors that affect production
- To understand the concepts of capital budgeting and payback period.
- To study the concepts of various book-keeping methods.

Course Outcomes:

Student will be able to

- apply the fundamental concepts of managerial economics to evaluate business decisions
- Understand types of Demand and factors related to it
- Identify different types of markets and determine price –output under perfect competition
- determine working capital requirement and payback
- analyze and interpret financial statements through ratios

UNIT – I


UNIT – II

Consumer Behavior: Law of Demand, Determinants, Types of Demand; Elasticity of Demand (Price, Income and Cross-Elasticity); Demand Forecasting, Law of Supply and Concept of Equilibrium. (Theory questions and small numerical problem can be asked)
UNIT – III

**Theory of Production and Markets:** Production Function, Law of Variable Proportion, ISO quants, Economics of Scale, Cost of Production (Types and their measurement), Concept of Opportunity Cost, Concept of Revenue, Cost-Output relationship, Break-Even Analysis, Price - Output determination under Perfect Competition and Monopoly (theory and problems can be asked)

UNIT – IV

**Capital Management:** Significance, determination and estimation of fixed and working capital requirements, sources of capital, Introduction to capital budgeting, methods of payback and discounted cash flow methods with problems. (Theory questions and numerical problems on estimating working capital requirements and evaluation of capital budgeting opportunities can be asked)

UNIT – V


(Theory questions and numerical problems on preparation of final accounts, cash book, petty cash book, bank reconciliation statement, calculation of some ratios)

**Suggested Readings:**


With effect from the Academic year 2017-2018

PE 501 CS

**Advanced Computer Architecture**

Credits: 3

Instruction: (3L) hrs per week

Duration of SEE: 3 hours

CIE: 30 Marks

SEE: 70 Marks

**Course Objectives:**

- To learn the models of computer architecture beyond the classical von Neumann model- pipelining, vector and array processors.
- To understand different performance enhancement techniques of superscalar architecture.
- To study the issues of memory management and synchronization in Multiprocessors and Multi computers.

**Course Outcomes:**

Student will be able to

- Understand the limitations of uni-processor and appreciate the need for parallel processing.
- Explain the concept of branch prediction and its utility.
- Explain the concept of interconnection networks and characterize different approaches.
- Compare and contrast shared memory and distributed memory architectures.

**UNIT – I**

Measuring Performance and cost: Performance measurement, Enhancements to Uni processor models, Benchmarks, Basic model of advanced computer architectures.

**UNIT – II**

Pipelining and superscalar techniques: Basic pipelining, data and control hazards, Dynamic instruction scheduling, Branch prediction techniques, Performance evaluation, case study- Sun Microsystems-Microprocessor.
UNIT – III

UNIT – IV

UNIT – V
Multiprocessors and Multi computers: Multiprocessor models, Shared-memory and distributed memory architectures, memory organization, Cache Coherence and Synchronization Mechanisms, parallel computer, performance models.

Suggested Readings:

With effect from the Academic year 2017-2018

PE 502 CS

Artificial Intelligence

Credits: 3

Instruction: (3L) hrs per week

Duration of SEE: 3 hours

CIE: 30 Marks

SEE: 70 Marks

Course Objectives:

- To familiarize the principles of Artificial Intelligence
- To study the techniques for knowledge representation and inference
- To learn the techniques involved in the creation of intelligent systems
- To study different applications like Game Playing, Expert Systems, machine learning and natural language processing

Course outcomes:

Student will be able to

- Identify problems that are amenable to solution by AI method
- Understand and analyze working of an AI technique
- Formalize a given problem in the language/framework of different AI methods

UNIT-I


UNIT- II


Knowledge Representation: Introduction, Approaches to Knowledge Representation, Knowledge Representation using Semantic Network, Knowledge Representation using Frames
UNIT – III


UNIT – IV


Artificial Neural Networks: Introduction, Artificial Neural Networks, Single-Layer Feed-Forward Networks, Multi-Layer Feed-Forward Networks, Radial-Basis Function Networks, Design Issues of Artificial Neural Networks, Recurrent Networks.

UNIT – V

Advanced Knowledge Representation Techniques: Case Grammars, Semantic Web.

Natural Language Processing: Introduction, Sentence Analysis Phases, Grammars and Parsers, Types of Parsers, Semantic Analysis, Universal Networking Knowledge.

Suggested Readings:

1. Saroj Kaushik, Artificial Intelligence, Cengage Learning, 2011
PE 503 CS

Simulation and Modeling

Credits: 3

Instruction: (3L) hrs per week
Duration of SEE: 3 hours
CIE: 30 Marks
SEE: 70 Marks

Course Objectives:

- To familiarize the basic concepts of simulation and different types of models
- To learn software tools, packages and languages that support simulation and modeling
- To study different techniques of generating random numbers and various discrete probability distributions
- To understand foundational approaches to validating models

Course Outcomes:

Student will be able to

- Demonstrate the ability to apply the techniques of modeling and simulation to a range of problems in computer systems
- Verify and validate the results of a simulation;
- Infer the behavior of a system from the results of a simulation of the system.

UNIT – I


UNIT-II

Overview of Statistical Models and Queuing Systems, Continuous and Discrete Simulation using MATLAB and SIMULINK
UNIT-III
Acceptance / Rejection techniques: Poisson distribution, Gamma distribution.

UNIT-IV

UNIT-V

Suggested Reading:
With effect from the Academic year 2017-2018

PC 551 CS

Database Management Systems Lab

Credits: 1

Instruction: 2 hrs per week
Duration of SEE: 2 hours
CIE: 25 Marks
SEE: 50 Marks

Course Objectives:

- To practice various DDL commands in SQL
- To write simple and complex queries in SQL
- To familiarize PL/SQL

Course Outcomes

Student will be able to

- Design and implement a database schema for a given problem
- Populate and query a database using SQL and PL/SQL
- Develop multi-user database application using locks

Creation of database (exercising the commands for creation).

1. Simple to complex condition query creation using SQL Plus.
2. Usage of Triggers and Stored Procedures.
3. Creation of Forms for Student information, Library information, Payroll etc.
4. Writing PL/SQL procedures for data validation.
5. Report generation using SQL reports.
6. Creating password and security features for applications.
7. Usage of File locking, Table locking facilities in applications.
8. Creation of small full-fledged database application spreading over 3 sessions.

