III Semester

TRANSFORM CALCULUS, FOURIER SERIES AND NUMERICAL TECHNIQUES			
Course Code:	**21MAT31**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Objectives:

CLO 1. To have an insight into solving ordinary differential equations by using Laplace transform techniques
CLO 2. Learn to use the Fourier series to represent periodical physical phenomena in engineering analysis.
CLO 3. To enable the students to study Fourier Transforms and concepts of infinite Fourier Sine and Cosine transforms and to learn the method of solving difference equations by the z-transform method.
CLO 4. To develop the proficiency in solving ordinary and partial differential equations arising in engineering applications, using numerical methods

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Definition and Laplace transforms of elementary functions (statements only). Problems on Laplace transform of $e^{at}f(t)$, $t^n f(t)$, $\frac{f(t)}{t}$. Laplace transforms of Periodic functions (statement only) and unit-step function – problems.

Inverse Laplace transforms definition and problems, Convolution theorem to find the inverse Laplace transforms (without Proof) and problems. Laplace transforms of derivatives, solution of differential equations.

Self-study: Solution of simultaneous first-order differential equations.

Teaching-Learning Process	Chalk and talk method /

Module-2

Introduction to infinite series, convergence and divergence. Periodic functions, Dirichlet's condition. Fourier series of periodic functions with period 2π and arbitrary period. Half range Fourier series. Practical harmonic analysis.

Self-study: Convergence of series by D'Alembert's Ratio test and, Cauchy's root test

Teaching-Learning Process	Chalk and talk method / Powerpoint Presentation

Module-3	
Infinite Fourier transforms definition, Fourier sine and cosine transforms. Inverse Fourier transforms, Inverse Fourier cosine and sine transforms. Problems. Difference equations, z-transform-definition, Standard z-transforms, Damping and shifting rules, Problems. Inverse z-transform and applications to solve difference equations. **Self-Study:** Initial value and final value theorems, problems.	
Teaching-Learning Process	Chalk and talk method / Powerpoint Presentation
Module-4	
Classifications of second-order partial differential equations, finite difference approximations to derivatives, Solution of Laplace's equation using standard five-point formula. Solution of heat equation by Schmidt explicit formula and Crank- Nicholson method, Solution of the Wave equation. Problems. **Self-Study:** Solution of Poisson equations using standard five-point formula.	
Teaching-Learning Process	Chalk and talk method / Powerpoint Presentation
Module-5	
Second-order differential equations - Runge-Kutta method and Milne's predictor and corrector method. (No derivations of formulae). Calculus of Variations: Functionals, Euler's equation, Problems on extremals of functional. Geodesics on a plane, Variational problems. **Self- Study:** Hanging chain problem	
Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO 1. To solve ordinary differential equations using Laplace transform.
CO 2. Demonstrate Fourier series to study the behaviour of periodic functions and their applications in system communications, digital signal processing and field theory.
CO 3. To use Fourier transforms to analyze problems involving continuous-time signals and to apply Z-Transform techniques to solve difference equations
CO 4. To solve mathematical models represented by initial or boundary value problems involving partial differential equations
CO 5. Determine the extremals of functionals using calculus of variations and solve problems arising in dynamics of rigid bodies and vibrational analysis.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. B. S. Grewal: "Higher Engineering Mathematics", Khanna publishers, 44th Ed.2018
2. E. Kreyszig: "Advanced Engineering Mathematics", John Wiley & Sons, 10th Ed. (Reprint), 2016.

Reference Books:

1. V. Ramana: "Higher Engineering Mathematics" McGraw-Hill Education, 11th Ed.
2. Srimanta Pal & Subodh C. Bhunia: "Engineering Mathematics" Oxford University Press, 3rd Reprint, 2016.
3. N.P Bali and Manish Goyal: "A textbook of Engineering Mathematics" Laxmi Publications, Latest edition.
4. C. Ray Wylie, Louis C. Barrett: "Advanced Engineering Mathematics" McGraw – Hill Book Co.Newyork, Latest ed.
5. Gupta C.B, Sing S.R and Mukesh Kumar: "Engineering Mathematic for Semester I and II", Mc-Graw Hill Education(India) Pvt. Ltd 2015.
6. H.K.Dass and Er. Rajnish Verma: "Higher Engineering Mathematics" S.Chand Publication (2014).
7. James Stewart: "Calculus" Cengage publications, 7th edition, 4th Reprint 2019

Weblinks and Video Lectures (e-Resources):

1. http://www.class-central.com/subject/math(MOOCs)
2. http://academicearth.org/
3. http://www.bookstreet.in.
4. VTU e-Shikshana Program
5. VTU EDUSAT Program

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Quizzes
- Assignments
- Seminars

III Semester

DATA STRUCTURES AND APPLICATIONS			
Course Code:	**21CS32**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40 T + 20 P	Total Marks	100
Credits	04	Exam Hours	03

Course Objectives:

CLO 1. Explain the fundamentals of data structures and their applications essential for implementing solutions to problems.
CLO 2. Illustrate representation of data structures: Stack, Queues, Linked Lists, Trees and Graphs.
CLO 3. Design and Develop Solutions to problems using Arrays, Structures, Stack, Queues, Linked Lists.
CLO 4. Explore usage of Trees and Graph for application development.
CLO 5. Apply the Hashing techniques in mapping key value pairs.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction: Data Structures, Classifications (Primitive & Non-Primitive), Data structure operations (Traversing, inserting, deleting, searching, and sorting). Review of Arrays. Structures: Array of structures Self-Referential Structures.
Dynamic Memory Allocation Functions. Representation of Linear Arrays in Memory, dynamically allocated arrays and Multidimensional Arrays.
Demonstration of representation of Polynomials and Sparse Matrices with arrays.