Note: The creation of sample database for the purpose of the experiments is expected to be pre-decided by the instructor.
With effect from the Academic year 2017-2018

PC 552 CS

Operating Systems Lab

Credits: 1

Instruction: 2 hrs per week
Duration of SEE: 2 hours

CIE: 25 Marks
SEE: 50 Marks

Course Objectives:

- To learn shell programming and the use of filters in the LINUX environment
- To practice multithreaded programming
- To implement CPU Scheduling Algorithms and memory management algorithms

Course Outcomes:

Student will be able to

- Write shell scripts for simple system administration tasks
- Write concurrent programs with synchronization constricts
- Compare the performance of various CPU Scheduling Algorithm
- Critically analyze the performance of the various Memory management algorithms

1-3. Memory Management Algorithms

4-5. Examples of Multithreading

6. Producer & Consumer problem using Semaphores and Shared memory

7-8. Processor Scheduling algorithms

9. Dining Philosophers problem using Semaphores

10. Readers and Writers problem using Semaphores

11. Shell-programming exercises
PC 553 CS

Computer Graphics Lab

Credits: 1

Instruction: 2 hrs per week
Duration of SEE: 2 hours
CIE: 25 Marks
SEE: 50 Marks

Course Objectives:

- Learn to use basic geometric primitives and transformations in OpenGL
- To practice various interactive input methods in OpenGL
- Learn to use rendering primitives in OpenGL

Course Outcomes:

Student will be able to

- Write interactive graphics applications using OpenGL geometric primitives
- Create realistic images of 3-d objects with light sources and shading
- Write animation and walkthrough programs using OpenGL

1. Program to draw simple 2-D images using basic OpenGL functions.
2. Program to draw simple 3-D shapes using polygonal approximations.
3. Program to demonstrate the usage of display lists.
4. Create a simple game with interactive graphics programming.
5. Program to demonstrate animation effect using transformations and double buffering.
6. Create a simple walk through program.
7. Program using projections in OpenGL.
8. Program with light sources and shading.
9. Program that defines and renders a scene graph using Open Scene Graph API.
### CSE: SEMESTER – VI

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#### Practicals

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**Total**  
18 | 05 | 08 | 31 | 280 | 620 | 21

****Students has to undergo summer internship of 6 Weeks duration at the end of semester VI and credits will be awarded after evaluation.

**Professional Elective- II:**  
PE 601 CS  Graph Theory and Its Applications  
PE 602 CS  Advanced Computer Graphics  
PE 603 CS  Advanced Databases

**Open Elective-I:**  
OE 601 BE Micro Electro-Mechanical Systems  
OE 601 CE Disaster Management  
OE 602 CE Geo Spatial Techniques  
*OE 601 CS Operating Systems  
**OE 602 CS OOP using Java  
OE 601 EC Embedded Systems  
OE 602 EC Digital System Design using Verilog HDL  
OE 601 EE Reliability Engineering OE 601 ME Industrial Robotics  
OE 602 ME Material Handling  
OE 601 LA Intellectual Property Rights

*CS Elective offered only for BME/CE//EE/ME branches  
**CS Elective offered only for BME/CE/EC/EE/ME branches
With effect from the Academic year 2017-2018

PC 601 CS

Design and Analysis of Algorithms

Credits:3

Instruction : (3L + 1T) hrs per week

Duration of SEE:3 hours

CIE : 30 Marks

SEE : 70 Marks

Course Objectives:

- To review elementary data structures , order notation and algorithm analysis
- To learn algorithm design strategies such as Divide-and-Conquer, greedy method, dynamic programming, back tracking and branch & bound technique
- To understand the concepts of NP-hard and NP-complete

Course Outcomes

Student will be able to

- Design algorithms for various computing problems
- Analyze the time and space complexity of algorithms
- Critically analyze the different algorithm design techniques for a given problem.
- Modify existing algorithms to improve efficiency
UNIT-I


UNIT-II

Divide-and-Conquer Method: The general method, Binary search, Finding maximum and minimum, Merge sort, Quick sort and Selection sort.

Greedy Method: Knapsack problem, Optimal storage on tapes, Job sequencing with deadlines, Optimal merge pattern, Minimum spanning trees, Single source shortest path.

UNIT-III

Dynamic programming method and traversal techniques: Multistage graphs, All pairs shortest paths, Optimal binary search tree, 0/1 Knapsack problem, Reliability design, Traveling salesman problem, Game trees, Biconnected components and Depth first search.

UNIT-IV


UNIT-V


Suggested Reading:

With effect from the Academic year 2017-2018

**PC 602 CS**

**Software Engineering**

Credits: 3

Instruction: (3L + 1T) hrs per week

Duration of SEE: 3 hours

CIE: 30 Marks

SEE: 70 Marks

**Course Objectives:**

- To introduce the basic concepts of software development processes from defining a product to shipping and maintaining that product
- To impart knowledge on various phases, methodologies, and practices of software development
- To understand the importance of testing in software development and study various testing strategies and software quality metrics

**Course Outcomes**

Student will be able to

- Acquire working knowledge of alternative approaches and techniques for each phase of software development
- Acquire skills necessary for independently developing a complete software project
- Understand the practical challenges associated with the development of a significant software system

**UNIT-I**

**Introduction to Software Engineering:**


**An Agile view of Process:** Introduction to Agility and Agile Process, Agile Process Models.
UNIT-II


**Requirements Engineering:** A Bridge to Design and Construction, Requirements Engineering Tasks, Initiating Requirements Engineering Process, Eliciting Requirements, Developing Use-Cases, Building the Analysis Model, Negotiating Requirements, Validating Requirements.

UNIT-III

**Building the Analysis Model:** Requirements Analysis Modeling Approaches, Data Modeling Concepts, Object-Oriented Analysis, Scenario-based Modeling, Flow-oriented Modeling, Class-based Modeling, Creating a Behavioral Model.

**Design Engineering:** Design within the context of SE, Design Process and Design Quality, Design Concepts, The Design Model, Pattern-based Software Design.

UNIT-IV


**Modeling Component-Level Design:** Definition of Component, Designing Class-based Components, Conducting Component-level Design, Object Constraint Language, Designing Conventional Components.


UNIT-V


**Product Metrics:** Software Quality, A Framework for Product Metrics, Metrics for the Analysis Model, Metrics for the Design Model, Metrics for Source Code, Metrics for Testing, Metrics for Maintenance.

**Suggested Reading:**

PC 603 CS

Web Programming

Credits: 3

Instruction: (3L + 1T) hrs per week

Duration of SEE: 3 hours

CIE: 30 Marks

SEE: 70 Marks

Course Objectives:

- To learn HTML5 and JavaScript
- To familiarize the tools and technologies to process XML documents
- To learn various server-side and database connectivity technologies

Course Outcomes

Student will be able to

- Design a website with static and dynamic web pages
- Develop a web application with session tracking and client side data validations
- Develop web content publishing application that accesses back-end database and publishes data in XML format

UNIT-I


UNIT-II

Introduction to XML, XML document structure, Document Type Definition, Namespaces, XML Schemas, Displaying raw XML documents, Displaying XML documents with CSS, XPath Basics, XSLT, XML Processors.
UNIT-III


UNIT-IV

Java Servlets: Java Servlets and CGI Programming, Benefits of Java Servlet, Life Cycle of Java Servlet, Reading data from client, HTTP Request Header, HTTP Response Header, working with Cookies, Tracking Sessions. Java Server Pages: Introduction to JSP, JSP Tags, Variables and Objects, Methods, Control Statements, Loops, Request String, User Sessions, Session Object, Cookies.

UNIT-V

Introduction to PHP: Overview of PHP, General Syntactic Characteristics, Primitives, Operations, Expressions, Control Statements, Arrays, Functions, Pattern matching, Form handling, Files, Cookies, Session Tracking. Database access through Web: Architectures for Database Access- Database access with Perl - Database access with PHP-Database access with JDBC.

Suggested Reading:

With effect from the Academic year 2017-2018

PC 604 CS

Computer Networks & Programming

Credits: 3

Instruction: (3L + 1T) hrs per week

Duration of SEE: 3 hours

CIE: 30 Marks

SEE: 70 Marks

Course Objectives:

- To study the design issues in network layer and various routing algorithms
- To introduce internet routing architecture and protocols
- To learn the flow control and congestion control algorithms in Transport Layer
- To introduce the TCP/IP suite of protocols and the networked applications supported by it
- To learn basic and advanced socket system calls

Course Outcomes

Student will be able to

- Explain the function of each layer of OSI and trace the flow of information from one node to another node in the network
- Understand the principles of IP addressing and internet routing
- Describe the working of various networked applications such as DNS, mail, file transfer and www
- Implement client-server socket-based networked applications.

UNIT-I

UNIT-II
Internet working: How networks differ, Concatenated virtual circuits, Connectionless internet working, Tunneling, Internetwork routing, Fragmentation and Firewalls.

The Network Layer of the Internet: The IP protocol, IP addresses, Subnets, Internet control protocols, Gateway routing protocols, Multicasting, CIDR.

UNIT-III
Transport Layer: Service primitives, Addressing, Establishing a connection, Releasing a connection, Flow control, Buffering, Multiplexing and Crash recovery.


UNIT-IV
Application Layer:
Domain Name System: DNS name space, Resource records, Name services. SMTP and MIME, HTTP, SNMP, Telnet, ftp, Multimedia.

UNIT-V

Suggested Reading:
With effect from the Academic year 2017-2018

PE 601 CS

**Graph Theory and Its Applications**

Credits: 3

Instruction: (3L + 1T) hrs per week  
Duration of SEE: 3 hours

CIE: 30 Marks  
SEE: 70 Marks

**Course Objectives:**

- To familiarize a variety of different problems in Graph Theory
- To learn various techniques to prove theorems
- To understand and analyze various graph algorithms

**Course Outcomes:**

Student will be able to

- Write precise and accurate mathematical definitions of objects in graph theory
- Validate and critically assess a mathematical proof
- Develop algorithms based on diverse applications of Graphs in different domains

**UNIT-I**

**Preliminaries:** Graphs, isomorphism, subgraphs, matrix representations, degree, operations on graphs, degree sequences

**Connected graphs and shortest paths:** Walks, trails, paths, connected graphs, distance, cut-vertices, cut-edges, blocks, connectivity, weighted graphs, shortest path algorithms

**Trees:** Characterizations, number of trees, minimum spanning trees

**UNIT-II**

**Special classes of graphs:** Bipartite graphs, line graphs, chordal graphs

**Eulerian graphs:** Characterization, Fleury’s algorithm, chinese-postman-problem
UNIT -III

Hamilton graphs: Necessary conditions and sufficient conditions

Independent sets, coverings, matchings: Basic equations, matchings in bipartite graphs, perfect matchings, greedy and approximation algorithms

UNIT- IV

Vertex colorings: Chromatic number and cliques, greedy coloring algorithm, coloring of chordal graphs, Brook's theorem

Edge colorings: Gupta-Vizing theorem, Class-1 graphs and class-2 graphs, equitable edge-coloring

UNIT- V

Planar graphs: Basic concepts, Euler's formula, polyhedrons and planar graphs, characterizations, planarity testing, 5-color-theorem

Directed graphs: Out-degree, in-degree, connectivity, orientation, Eulerian directed graphs, Hamilton directed graphs, tournaments

Suggested Reading:

4. Douglas B West, Introduction to Graph Theory, Prentice Hall, 2004
With effect from the Academic year 2017-2018

PE 602 CS

Advanced Computer Graphics

Credits: 3

Instruction: (3L + 1T) hrs per week
Duration of SEE: 3 hours
CIE: 30 Marks
SEE: 70 Marks

Course Objectives:

- To review three dimensional geometric transformations and viewing pipeline
- To familiarize animation and texture mapping techniques
- To understand the mathematical principles of representation of curves and surfaces
- To learn advanced rendering and algorithmic modeling techniques

Course Outcomes

Student will be able to

- Apply 3D graphics techniques to generate various models in engineering and science domains
- Design animation sequences and realistic images in virtual reality applications
- Implement parallel renderer on GPU

UNIT-I

Three-Dimensional Geometric Transformations: Three-Dimensional Translation; Three-Dimensional Rotation; Three-Dimensional Scaling; Composite Three-Dimensional Transformations; Other Three-Dimensional Transformations; Transformations between Three-Dimensional Coordinate Systems; Affine Transformations; OpenGL Geometric-Transformation Functions;
Three-Dimensional Viewing: Overview of Three-Dimensional Viewing Concepts; The Three-Dimensional Viewing Pipeline; Three-Dimensional Viewing-Coordinate Parameters; Transformation from World to Viewing Coordinates; Projection Transformations; Orthogonal Projections; Oblique Parallel Projections; Perspective Projections; The Viewport Transformation and Three-Dimensional Screen Coordinates; OpenGL Three-Dimensional Viewing Functions

UNIT-II

Computer Animation: Raster Methods for Computer Animation; Design of Animation Sequences; Traditional Animation Techniques; General Computer-Animation Functions; Computer-Animation Languages; Key-Frame Systems; Motion Specifications; Character Animation; Periodic Motions; OpenGL Animation Procedures

Three-Dimensional Object Representations: Polyhedra; OpenGL Polyhedron Functions; Curved Surfaces; Quadric Surfaces; Superquadrics; OpenGL Quadric-Surface and Cubic-Surface Functions

UNIT-III

Spline Representations: Interpolation and Approximation Splines; Parametric Continuity Conditions; Geometric Continuity Conditions; Spline Specifications; Spline Surfaces; Trimming Spline Surfaces; Cubic-Spline Interpolation Methods; Bézier Spline Curves; Bézier Surfaces; B-Spline Curves; B-Spline Surfaces; Beta-Splines; Rational Splines; Conversion Between Spline Representations; Displaying Spline Curves and Surfaces; OpenGL Approximation-Spline Functions;

Other Three-Dimensional Object Representations: Blobby Objects; Sweep Representations; Constructive Solid-Geometry Methods; Octrees; BSP Trees; Physically Based Modeling