Textbook 1: Chapter 1: 1.2, Chapter 2: 2.2 - 2.7, Text Textbook 2: Chapter 1: 1.1 - 1.4, Chapter 3: 3.1 - 3.3, 3.5, 3.7, Chapter 4: 4.1 - 4.9, 4.14 Textbook 3: Chapter 1: 1.3

Laboratory Component:

1. Design, Develop and Implement a menu driven Program in C for the following Array Operations
    a. Creating an Array of N Integer Elements
    b. Display of Array Elements with Suitable Headings
    c. Exit.

    Support the program with functions for each of the above operations.

2. Design, Develop and Implement a menu driven Program in C for the following Array operations
    a. Inserting an Element (ELEM) at a given valid Position (POS)
    b. Deleting an Element at a given valid Position POS)
    c. Display of Array Elements

d. Exit.

Support the program with functions for each of the above operations.

Teaching-Learning Process	Problem based learning (Implementation of different programs to illustrate application of arrays and structures. https://www.youtube.com/watch?v=3Xo6P_V-qns&t=201s https://ds2-iiith.vlabs.ac.in/exp/selection-sort/index.html https://ds1-iiith.vlabs.ac.in/data-structures-1/List%20of%20experiments.html

Module-2

Stacks: Definition, Stack Operations, Array Representation of Stacks, Stacks using Dynamic Arrays. Different representation of expression. Stack Applications: Infix to postfix conversion, Infix to prefix conversion, evaluation of postfix expression, recursion.

Queues: Definition, Array Representation of Queues, Queue Operations, Circular Queues, Queues and Circular queues using Dynamic arrays, Dequeues, Priority Queues.

Textbook 1: Chapter 3: 3.1 -3.4, 3.6 Textbook 2: Chapter 6: 6.1 -6.4, 6.5, 6.7-6.13

Laboratory Component:

1. Design, Develop and Implement a menu driven Program in C for the following operations on STACK of Integers (Array Implementation of Stack with maximum size MAX)
   a. *Push* an Element on to Stack
   b. *Pop* an Element from Stack
   c. Demonstrate *Overflow* and *Underflow* situations on Stack
   d. Display the status of Stack
   e. Exit

   Support the program with appropriate functions for each of the above operations
2. Design, Develop and Implement a Program in C for the following Stack Applications
   a. Evaluation of Suffix expression with single digit operands and operators: +, -, *, /, %, ^
   b. Solving Tower of Hanoi problem with n disks

Teaching-Learning Process	Active Learning, Problem based learning https://nptel.ac.in/courses/106/102/106102064/ https://ds1-iiith.vlabs.ac.in/exp/stacks-queues/index.html

Module-3

Linked Lists: Definition, classification of linked lists. Representation of different types of linked lists in Memory, Traversing, Insertion, Deletion, Searching, Sorting, and Concatenation Operations on Singly linked list, Doubly Linked lists, Circular linked lists, and header linked lists. Linked Stacks and Queues. Applications of Linked lists – Polynomials, Sparse matrix representation. Programming Examples.

Textbook 1: Chapter 4: 4.1 – 4.4, 4.5.2, 4.7, 4.8, Textbook 2: Chapter 5: 5.1 – 5.9

Laboratory Component:

1. Singly Linked List (SLL) of Integer Data
   a. Create a SLL stack of N integer.
   b. Display of SLL
   c. Linear search. Create a SLL queue of N Students Data Concatenation of two SLL of integers.
2. Design, Develop and Implement a menu driven Program in C for the following operationson Doubly Linked List (DLL) of Professor Data with the fields: ID, Name, Branch, Area of specialization
   a. Create a DLL stack of N Professor's Data.

b. Create a DLL queue of N Professor's Data

Display the status of DLL and count the number of nodes in it.

Teaching-Learning Process	MOOC, Active Learning, Problem solving based on linked lists. https://nptel.ac.in/courses/106/102/106102064/ https://ds1-iiith.vlabs.ac.in/exp/linked-list/basics/overview.html https://ds1-iiith.vlabs.ac.in/List%20of%20experiments.html https://ds1-iiith.vlabs.ac.in/exp/linked-list/basics/overview.html https://ds1-iiith.vlabs.ac.in/List%20of%20experiments.html

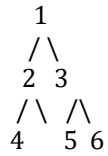
Module-4

Trees 1: Terminologies, Binary Trees, Properties of Binary trees, Array and linked Representation of Binary Trees, Binary Tree Traversals - Inorder, postorder, preorder; Threaded binary trees, Binary Search Trees – Definition, Insertion, Deletion, Traversal, and Searching operation on Binary search tree. Application of Trees-Evaluation of Expression.

Textbook 1: Chapter 5: 5.1 –5.5, 5.7; Textbook 2: Chapter 7: 7.1 – 7.9

Laboratory Component:

1. Given an array of elements, construct a complete binary tree from this array in level order fashion. That is, elements from left in the array will be filled in the tree level wise starting from level 0. Ex: Input :
   arr[] = {1, 2, 3, 4, 5, 6}
   Output : Root of the following tree



2. Design, Develop and Implement a menu driven Program in C for the following operations on Binary Search Tree (BST) of Integers
   a. Create a BST of N Integers
   b. Traverse the BST in Inorder, Preorder and Post Order

Teaching-Learning Process	Problem based learning http://www.nptelvideos.in/2012/11/data-structures-and-algorithms.html https://ds1-iiith.vlabs.ac.in/exp/tree-traversal/index.html https://ds1-iiith.vlabs.ac.in/exp/tree-traversal/depth-first-traversal/dft-practice.html

Module-5

Trees 2: AVL tree, Red-black tree, Splay tree, B-tree.