UNIT -IV

Texturing and Surface-Detail Methods: Modeling Surface Detail with Polygons; texture Mapping; Bump Mapping; Frame Mapping; OpenGL Texture Functions;

UNIT-V

ADVANCED RENDERING: Going Beyond Pipeline Rendering, Ray Tracing, Building a Simple Ray Tracer; The Rendering Equation; Radiosity; Global Illumination and Path Tracing; RenderMan; Parallel Rendering; Hardware GPU Implementations; Implicit Functions and Contour Maps; Volume Rendering; Isosurfaces and Marching Cubes; Marching Tetrahedra; Mesh Simplification; Direct Volume Rendering; Image-Based Rendering

Suggested Reading:


With effect from the Academic year 2017-2018

PE 603 CS

Advanced Databases

Credits: 3

Instruction : (3L + 1T) hrs per week
Duration of SEE : 3 hours
CIE : 30 Marks
SEE : 70 Marks

Course Objectives:
- To understand the concept of storing complex types using object oriented data bases
- To learn the concepts of XML Schema, XPath and XQuery
- To familiarize the concepts of query processing and optimization
- To learn the concepts of fragmentation, replication and concurrency in distributed databases

Course Outcomes

Student will be able to

- Describe the features added to object-relational systems to distinguish them from standard relational systems.
- Model a relational / semi-structured database using XML Schema
- Understand different algorithms used in the implementation of query evaluation engine
- Understand the different concurrency control and commit protocols in distributed databases
- Demonstrate an understanding of the role and the concepts involved in special purpose databases such as Temporal, Spatial, Mobile and other similar database types

UNIT-I

Object Based Databases: Overview, Complex Data Types, Structured Types and Inheritance in SQL, Table Inheritance, Array and Multi-set. Types in SQL, Object-Identity and Reference Types in SQL, Implementing O-R features, Persistent Programming Languages, Object-Relational Mapping, Object-Oriented versus Object-Relational.
UNIT-II


UNIT-III


UNIT-IV


Distributed Databases: Homogeneous and Heterogeneous Database, Distributed Data Storage, Distributed Transactions, Concurrency Control in Distributed Databases, Availability, Distributed Query Processing, Heterogeneous Distributed Databases, Cloud-Based Databases, Directory Systems.

UNIT- V


Spatial and Temporal Data and Mobility: Motivation, Time in Databases, Spatial and Geographic Data, Multimedia Databases, Mobility and Personal Databases.

Suggested Reading:


OE 601 BE

Micro Electro-Mechanical Systems

Credits: 3

Instruction: (3L) hrs per week  Duration of SEE: 3 hours
CIE: 30 Marks  SEE: 70 Marks

Course Objectives:

- To provide knowledge of semiconductors and solid mechanics to fabricate MEMS devices
- To introduce various sensors and actuators
- To introduce different materials used for MEMS
- To educate on the applications of MEMS to various disciplines

UNIT – I


UNIT – II

UNIT – III


UNIT – IV


UNIT – V

Polymers in MEMS– Polimide - SU-8 - Liquid Crystal Polymer (LCP) – PDMS – PMMA – Parylene – Fluorocarbon - Application to Acceleration, Pressure, Flow and Tactile sensors - Optical MEMS – Lenses and Mirrors – Actuators for Active Optical MEMS.

Suggested Reading:

OE 601 CE

Disaster Management

Credits: 3

Instruction: (3L) hrs per week

Duration of SEE: 3 hours

CIE: 30 Marks

SEE: 70 Marks

Course Objectives:

- To provide students an exposure to disasters, their significance and types.
- To ensure that students begin to understand the relationship between vulnerability, disasters, disaster prevention and risk reduction.
- To gain a preliminary understanding of approaches of Disaster Risk Reduction (DRR).
- To enhance awareness of institutional processes in the country.
- To develop rudimentary ability to respond to their surroundings with potential disaster response in areas where they live, with due sensitivity.

Course Outcomes

Student will be able to

- Able to understand impact on Natural and manmade disasters.
- Able to classify disasters and destructions due to cyclones.
- Able to understand disaster management applied in India.

UNIT – I

Introduction to Disasters: Concepts and definitions of Disaster, Hazard, Vulnerability, Resilience, Risks.

Natural and Manmade disasters, impact of drought, review of past disasters and drought in India, its classification and characteristics. Classification of drought, causes, Impacts (including social, economic, political, environmental, health, psychosocial, etc.).
UNIT – II

Disaster: Classifications, Causes, Impacts including social, economic, political, environmental, health, psychosocial etc.

Differential Impacts - in terms of caste, class, gender, age, location, disability Global trends in disasters, urban disasters, pandemics, complex emergencies, climate change.

Cyclones and Floods: Tropical cyclones & Local storms, Destruction by tropical cyclones and local storms, Cumulative atmospheric hazards/disasters, Cold waves, Heat waves, Causes of floods, Rood hazards in India.

UNIT – III

Approaches to Disaster Risk Reduction: Disaster cycle - its analysis, Phases, Culture of safety, prevention, mitigation and preparedness community based DRR, Structural-nonstructural sources, roles and responsibilities of community, Panchayati Raj Institutions/Urban Local Bodies (PRis/ULBs), states, Centre, and other stake-holders.

UNIT – IV

Inter-relationship between Disasters and Development: Factors affecting Vulnerabilities, differential impacts, impact of development projects such as dams, embankments, changes in Land-use etc. Climate Change Adaptation, Relevance of indigenous knowledge, appropriate technology and local resources.

UNIT – V

Disaster Risk Management in India: Hazard and Vulnerability profile of India Components of Disaster Relief: Water, Food, Sanitation, Shelter, Health, Waste Management Institutional arrangements (Mitigation, Response and Preparedness, OM Act and Policy, other related policies, plans, programmes and legislation)

Field Work and Case Studies: The field work is meant for students to understand vulnerabilities and to work on reducing disaster risks and to build a culture of safety. Projects must be conceived creatively based on the geographic location and hazard profile of the region where the college is located.
**Suggested Reading:**

With effect from the Academic year 2017-2018

OE 602 CE

Geo Spatial Techniques

Credits: 3

Instruction: (3L) hrs per week
CIE: 30 Marks

Duration of SEE: 3 hours
SEE: 70 Marks

Course Objectives:

- Description about various spatial and non-spatial data types, and data base management techniques
- Development of the concepts and professional skills in utility of geospatial techniques
- Enhancement of knowledge of geospatial techniques to field problems

Course Outcomes

Student will be able to

- understand and apply GIS tools
- analyse and process data to apply to the GIS tools.
- assimilate knowledge on field problems using remote sensing

UNIT - I

Introduction: Basic concepts, socioeconomic challenges, fundamentals of geographical information systems (GIS), history of geographical information system, components of geographical information systems.
Projections and Coordinate Systems: Map definitions, representations of point, line, polygon, common coordinate system, geographic coordinate system, map projections, transformations, map analysis.

UNIT - II

Data Acquisition and Data Management: data types, spatial, non spatial (attribute) data, data structure and database management, data format, vector and raster data representation, object structural model filters and files data in computer, key board entry, manual digitizing, scanner, aerial photographic data, remotely sensed data, digital data, cartographic database, digital elevation data, data compression, data storage and maintenance, data quality and standards, precision, accuracy, error and data uncertainty.
Data Processing: Geometric errors and corrections, types of systematic and non systematic errors, radiometric errors and corrections, internal and external errors.
UNIT –III

Data Modeling: Spatial data analysis, data retrieval query, simple analysis, recode overlay, vector data model, raster data model, digital elevation model, cost and path analysis, knowledge based system.

GIS Analysis and Functions: Organizing data for analysis, analysis function, maintenance and analysis of spatial data, buffer analysis, overlay analysis, transformations, conflation, edge matching and editing, maintenance and analysis of spatial and non spatial data

UNIT – IV

Applications of GIS: Environmental and natural resource management, soil and water resources, agriculture, land use planning, geology and municipal applications, urban planning and project management, GIS for decision making under uncertainty, software scenario functions, standard GIS packages, introduction to Global Positioning Systems (GPS) and its applications.

UNIT – V

Introduction to Remote Sensing: General background of remote sensing technology, objectives and limitations of remote sensing, electro-magnetic radiation, characteristics, interaction with earth surface and atmosphere, remote sensing platforms and sensors, satellite characteristics, digital image processing, IRS series and high resolution satellites, software scenario functions, remote sensing applications to watershed modeling, environmental modeling, urban planning and management.

Suggested Reading :

With effect from the Academic year 2017-2018

*OE 601 CS

**Operating Systems**

Credits: 3

Instruction: (3L) hrs per week

Duration of SEE: 3 hours

CIE: 30 Marks

SEE: 70 Marks

**Course Objectives:**

- To understand CPU, Memory, File and Device management
- To learn about concurrency control, protection and security
- To gain knowledge of Linux and Windows NT internals

**Course Outcomes**

Student will be able to

- Explain the components and functions of operating systems
- Analyze various Scheduling algorithms
- Apply the principles of concurrency
- Compare and contrast various memory management schemes
- Perform administrative tasks on Linux Windows Systems

**UNIT-I**


**UNIT-II**

UNIT-III


UNIT-IV

Device Management: Disk scheduling methods, Disk management, Device drivers and interfaces, CPU-Device interactions, I/O optimization.

UNIT-V

Case Studies:

The Linux System—Design principles, Kernel modules, Process management, Scheduling, Memory management, File systems, Input and Output, Inter process communication


Suggested Reading:

With effect from the Academic year 2017-2018

OE 665 CS

OOP using java

Credits:3

Instruction : (3L ) hrs per week Duration of SEE : 3 hours
CIE : 30 Marks SEE : 70 Marks

Course Objectives:

- To introduce fundamental object oriented concepts of Java programming Language -such as classes, inheritance, packages and interfaces
- To introduce concepts of exception handling and multi-threading
- To use various classes and interfaces in java collection framework and utility classes
- To understand the concepts of GUI programming using AWT controls
- To introduce Java I/O streams and serialization

Course Outcomes:

Student will be able to

- develop java applications using OO concepts and packages
- write multi threaded programs with synchronization
- implement real world applications using java collection framework and I/O classes
- write Event driven GUI programs using AWT/Swing

UNIT – I

Object Oriented System Development: understanding object oriented development, understanding object oriented concepts, benefits of object oriented development.

Java Programming Fundamentals: Introduction, overview of Java, data types, variables and arrays, operators, control statements.
UNIT – II

**Java Programming OO concepts:** classes, methods, inheritance, packages and interfaces. Exceptional Handling, Multithreaded Programming

UNIT – III

I/O Basics, Reading Console Input and Output, Reading and Writing Files, Print Writer Class, String Handling

Exploring Java.Lang, Collections Overview, Collection Interfaces, Collection Classes, Iterators, Random Access Interface, Maps, Comparators, Arrays, Legacy Classes and Interfaces, String Tokenizer

UNIT – IV

**Introducing AWT working With Graphics:** AWT Classes, Working with Graphics

**Event Handling:** Two Event Handling Mechanisms, The Delegation Event Model, Event Classes, Source of Events, Event Listener Interfaces

**AWT Controls:** Control Fundamentals, Labels, Using Buttons, Applying Check Boxes, CheckboxGroup, Choice Controls, Using Lists, Managing Scroll Bars, Using TextField, Using TextArea, Understanding Layout Managers, Menu bars and Menus, Dialog Boxes, FileDialog, Handling events by Extending AWT Components, Exploring the controls, Menus and Layout Managers.

UNIT – V

Java I/O Classes and Interfaces, Files, Stream and Byte Classes, Character Streams, Serialization.

**Suggested Readings:**

2. James M Slack, Programming and Problem Solving with JAVA, Thomson learning, 2002
OE 601 EC

Embedded Systems

Credits: 3

Instruction: (3L) hrs per week
Duration of SEE: 3 hours

CIE: 30 Marks
SEE: 70 Marks

Course Objectives:

- To understand the fundamentals of embedded systems
- To study the block diagram and advanced hardware fundamentals
- To study the software architecture of embedded systems
- To learn the tool chain of embedded systems
- To understand the tools and debugging process of embedded systems.

Course Outcomes

Student will be able to

- acquire an overview of what an embedded system implies
- understand the architecture of a microprocessor and microcontroller to enable to design embedded applications using them.
- apply theoretical learning to practical real time problems for automation.
- understand how to build and debug an embedded system application.
- analyze and design real world applications and interface peripheral devices to the microprocessor.

UNIT- I

Fundamentals of embedded systems: Definition of Embedded system, Examples of Embedded Systems, Typical Hardware, Terminology, Gates, A few other basic considerations, Timing Diagrams, Memory
UNIT –II

**Advanced hardware fundamentals:** Microprocessors, Buses, Direct Memory Access, Interrupts, Other Common Parts, Built-Ins on the Microprocessor, Conventions used in Schematics, Microprocessor Architecture, Interrupts Basics, Shared Data Problem, Interrupt Latency.

UNIT-III

**Software architecture of embedded systems:** Round- Robin, Round-Robin with Interrupts, Function- Queue- Scheduling Architecture, Real- Time Operating System Architecture, Selecting an Architecture

UNIT-IV

**Embedded software development tools:** Host and Target Machines, Cross compilers, Cross Assemblers and Tool Chains, Linkers /Locaters for Embedded Software, Getting Embedded Software into Target System: PROM programmers, ROM Emulators, In-Circuit Emulators.