Graphs: Definitions, Terminologies, Matrix and Adjacency List Representation of Graphs, Traversal methods: Breadth First Search and Depth FirstSearch.

Hashing: Hash Table organizations, Hashing Functions, Static and Dynamic Hashing.

Textbook 1: Chapter 10:10.2, 10.3, 10.4, Textbook 2:7.10 – 7.12, 7.15 Chapter 11: 11.2, Textbook 1: Chapter 6 : 6.1–6.2, Chapter 8 : 8.1-8.3, Textbook 2: 8.1 – 8.3, 8.5, 8.7

Textbook 3: Chapter 15:15.1, 15.2,15.3, 15.4,15.5 and 15.7

Laboratory Component:

1. Design, Develop and implement a program in C for the following operations on Graph (G) of cities
    a. Create a Graph of N cities using Adjacency Matrix.
    b. Print all the nodes reachable from a given starting node in a diagraph using DFS/BFS method.

2. Design and develop a program in C that uses Hash Function H:K->L as H(K)=K mod m(reminder method) and implement hashing technique to map a given key K to the address space L. Resolve the collision (if any) using linear probing.

Teaching-Learning Process	NPTL, MOOC etc. courses on trees and graphs. http://www.nptelvideos.in/2012/11/data-structures-and-algorithms.html

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Identify different data structures and their applications.
CO 2. Apply stack and queues in solving problems.
CO 3. Demonstrate applications of linked list.
CO 4. Explore the applications of trees and graphs to model and solve the real-world problem.
CO 5. Make use of Hashing techniques and resolve collisions during mapping of key value pairs

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to **20 marks**.

Note: Minimum of 80% of the laboratory components have to be covered.

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question

papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks:

1. Ellis Horowitz and Sartaj Sahni, Fundamentals of Data Structures in C, 2nd Ed, Universities Press, 2014.
2. Seymour Lipschutz, Data Structures Schaum's Outlines, Revised 1st Ed, McGraw Hill, 2014.
3. Reema Thareja, Data Structures using C, 3rd Ed, Oxford press, 2012.

Reference Books:

1. Gilberg and Forouzan, Data Structures: A Pseudo-code approach with C, 2nd Ed, Cengage Learning,2014.
2. Jean-Paul Tremblay & Paul G. Sorenson, An Introduction to Data Structures with Applications,2nd Ed, McGraw Hill, 2013
3. A M Tenenbaum, Data Structures using C, PHI, 1989
4. Robert Kruse, Data Structures and Program Design in C, 2nd Ed, PHI, 1996.

Weblinks and Video Lectures (e-Resources):

1. http://elearning.vtu.ac.in/econtent/courses/video/CSE/06CS35.html
2. https://nptel.ac.in/courses/106/105/106105171/
3. http://www.nptelvideos.in/2012/11/data-structures-and-algorithms.html

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Real world problem solving using group discussion.
- Back/Forward stacks on browsers.
- Undo/Redo stacks in Excel or Word.
- Linked list representation of real-world queues -Music player, image viewer

III Semester

ANALOG AND DIGITAL ELECTRONICS			
Course Code	**21CS33**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40 T + 20 P	Total Marks	100
Credits	04	Exam Hours	03

Course Learning Objectives:

CLO 1. Explain the use of photo electronics devices, 555 timer IC, Regulator ICs and uA741
CLO 2. Make use of simplifying techniques in the design of combinational circuits.
CLO 3. Illustrate combinational and sequential digital circuits
CLO 4. Demonstrate the use of flipflops and apply for registers
CLO 5. Design and test counters, Analog-to-Digital and Digital-to-Analog conversion techniques.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.
2. Show Video/animation films to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
6. Topics will be introduced in a multiple representation.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

BJT Biasing: Fixed bias, Collector to base Bias, voltage divider bias

Operational Amplifier Application Circuits: Peak Detector, Schmitt trigger, Active Filters, Non-Linear Amplifier, Relaxation Oscillator, Current-to-Voltage and Voltage-to-Current Converter, Regulated Power Supply Parameters, adjustable voltage regulator, D to A and A to D converter.

Textbook 1: Part A: Chapter 4 (Sections 4.2, 4.3, 4.4), Chapter 7 (Sections 7.4, 7.6 to 7.11), Chapter 8 (Sections 8.1 and 8.5), Chapter 9.

Laboratory Component:

1. Simulate BJT CE voltage divider biased voltage amplifier using any suitable circuit simulator.
2. Using ua 741 Opamp, design a 1 kHz Relaxation Oscillator with 50% duty cycle
3. Design an astable multivibrator circuit for three cases of duty cycle (50%, <50% and >50%) using NE 555 timer IC.
4. Using ua 741 opamap, design a window comparator for any given UTP and LTP.

Teaching-Learning Process	1. Demonstration of circuits using simulation. 2. Project work: Design a integrated power supply and function generator operating at audio frequency. Sine, square and triangular functions are to be generated. 3. Chalk and Board for numerical

Module-2

Karnaugh maps: minimum forms of switching functions, two and three variable Karnaugh maps, four variable Karnaugh maps, determination of minimum expressions using essential prime implicants, Quine-McClusky Method: determination of prime implicants, the prime implicant chart, Petricks method, simplification of incompletely specified functions, simplification using map-entered variables

Textbook 1: Part B: Chapter 5 (Sections 5.1 to 5.4) Chapter 6 (Sections 6.1 to 6.5)

Laboratory Component:

1. Given a 4-variable logic expression, simplify it using appropriate technique and inplement the same using basic gates.