UNIT – V

**Debugging techniques:** Testing on your host machine, Instruction Set Simulators, The assert Macro, Using Laboratory Tools

**Suggested Readings:**

With effect from the Academic year 2017-2018

**OE 602 EC**

**Digital System Design using Verilog HDL**

Credits: 3

Instruction: (3L) hrs per week
Duration of SEE: 3 hours

CIE: 30 Marks
SEE: 70 Marks

**Course Objectives:**

- To familiarize with various modeling styles: structural, dataflow and behavioral of Verilog HDL.
- To develop combinational and sequential circuits using various modeling styles of Verilog HDL.
- To design and develop Verilog HDL models of data path and control units of Central Processing Unit (CPU).
- To learn Synthesis and FPGA design flow.
- To design and develop real time applications: Booth’s multiplier, Divider, hardwired control for basic CPU and FIR filter.

**Course Outcomes**

Student will be able to:

- implement and distinguish different Verilog HDL modeling styles
- construct and analyze Verilog HDL models of combinational and sequential circuits
- design and develop Verilog HDL modeling and test bench for digital systems for the given specifications
- outline FPGA design flow and timing analysis

**UNIT – I**

**Structural modeling:** Overview of Digital Design with Verilog HDL, Basic concepts, modules and ports, gate-level modeling, hazards and design examples

**UNIT – II**

**Dataflow and Switch level modeling:** dataflow modeling, operands and operators. Switch Level Modeling: CMOS switches and bidirectional switches and design examples
UNIT – III

**Behavioral Modeling:** Structured Procedures, Procedural Assignments, Timing Controls, Conditional Statements, multi-way branching, Loops, Sequential and Parallel blocks, Generate blocks. Combinational, sequential logic modules and design examples.

UNIT – IV

**Synthesis and Verification:** Tasks and Functions: Differences between Tasks and Functions. Verilog HDL synthesis, Application Specific IC (ASIC) and Field Programmable Gate Array (FPGA) design flow. Verification: Timing analysis and Test bench design. Design examples.

UNIT – V

**Real time implementations:** Fixed-Point Arithmetic modules: Addition, Multiplication, Division, Arithmetic and Logic Unit (ALU), Timer, Universal Asynchronous Receiver and Transmitter (UART), DSP modules: FIR and IIR filters, CPU design: Data path and control units.

**Suggested Readings:**

With effect from the Academic year 2017-2018

OE 601 EE

Reliability Engineering

Credits:3

Instruction : (3L ) hrs per week  Duration of SEE : 3 hours
CIE : 30 Marks  SEE : 70 Marks

Course Objectives:

- To understand the concepts of different types of probability distributions. importance of reliability evaluation of networks.
- To make the students understand about Reliability, availability model of Power Systems and markov modeling of Power Plants. with identical and no identical units.

UNIT- I

Discrete and Continuous random variables, probability density function and cumulative distribution function. Mean and Variance. Binomial, Poisson, Exponential and Weibull distributions.

UNIT- II


UNIT- III

UNIT- IV

Availability, MTTR and MTBF, Markov models and State transition matrices. Reliability models for single component, two components, Load sharing and standby systems. Reliability and availability models of two unit parallel system with repair and standby systems with repair.

UNIT- V


Suggested Reading:

With effect from the Academic year 2017-2018

**OE 601 ME**

**Industrial Robotics**

Credits: 3

Instruction : (3L ) hrs per week

CIE : 30 Marks

Duration of SEE : 3 hours

SEE : 70 Marks

**Course Objectives:**

- To familiarize the student with the anatomy of robot and their applications
- To provide knowledge about various kinds of end effectors usage
- To equip the students with information about various sensors used in industrial robots
- To make the student understand the importance of spatial transformation of robots using forward and inverse kinematics
- To specify and provide the knowledge of techniques involved in robot vision in industry
- To equip students with latest robot languages implemented in industrial manipulators.

**Course Outcomes:**

Student will be able to

- demonstrate knowledge of the relationship between mechanical structures of industrial robots and their operational workspace characteristics and Have an understanding of the functionality and limitations of robot actuators and sensors
- demonstrate an ability to apply spatial transformation to obtain forward/Inverse kinematics equation of robot manipulators using analytical/numerical/simulation tools
- apply knowledge and choose the best & economically suitable sensors/end effectors required for specific applications
- understand the importance of robot vision and apply the learnt techniques to get the required information from input images
- design and develop a industrial robot for a given purpose economically
- Appreciate the current state and potential for robotics in new application areas.
UNIT – I


End effectors – Grippers: Mechanical grippers, pneumatic and hydraulic grippers, magnetic grippers, vacuum grippers, RCC grippers – Two fingered and three fingered grippers – Internal grippers and external grippers – Selection and design considerations.

UNIT – II

Requirements of a sensor, principles and applications of the following types of sensors – Position of sensors (Piezo electric sensor, LVDT, Resolvers, Optical encoders, Pneumatic position sensors) – Range sensors (Triangulation principle, Structured, Lighting approach, Time of flight range finders, Laser range meters) – Proximity sensors (Inductive, Hall effect, Capacitive, Ultrasonic and Optical proximity sensors) – Touch sensors (Binary sensors, Analog sensors) – Wrist Sensors – Compliance Sensors – Slip Sensors.

UNIT- III

Kinematic Analysis of robots: Rotation matrix. Homogeneous transformation matrix, Denavit & Hartenberg representation, Euler and RPY angles representation. Representation of absolute position and orientation in terms of joint parameters, Direct Kinematics of manipulators, Inverse kinematics of Robot arm for position and orientation. Redundancy in Robots. Static force analysis

UNIT- IV

Introduction to techniques used in Robot vision. Image acquisition, illumination techniques, imaging geometry, basic relationship pixels, preprocessing, segmentation & description of 3 dimensional structures, their recognition and interpretation

UNIT-V

Robot programming languages: Characteristics of robot level languages, task level languages

Teach pendant programming – Lead through programming – Robot programming languages – VAL programming – Motion commands – Sensor commands – End effector commands – Simple programs.


Suggested Readings:

With effect from the Academic year 2017-2018

**OE 602 ME**

**Material Handling**

Credits:3

Instruction : (3L ) hrs per week  
Duration of SEE : 3 hours

CIE : 30 Marks  
SEE : 70 Marks

**Course Objectives:**

- To know about the working principle of various material handling equipments
- To understand the Material handling relates to the loading, unloading and movement of all types of materials
- To understand the estimation of storage space and maintenance of material handling equipments

**Course Outcomes:**

Student will be able to

- understand various conveying systems that available in industry
- understand various bulk solids handling systems and their design features
- understand and various modern material handling systems and their integration.
- calculate number of MH systems required, storage space, cost and maintenance.

**UNIT – I**

Mechanical Handling Systems: Belt Conveyors and Desing, Bucket Elevators, Package conveyors, Chain and Flight Conveyors, Screw Conveyors, Vibratory Conveyors, Cranes and Hoists.