Teaching-Learning Process	1. Chalk and Board for numerical 2. Laboratory Demonstration

Module-3

Combinational circuit design and simulation using gates: Review of Combinational circuit design, design of circuits with limited Gate Fan-in, Gate delays and Timing diagrams, Hazards in combinational Logic, simulation and testing of logic circuits

Multiplexers, Decoders and Programmable Logic Devices: Multiplexers, three state buffers, decoders and encoders, Programmable Logic devices.

Textbook 1: Part B: Chapter 8, Chapter 9 (Sections 9.1 to 9.6)

Laboratory Component:

1. Given a 4-variable logic expression, simplify it using appropriate technique and realize the simplified logic expression using 8:1 multiplexer IC.
2. Design and implement code converter I) Binary to Gray (II) Gray to Binary Code

Teaching-Learning Process	1. Demonstration using simulator 2. Case study: Applications of Programmable Logic device 3. Chalk and Board for numerical

Module-4

Introduction to VHDL: VHDL description of combinational circuits, VHDL Models for multiplexers, VHDL Modules.

Latches and Flip-Flops: Set Reset Latch, Gated Latches, Edge-Triggered D Flip Flop 3,SR Flip Flop, J K Flip Flop, T Flip Flop.

Textbook 1: Part B: Chapter 10(Sections 10.1 to 10.3), Chapter 11 (Sections 11.1 to 11.7)

Laboratory Component:

1. Given a 4-variable logic expression, simplify it using appropriate technique and simulate the same in HDL simulator
2. Realize a J-K Master / Slave Flip-Flop using NAND gates and verify its truth table. And implement the same in HDL.

Teaching-Learning Process	1. Demonstration using simulator 2. Case study: Arithmetic and Logic unit in VHDL 3. Chalk and Board for numerical

Module-5

Registers and Counters: Registers and Register Transfers, Parallel Adder with accumulator, shift registers, design of Binary counters, counters for other sequences, counter design using SR and J K Flip Flops.

Textbook 1: Part B: Chapter 12 (Sections 12.1 to 12.5)

Laboratory Component:

1. Design and implement a mod-n (n<8) synchronous up counter using J-K Flip-Flop ICs and demonstrate its working.
2. Design and implement an asynchronous counter using decade counter IC to count up from 0 to n (n<=9) and demonstrate on 7-segment display (using IC-7447)

Teaching-Learning Process	1. Demonstration using simulator 2. Project Work: Designing any counter, use LED / Seven-segment display to display the output 3. Chalk and Board for numerical

Course outcome (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Design and analyze application of analog circuits using photo devices, timer IC, power supply and regulator IC and op-amp.
CO 2. Explain the basic principles of A/D and D/A conversion circuits and develop the same.
CO 3. Simplify digital circuits using Karnaugh Map, and Quine-McClusky Methods
CO 4. Explain Gates and flip flops and make us in designing different data processing circuits, registers and counters and compare the types.
CO 5. Develop simple HDL programs

Assessment Details (both CIE and SEE)

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Note: Minimum of 80% of the laboratory components have to be covered.

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

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papers for the subject (**duration 03 hours)**

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2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Charles H Roth and Larry L Kinney, Analog and Digital Electronics, Cengage Learning,2019

Reference Books

1. Anil K Maini, Varsha Agarwal, Electronic Devices and Circuits, Wiley, 2012.
2. Donald P Leach, Albert Paul Malvino & Goutam Saha, Digital Principles and Applications, 8th Edition, Tata McGraw Hill, 2015.
3. M. Morris Mani, Digital Design, 4th Edition, Pearson Prentice Hall, 2008.
4. David A. Bell, Electronic Devices and Circuits, 5th Edition, Oxford University Press, 2008

Weblinks and Video Lectures (e-Resources):

1. Analog Electronic Circuits: https://nptel.ac.in/courses/108/102/108102112/
2. Digital Electronic Circuits: https://nptel.ac.in/courses/108/105/108105132/
3. Analog Electronics Lab: http://vlabs.iitkgp.ac.in/be/
4. Digital Electronics Lab: http://vlabs.iitkgp.ac.in/dec

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

1. Real world problem solving - applying the design concepts of oscillator, amplifier, switch, Digital circuits using Opamps, 555 timer, transistor, Digital ICs and design a application like tone generator, temperature sensor, digital clock, dancing lights etc.

III Semester

COMPUTER ORGANIZATION AND ARCHITECTURE			
Course Code	**21CS34**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Understand the organization and architecture of computer systems, their structure and operation
CLO 2. Illustrate the concept of machine instructions and programs
CLO 3. Demonstrate different ways of communicating with I/O devices
CLO 4. Describe different types memory devices and their functions
CLO 5. Explain arithmetic and logical operations with different data types
CLO 6. Demonstrate processing unit with parallel processing and pipeline architecture

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Basic Structure of Computers: Basic Operational Concepts, Bus Structures, Performance – Processor Clock, Basic Performance Equation, Clock Rate, Performance Measurement.