**UNIT – II**

UNIT- III


UNIT- IV

Modern Material Handling Systems: Constructional features of (i) AGV (ii) Automated storage and retrieval systems. Sensors used in AGVs and ASRS.Bar code systems and RFID systems: Fundamentals and their integration with computer-based information systems.

UNIT-V

Total MH Throughput: Calculation for no. of MH systems; storage space estimation based on no of aisles. Maintenance of MH equipment, spare parts management, cost of materials handling, cost per unit load computations.

Suggested Readings:

With effect from the Academic year 2017-2018

OE 601 LA

Intellectual Property Rights

Credits: 3

Instruction: (3L) hrs per week

CIE: 30 Marks

Duration of SEE: 3 hours

SEE: 70 Marks

UNIT I


UNIT II


UNIT III

Select aspects of the Law of Copyright in India — The Copy Right Act, 1957 - Historical evolution — Meaning of copyright — Copyright in literary, dramatic and musical works, computer programmes and cinematograph films — Neighbouring rights — Rights of performers and broadcasters, etc. — Ownership and Assignment of copyright — Author's special rights — Notion of infringement — Criteria of infringement — Infringement of copyright in films, literary and dramatic works — Authorities under the Act — Remedies for infringement of copyright.
UNIT – IV


UNIT – V


Course Outcomes:

India’s IPR regime stands fully complaint to Agreement on TRIPS. However, implementation of various laws has been lax. Patent or copyright infringement and piracy in India is not uncommon. It is also the fact that India has poor performance in R&D, where it accounts for meagre 2.7% of global expenditure. Poor IPR protection regime plays some part in this. Government is about to launch a New IPR policy. It is expected that it will reassert its commitment to TRIPS and promise that measures like compulsory licence will be resorted to in rarest of rare case. It will also consider need and measures to ramp up implementation by building infrastructural and human resource capacities. It is like to give a significant impetus to expansion of copyright and patent offices all over India.

As we have seen that various subject matters in IPR are dealt by different departments and ministries, there needs to be some integration among those arms. This integration is prerequisite for formulating an integral IPR policy and taking stand at various international forums. Having said this, legal setup in India nicely tries to balance Public rights with Private rights. This system provides adequate incentives for entrepreneurs to innovate. We just need strict implementation. This way we will able to make innovation a change agent of Indian economy.

1. Universities are need to open patent facilitation centers to encourage the students and teaching community
2. Now IPR has become interdisciplinary approach, so instead of introducing like optional departments make it as one of the core subject
3. After completion of the course students can register their own innovation before the concern authorities
Suggested Reading:


With effect from the Academic year 2017-2018

PC 651 CS

**Software Engineering Lab**

Credits: 1

Instruction : 2 hrs per week

Duration of SEE : 2 hours

CIE : 25 Marks

SEE : 50 Marks

**Course Objectives:**

- To understand the software engineering methodologies for project development.
- To gain knowledge about open source tools for Computer Aided Software Engineering
- To develop test plans and perform validation testing.

**Course Outcomes:**

Student will be able to

- Use open source case tools to develop software
- Analyze and design software requirements in efficient manner.
- Implement the design, debug and test the code

Prepare the following documents for each experiment and develop the software using software Engineering methodology

1. **Problem Analysis and Project Planning** - Thorough study of the problem – Identify Project scope, Objectives and Infrastructure.

2. **Software Requirement Analysis** - Describe the individual Phases/modules of the project and Identify deliverables.

3. **Data Modelling - Use work products** – data dictionary, use case diagrams and activity diagrams, build and test class diagrams, sequence diagrams and add interface to class diagrams.
4. **Software Development and Debugging** – implement the design by coding

5. **Software Testing** - Prepare test plan, perform validation testing, coverage analysis, memory leaks, develop test case hierarchy, Site check and site monitor

**Sample Experiments:**

**Academic domain**
1. Course Registration System
2. Student marks analysing system

**Railway domain**
3. Online ticket reservation system
4. Platform assignment system for the trains in a railway station

**Medicine domain**
5. Expert system to prescribe the medicines for the given symptoms
6. Remote computer monitoring

**Finance domain**
7. ATM system
8. Stock maintenance

**Human Resource management**
9. Quiz System
10. E-mail Client system

**SOFTWARE REQUIRED:**
**Open source Tools:** StarUML / UMLGraph / Topcased
With effect from the Academic year 2017-2018

PC 652 CS

Web Programming Lab

Credits: 1

Instruction: 2 hrs per week
Duration of SEE: 2 hours
CIE: 25 Marks
SEE: 50 Marks

Course Objectives:

- Learn to create WebPages using HTML 5
- Learn to process XML documents using SAX/DOM API
- Learn to create dynamic web pages using server side scripting

Course Outcomes

Student will be able to

- Design a Web site using HTML/DHTML and style sheets
- Create dynamic web pages using server side scripting
- Develop a web application with backend database connectivity

1. Develop College Website using HTML5 and CSS
2. Develop HTML5 form with client validations using Java Script
3. Publishing XML document using XSLT
4. XML document processing using SAX and DOM
5. Write a program to encrypt the given number to display the encrypted data using Java Script
6. Write a Python program which generates an output file based on one-line instructions in an input file
7. Develop a simple Java Servlet application
8. Develop a Java Servlet application with session tracking
9. Develop a simple JSP application
10. Creation of an application to have access from a database using JDBC
11. Develop a full-fledged web application with database access spreading over to 3 sessions
12. Write a web application using Ajax to do the following:
   - A check to make sure that the credit card number is composed of exactly 16 numerical digits
   - A check to make sure that a Visa card number starts with a "4" and a MasterCard Number starts with a "5"

You can check for these things using regular expressions in combination with the PHP function preg_match. A really good regex will allow for an optional "-" between every grouping of 4 numbers. For example, 4111111111111111 and 4111-1111-1111-1111 would both be valid credit card numbers. If the user has not supplied a card number with the correct number of digits, show an error message.
With effect from the Academic year 2017-2018

PC 653 CS

**Computer Networks & programming Lab**

*Credits: 1*

Instruction : 2 hrs per week  
Duration of SEE : 2 hours

CIE : 25 Marks  
SEE : 50 Marks

**Course Objectives:**

- To familiarize POSIX: IPC
- To use socket interface to write client-server network applications
- To effectively use sockets to write simple network monitoring tools

**Course Outcomes**

Student will be able to

- Write concurrent programs using message queues and semaphores
- Use connection-oriented, connectionless and Asynchronous sockets
- Implement networked applications in TCP/IP protocol Suite

1. Examples using IPC
2. Echo Server using TCP(Concurrent or Iterative) and UDP
3. Time of the day server
4. Talker and Listener
5. Ping routine
6. Trace route
7. Mini DNS

**Note:** The above experiments [2-7] have to be carried out using socket programming interface. Multi-threading has to be employed wherever it is required.
With effect from Academic Year 2017-2018

MC9535P

SPORTS

Instruction per week 3 Hours
CIE 50 Marks

Objectives:
1. To develop an understanding of the importance of sport in the pursuit of a healthy and active lifestyle at the College and beyond.
2. To develop an appreciation of the concepts of fair play, honest competition and good sportsmanship.
3. To develop leadership skills and foster qualities of co-operation, tolerance, consideration, trust and responsibility when faced with group and team problem-solving tasks.
4. To develop the capacity to maintain interest in a sport or sports and to persevere in order to achieve success.
5. To prepare each student to be able to participate fully in the competitive, recreational and leisure opportunities offered outside the school environment.

Outcomes:

Students will be able to

1. Students’ sports activities are an essential aspect of university education, one of the most efficient means to develop one’s character and personal qualities, promote the fair game principles, and form an active life position.

2. Over the past year, sports have become much more popular among our students. Let us remember the most memorable events related to sports and physical training.

3. Special attention was paid to team sports. Our male and female games and sports have achieved remarkable progress at a number of competitions.

4. Our teams in the main sports took part in regional and national competitions. Special thanks to our team in track and field athletics, which has been revitalized this year at ICT and which has won Javelin competition.
5. Staff of our faculties and students of Sports, Physical Development, & Healthy Lifestyle of Faculty congratulates everyone on the upcoming New Year and wishes you robust health and new victories in whatever you conceive.

I. Requirements:
   i) Track Pant (students should bring)
   ii) Shoes
   iii) Volley Ball, Foot Ball and Badminton (Shuttle)
   iv) Ground, Court, indoor stadium and swimming pool

II. Evaluation Process:

Total Marks 50
i) 20 marks for internal exam (continuous evaluation)
   a) 8 marks for viva
   b) 12 marks for sports & fitness

ii) 30 marks for end exam
    a) 10 marks for viva
    b) 20 marks for sports & fitness
With effect from Academic Year 2017-2018

MC951SP

**YOGA PRACTICE**

Instruction per week 3 Hours
CIE 50 Marks
Credits 3 Units

**Objectives:**

1. Enhances body flexibility
2. Achieves mental balance
3. Elevates Mind and Body co-ordination
4. Precise time management
5. Improves positive thinking at the expense of negative thinking

**Outcomes:**

Students will be able to

1. Students will become more focused towards becoming excellent citizens with more and more discipline in their day-to-day life.
2. An all-round development-physical, mental and spiritual health-takes place.
4. University environment becomes more peaceful and harmonious.

**UNIT-I**

**Introduction**

Yoga definition-Health definition from WHO - Yoga versus Health - Basis of Yoga - yoga is beyond science- Zist of 18 chapters of Bhagavadgita - 4 types of yoga: Karma, Bhakti, Gnyana and Raja yoga – Internal and External yoga - Elements of Ashtanga yoga (Yama, Niyama, Asana, Pranayama, Prathyahara, Dharana, Dhyana and Samadhi) - Pancha koshas and their purification through Asana, Pranayama and Dhyana.
UNIT-II

Suryanamaskaras (Sun Salutations)

Definition of sun salutations - 7 chakras (Mooladhaar, Swadhishtaan, Manipura, Anahata, Vishuddhi, Agnya and Sahasrar) - Various mantras (Om Mitraya, Om Ravaye, Om Suryaya, Om Bhanave, Om Marichaye, Om Khagaye, Om Pushne, Om Hiranya Garbhaye, Om Adhityaya, Om Savitre, Om Arkhaya, and Om Bhaskaraya) and their meaning while performing sun salutations. - Physiology - 7 systems of human anatomy - Significance of performing sun salutations.

UNIT-III

Asanas (Postures)

Patanjali’s definition of asana - Sthiram Sukham Asanam - 3rd limb of Ashtanga yoga - Loosening or warming up exercises - Sequence of perform in asanas (Standing, Sitting, Prone, Supine and Inverted) - Nomenclature of asanas (animals, trees, rishis etc) - Asanas versus Chakras - Asanas versus systems - Asanas versus physical health - Activation of Annamaya kosha.

UNIT-IV

Pranayama (Breathing Techniques)

Definition of Pranayama as per Shankaracharya - 4th limb of Ashtanga yoga - Various techniques of breathing - Pranayama techniques versus seasons - Bandhas and their significance in Pranayama - Mudras and their significance in Pranayama - Restrictions of applying bandhas with reference to health disorders - Pranayama versus concentration - Pranayama is the bridge between mind and body - Pranayam versus mental health - Activation of Pranamaya kosha through Pranayama.

UNIT-V

Dhyana (Meditation)

Definition of meditation - 7th limb of Ashtanga yoga - Types of mind (Conscious and Sub-Conscious) - various types of dhyana. Meditation versus spiritual health - Dharana and Dhyana - Extention of Dhyana to Samadhi - Dhyana and mental stress - Activation of Manomaya kosha through dhyana - Silencing the mind.
Suggested Reading:

1. Light on Yoga by BKS Iyengar
2. Yoga education for children Vol-1 by Swami Satyananda Saraswati
3. Light on Pranayama by BKS Iyengar
4. Asana Pranayama Mudra and Bandha by Swami Satyananda Saraswati
5. Hatha Yoga Pradipika by Swami Mukhtibodhananda
7. Dynamics of yoga by Swami Satyananda Saraswati
With effect from Academic Year 2017-2018

MC952SP

NATIONAL SERVICE SCHEME (NSS)

Instruction per week 3 Hours
CIE 50Marks
Credits 3 units

Objectives:
1. To help in Character Moulding of students for the benefit of society
2. To create awareness among students on various career options in different fields
3. To remould the students behaviour with assertive skills and positive attitudes
4. To aid students in developing skills like communication, personality, writing and soft skills
5. To educate students towards importance of national integration, participating in electoral process etc by making them to participate in observing important days.

List of Activities:
1. Orientation programme about the role of NSS in societal development
2. Swachh Bharath Programme
3. Guest lecture’s from eminent personalities on personality development
4. Plantation of saplings/Haritha Haram Programme
5. Blood Donation / Blood Grouping Camp
6. Imparting computer education to school children
7. Creating Awareness among students on the importance of Digital transactions
8. Stress management techniques
9. Health Checkup Activities
10. Observation of Important days like voters day, World Water Day etc.
11. Road Safety Awareness Programs
12. Energy Conservation Activities
13. Conducting Programme’s on effective communication skills
14. Awareness programme’s on national integration
15. Orientation on Improving Entrepreneurial Skills
16. Developing Effective Leadership skills
17. Job opportunity awareness programs in various defence, public sector undertakings
18. Skill Development Programmes
19. Creating awareness among students on the Importance of Yoga and other physical activities
20. Creating awareness among students on various government sponsored social welfare schemes for the people.

**Note:** At least Ten Activities should be conducted in the Semester. Each event conducted under Swachh Barath, Plantation and important days like voters day, world waterday may be treated as a separate activity.