Machine Instructions and Programs: Memory Location and Addresses, Memory Operations, Instructions and Instruction Sequencing, Addressing Modes

Textbook 1: Chapter1 – 1.3, 1.4, 1.6 (1.6.1-1.6.4, 1.6.7), Chapter2 – 2.2 to 2.5

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Input/Output Organization: Accessing I/O Devices, Interrupts – Interrupt Hardware, Direct Memory Access, Buses, Interface Circuits

Textbook 1: Chapter4 – 4.1, 4.2, 4.4, 4.5, 4.6

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Memory System: Basic Concepts, Semiconductor RAM Memories, Read Only Memories, Speed, Size, and Cost, Cache Memories – Mapping Functions, Virtual memories

Textbook 1: Chapter 5 – 5.1 to 5.4, 5.5 (5.5.1, 5.5.2)

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Arithmetic: Numbers, Arithmetic Operations and Characters, Addition and Subtraction of Signed Numbers, Design of Fast Adders, Multiplication of Positive Numbers

Basic Processing Unit: Fundamental Concepts, Execution of a Complete Instruction, Hardwired control, Microprogrammed control

Textbook 1: Chapter2-2.1, Chapter6 – 6.1 to 6.3
Textbook 1: Chapter7 – 7.1, 7.2,7.4, 7.5

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

Pipeline and Vector Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, Vector Processing, Array Processors

Textbook 2: Chapter 9 – 9.1, 9.2, 9.3, 9.4, 9.6, 9.7

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

At the end of the course the student will be able to:

CO 1. Explain the organization and architecture of computer systems with machine instructions and programs
CO 2. Analyze the input/output devices communicating with computer system
CO 3. Demonstrate the functions of different types of memory devices
CO 4. Apply different data types on simple arithmetic and logical unit
CO 5. Analyze the functions of basic processing unit, Parallel processing and pipelining

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.

2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Carl Hamacher, Zvonko Vranesic, Safwat Zaky, Computer Organization, 5th Edition, Tata McGraw Hill
2. M. Morris Mano, Computer System Architecture, PHI, 3rd Edition

Reference:

1. William Stallings: Computer Organization & Architecture, 9th Edition, Pearson

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/103/106103068/
2. https://nptel.ac.in/content/storage2/courses/106103068/pdf/coa.pdf
3. https://nptel.ac.in/courses/106/105/106105163/
4. https://nptel.ac.in/courses/106/106/106106092/
5. https://nptel.ac.in/courses/106/106/106106166/
6. http://www.nptelvideos.in/2012/11/computer-organization.html

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Discussion and literature survey on real world use cases
- Quizzes

III Semester

OBJECT ORIENTED PROGRAMMING WITH JAVA LABORATORY			
Course Code	**21CSL35**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:0:2:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	1	Exam Hours	03

Course Objectives:

CLO 1. Demonstrate the use of Eclipse/Netbeans IDE to create Java Applications.
CLO 2. Using java programming to develop programs for solving real-world problems.
CLO 3. Reinforce the understanding of basic object-oriented programming concepts.

	Note: two hours tutorial is suggested for each laboratory sessions.
	Prerequisite
	• Students should be familiarized about java installation and setting the java environment. • Usage of IDEs like Eclipse/Netbeans should be introduced.
Sl. No.	***PART A – List of problems for which student should develop program and execute in the Laboratory***
1	Aim: Introduce the java fundamentals, data types, operators in java Program: Write a java program that prints all real solutions to the quadratic equation ax2+bx+c=0. Read in a, b, c and use the quadratic formula.
2	Aim: Demonstrating creation of java classes, objects, constructors, declaration and initialization of variables. Program: Create a Java class called **Student** with the following details as variables within it. USN Name Branch Phone Write a Java program to create n Student objects and print the USN, Name, Branch, and Phone of these objects with suitable headings.
3	Aim: Discuss the various Decision-making statements, loop constructs in java Program: A. Write a program to check prime number B.Write a program for Arithmetic calculator using switch case menu
4	Aim: Demonstrate the core object-oriented concept of Inheritance, polymorphism Design a super class called **Staff** with details as StaffId, Name, Phone, Salary. Extend this class by writing three subclasses namely Teaching (domain, publications), Technical (skills), and Contract (period). Write a Java program to read and display at least 3 staff objects of all three categories.
5	Aim: Introduce concepts of method overloading, constructor overloading, overriding. Program: Write a java program demonstrating Method overloading and Constructor overloading.
6	Aim: Introduce the concept of Abstraction, packages. Program: Develop a java application to implement currency converter (Dollar to INR, EURO to INR, Yen to INR and vice versa), distance converter (meter to KM, miles to KM and vice versa), time converter (hours to minutes, seconds and vice versa) using packages.
7	Aim: Introduction to abstract classes, abstract methods, and Interface in java

	Program: Write a program to generate the resume. Create 2 Java classes Teacher (data: personal information, qualification, experience, achievements) and Student (data: personal information, result, discipline) which implements the java interface Resume with the method biodata().
8	Aim: Demonstrate creation of threads using Thread class and Runnable interface, multi-threaded programming. Program: Write a Java program that implements a **multi-thread** application that has three threads. First thread generates a random integer for every 1 second; second thread computes the square of the number and prints; third thread will print the value of cube of the number.
9	Aim: Introduce java Collections. Program: Write a program to perform string operations using ArrayList. Write functions for the following a. Append - add at end b. Insert – add at particular index c. Search d. List all string starts with given letter.
10	Aim: Exception handling in java, introduction to throwable class, throw, throws, finally. Program: Write a Java program to read two integers a and b. **Compute** a/b and print, when b is not zero. Raise an exception when b is equal to zero.
11	Aim: Introduce File operations in java. Program: Write a java program that reads a file name from the user, displays information about whether the file exists, whether the file is readable, or writable, the type of file and the length of the file in bytes
12	Aim: Introduce java Applet, awt, swings. Programs: Develop an applet that displays a simple message in center of the screen. Develop a simple calculator using Swings.
	PART B – Practical Based Learning
01	A problem statement for each batch is to be generated in consultation with the co-examiner and student should develop an algorithm, program and execute the program for the given problem with appropriate outputs.

Course Outcome (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Use Eclipse/NetBeans IDE to design, develop, debug Java Projects.
CO 2. Analyze the necessity for Object Oriented Programming paradigm over structured programming and become familiar with the fundamental concepts in OOP.
CO 3. Demonstrate the ability to design and develop java programs, analyze, and interpret object-oriented data and document results.
CO 4. Apply the concepts of multiprogramming, exception/event handling, abstraction to develop robust programs.
CO 5. Develop user friendly applications using File I/O and GUI concepts.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE).

Continuous Internal Evaluation (CIE):

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

- Each experiment to be evaluated for conduction with observation sheet and record write-up.

Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.

- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.
- Total marks scored by the students are scaled downed to 30 marks (60% of maximum marks).
- Weightage to be given for neatness and submission of record/write-up on time.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the maximum marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- *Students can pick one experiment from the questions lot of PART A with equal choice to all the students in a batch. For PART B examiners should frame a question for each batch, student should develop an algorithm, program, execute and demonstrate the results with appropriate output for the given problem.*
- *Weightage of marks for PART A is 80% and for PART B is 20%. General rubrics suggested to be followed for part A and part B.*
- Change of experiment is allowed only once and Marks allotted to the procedure part to be made zero (Not allowed for Part B).
- The duration of SEE is 03 hours
- Rubrics suggested in Annexure-II of Regulation book

Suggested Learning Resources:

1. E Balagurusamy, Programming with Java, Graw Hill, 6th Edition, 2019.
2. Herbert Schildt, C: Java the Complete Reference, McGraw Hill, 11th Edition, 2020

III Semester

MASTERING OFFICE (Practical based)			
Course Code	**21CSL381**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:1:1:0	SEE Marks	50
Total Hours of Pedagogy	12T + 12P	Total Marks	100
Credits	01	Exam Hours	02

Course Objectives:

CLO 1. Understand the basics of computers and prepare documents and small presentations.
CLO 2. Attain the knowledge about spreadsheet/worksheet with various options.
CLO 3. Create simple presentations using templates various options available.
CLO 4. Demonstrate the ability to apply application software in an office environment.
CLO 5. Use MS Office to create projects, applications.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

MS-Word -Working with Files, Text – Formatting, Moving, copying and pasting text, Styles – Lists – Bulleted and numbered lists, Nested lists, Formatting lists. Table Manipulations. Graphics – Adding clip Art, add an image from a file, editing graphics, Page formatting - Header and footers, page numbers, Protect the Document, Mail Merge, Macros – Creating & Saving web pages, Hyperlinks.

Textbook 1: Chapter 2

Teaching-Learning Process	Chalk and board, Active Learning, practical based learning

Module-2

MS-Excel- Modifying a Worksheet – Moving through cells, adding worksheets, rows and columns, Resizing rows and columns, selecting cells, Moving and copying cells, freezing panes - Macros – recording and running. Linking worksheets - Sorting and Filling, Alternating text and numbers with Auto fill, Auto filling functions. Graphics – Adding clip art, add an image from a file, Charts – Using chart Wizard, Copy a chart to Microsoft Word.

Textbook 1: Chapter 3

Teaching-Learning Process	Active Learning, Demonstration, presentation,

Module-3

MS-Power Point -Create a Presentation from a template- Working with Slides – Insert a new slide, applying a design template, changing slide layouts – Resizing a text box, Text box properties, delete a text box - Video and Audio effects, Color Schemes & Backgrounds Adding clip art, adding an image from a file, Save as a web page.

Textbook 1: Chapter 5

Teaching-Learning Process	Demonstration, presentation preparation for case studies

Module-4

MS-Access - Using Access database wizard, pages and projects. Creating Tables – Create a Table in design view. Datasheet Records – Adding, Editing, deleting records, Adding and deleting columns Resizing rows and columns, finding data in a table & replacing, Print a datasheet. Queries - MS-Access.

Textbook 1: Chapter 4

Teaching-Learning Process	Chalk& board, Practical based learning.

Module-5

Microsoft Outlook- Introduction, Starting Microsoft Outlook, Outlook Today, Different Views In Outlook, Outlook Data Files

Textbook 1: Chapter 7

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes (Course Skill Set):

At the end of the course the student will be able to:

CO 1. Know the basics of computers and prepare documents, spreadsheets, make small presentations with audio, video and graphs and would be acquainted with internet.
CO 2. Create, edit, save and print documents with list tables, header, footer, graphic, spellchecker, mail merge and grammar checker
CO 3. Attain the knowledge about spreadsheet with formula, macros spell checker etc.
CO 4. Demonstrate the ability to apply application software in an office environment.
CO 5. Use Google Suite for office data management tasks

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE).

Continuous Internal Evaluation (CIE):

NOTE: List of experiments to be prepared by the faculty based on the syllabus mentioned above

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

- Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.
- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.
- Total marks scored by the students are scaled downed to 30 marks (60% of maximum marks).
- Weightage to be given for neatness and submission of record/write-up on time.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the maximum marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- The duration of SEE is 02 hours

Rubrics suggested in Annexure-II of Regulation book

Weblinks and Video Lectures (e-Resources):

1. https://youtu.be/9VRmgC2GRFE
2. https://youtu.be/rJPWi5x0g3I
3. https://youtu.be/tcj2BhhCMN4
4. https://youtu.be/ubmwp8kbfPc
5. https://youtu.be/i6eNvfQ8fTw
6. http://office.microsoft.com/en-us/training/CR010047968.aspx
7. https://gsuite.google.com/leaming-center
8. http://spoken-tutorial.org

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Real world problem solving using group discussion.
- Real world examples of Windows Framework.

III Semester

PROGRAMMING IN C++			
Course Code	**21CS382**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	1:0:0:0	SEE Marks	50
Total Hours of Pedagogy	12	Total Marks	100
Credits	01	Exam Hours	01

Course Objectives:

CLO 1. Understanding about object oriented programming and Gain knowledge about the capability to store information together in an object.
CLO 2. Understand the capability of a class to rely upon another class and functions.
CLO 3. Understand about constructors which are special type of functions.
CLO 4. Create and process data in files using file I/O functions
CLO 5. Use the generic programming features of C++ including Exception handling.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to Object Oriented Programming: Computer programming background- C++ overview- First C++ Program -Basic C++ syntax, Object Oriented Programming: What is an object, Classes, methods and messages, abstraction and encapsulation, inheritance, abstract classes, polymorphism.

Textbook 1: Chapter 1(1.1 to 1.8)

Teaching-Learning Process	Chalk and board, Active Learning, practical based learning

Module-2

Functions in C++: Tokens – Keywords – Identifiers and constants – Operators in C++ – Scope resolution operator – Expressions and their types – Special assignment expressions – Function prototyping – Call by reference – Return by reference – Inline functions -Default arguments – Function overloading.

Textbook 2: Chapter 3(3.2,3.3,3.4,3.13,3.14,3.19, 3.20) , chapter 4(4.3,4.4,4.5,4.6,4.7,4.9) .

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration, presentation, problem solving

Module-3

Inheritance & Polymorphism: Derived class Constructors, destructors-Types of Inheritance- Defining Derived classes, Single Inheritance, Multiple, Hierarchical Inheritance, Hybrid Inheritance.

Textbook 2: Chapter 6 (6.2,6.11) chapter 8 (8.1 to,8.8)

Teaching-Learning Process	Chalk and board, Demonstration, problem solving

Module-4

I/O Streams: C++ Class Hierarchy- File Stream-Text File Handling- Binary File Handling during file operations.

Textbook 1: Chapter 12(12.5) , Chapter 13 (13.6,13.7)

Teaching-Learning Process	Chalk and board, Practical based learning, practical's

Module-5

Exception Handling: Introduction to Exception - Benefits of Exception handling- Try and catch block- Throw statement- Pre-defined exceptions in C++ .

Textbook 2: Chapter 13 (13.2 to13.6)

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes (Course Skill Set):

At the end of the course the student will be able to:

- CO 1. Able to understand and design the solution to a problem using object-oriented programming concepts.
- CO 2. Able to reuse the code with extensible Class types, User-defined operators and function Overloading.
- CO 3. Achieve code reusability and extensibility by means of Inheritance and Polymorphism
- CO 4. Identify and explore the Performance analysis of I/O Streams.
- CO 5. Implement the features of C++ including templates, exceptions and file handling for providing programmed solutions to complex problems.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 01 hours)**

SEE paper will be set for 50 questions of each of 01 marks. The pattern of the question paper is MCQ. The time allotted for SEE is 01 hours

Textbooks

1. Bhushan Trivedi, "Programming with ANSI C++", Oxford Press, Second Edition, 2012.
2. Balagurusamy E, Object Oriented Programming with C++, Tata McGraw Hill Education Pvt.Ltd , Fourth Edition 2010.

Reference Books

1. Bhave , " Object Oriented Programming With C++", Pearson Education , 2004.
2. Ray Lischner, "Exploring C++ : The programmer's introduction to C++" , apress, 2010
3. Bhave , " Object Oriented Programming With C++", Pearson Education , 2004

Weblinks and Video Lectures (e-Resources):

1. Basics of C++ - https://www.youtube.com/watch?v=BClS40yzssA
2. Functions of C++ - https://www.youtube.com/watch?v=p8ehAjZWjPw

Tutorial Link:

1. https://www.w3schools.com/cpp/cpp_intro.asp
2. https://www.edx.org/course/introduction-to-c-3

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- **Demonstration of simple projects**

IV Semester

MATHEMATICAL FOUNDATIONS FOR COMPUTING			
Course Code:	**21CS41**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	2:2:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Objectives:

CLO 1. Understand an intense foundational introduction to fundamental concepts in discrete mathematics.
CLO 2. Interpret, identify, and solve the language associated with logical structure, sets, relations and functions, modular arithmetic.
CLO 3. To develop probability distribution of discrete and continuous random variables. Joint probability distribution occurs in digital signal processing, design engineering and microwave engineering.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.
2. Show Video/animation films to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
6. Topics will be introduced in a multiple representation.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.

Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Fundamentals of Logic: Basic Connectives and Truth Tables, Logical Equivalence – The Laws of Logic, Logical Implication – Rules of Inference. Fundamentals of Logic contd.: The Use of Quantifiers, Quantifiers, Definitions, and the Proofs of Theorems.

Self-study: Problems on Logical equivalence.

Teaching-Learning Process	Chalk and Board, Problem based learning

Module-2

Relations and Functions: Cartesian Products and Relations, Functions – Plain and One-to-One, Onto Functions. Function Composition, and Inverse Functions.

Relations: Properties of Relations, Computer Recognition – Zero-One Matrices and Directed Graphs, Partial Orders – Hasse Diagrams, Equivalence Relations and Partitions.

Introduction to Graph Theory: Definitions and Examples, Subgraphs, Complements, and Graph Isomorphism, Vertex Degree, Euler Trails and Circuits.

Self-study: The Pigeon-hole Principle, problems and its applications

Teaching-Learning Process	Chalk and Board, Problem based learning

Module-3

Statistical Methods: Correlation and regression-Karl Pearson's coefficient of correlation and rank correlation-problems. Regression analysis- lines of regression –problems.

Curve Fitting: Curve fitting by the method of least squares- fitting the curves of the form- $y = ax + b$, $y = ax^b$ *and* $y = ax^2 + bx + c$

Self-study: Angle between two regression lines, problems. Fitting of the curve $y = a\,b^x$

Teaching-Learning Process	Chalk and Board, Problem based learning

Module-4

Probability Distributions: Review of basic probability theory. Random variables (discrete and continuous), probability mass and density functions. Mathematical expectation, mean and variance. Binomial, Poisson and normal distributions- problems (derivations for mean and standard deviation for Binomial and Poisson distributions only)- Illustrative examples.

Self-study: exponential distribution.

Teaching-Learning Process	Chalk and Board, Problem based learning

Module-5

Joint probability distribution: Joint Probability distribution for two discrete random variables, expectation, covariance and correlation.

Sampling Theory: Introduction to sampling distributions, standard error, Type-I and Type-II errors. Test of hypothesis for means, student's t-distribution, Chi-square distribution as a test of goodness of fit.

Self-Study: Point estimation and interval estimation.

Teaching-Learning Process	Chalk and Board, Problem based learning

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Apply the concepts of logic for effective computation and relating problems in the Engineering domain.
CO 2. Analyze the concepts of functions and relations to various fields of Engineering. Comprehend the concepts of Graph Theory for various applications of Computational sciences.
CO 3. Apply discrete and continuous probability distributions in analysing the probability models arising in the engineering field.
CO 4. Make use of the correlation and regression analysis to fit a suitable mathematical model for the statistical data.
CO 5. Construct joint probability distributions and demonstrate the validity of testing the hypothesis.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20**

Marks (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Books

1. Ralph P. Grimaldi and B V Ramana, Discrete and Combinatorial Mathematics- An Applied Introduction, Pearson Education, Asia, Fifth edition – 2007. ISBN 978-81-7758-424-0.
2. Higher Engineering Mathematics B. S. Grewal Khanna Publishers 44th Edition, 2017

Reference Books:

1. Kenneth H. Rosen, Discrete Mathematics and its Applications, Tata – McGraw Hill, Sixth Edition, Sixth reprint 2008. ISBN-(13):978-0-07-064824-1.
2. C. L. Liu and D P Mohapatra, Elementary Discrete Mathematics, Tata- McGraw Hill, Sixth Edition, ISBN:10:0-07-066913-9.
3. J.P. Tremblay and R. Manohar, Discrete Mathematical Structures with Applications to Computer Science, Tata – McGraw Hill, 35TH reprint 2008. ISBN 13:978-0-07-463113-3.
4. Advanced Engineering Mathematics C. Ray Wylie, Louis C.Barrett McGraw-Hill 6th Edition 1995
5. Higher Engineering Mathematics B. V. Ramana McGraw-Hill 11th Edition,2010
6. A Text-Book of Engineering Mathematics N. P. Bali and Manish Goyal Laxmi Publications 2014
7. Advanced Engineering Mathematics Chandrika Prasad and Reena Garg Khanna Publishing, 2018

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=9AUCdsmBGmA&list=PL0862D1A947252D20&index=10
2. https://www.youtube.com/watch?v=oU60TuGHxe0&list=PL0862D1A947252D20&index=11
3. https://www.youtube.com/watch?v=_BIKq9Xo_5A&list=PL0862D1A947252D20&index=13
4. https://www.youtube.com/watch?v=RMLR2JHHeWo&list=PL0862D1A947252D20&index=14
5. https://www.youtube.com/watch?v=nf9e0_ylGdc&list=PL0862D1A947252D20&index=15
6. https://www.youtube.com/watch?v=7cTWea9YAJE&list=PL0862D1A947252D20&index=24
7. https://www.youtube.com/watch?v=695iAm935cY&list=PL0862D1A947252D20&index=25
8. https://www.youtube.com/watch?v=ZECJHfsf4Vs&list=PL0862D1A947252D20&index=26
9. https://www.youtube.com/watch?v=Dsi7x-A89Mw&list=PL0862D1A947252D20&index=28
10. https://www.youtube.com/watch?v=xlUFkMKSB3Y&list=PL0862D1A947252D20
11. https://www.youtube.com/watch?v=0uTE24o3q-o&list=PL0862D1A947252D20&index=2
12. https://www.youtube.com/watch?v=DmCltf8ypks&list=PL0862D1A947252D20&index=3
13. https://www.youtube.com/watch?v=jNeISigUCo0&list=PL0862D1A947252D20&index=4
14. http://nptel.ac.in/courses.php?disciplineID=111
15. http://www.class-central.com/subject/math(MOOCs)
16. http://academicearth.org/
17. VTU EDUSAT PROGRAMME - 20

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

IV Semester

DESIGN AND ANALYSIS OF ALGORITHMS			
Course Code	**21CS42**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40 T + 20 P	Total Marks	100
Credits	04	Exam Hours	03

Course Learning Objectives:

CLO 1. Explain the methods of analysing the algorithms and to analyze performance of algorithms.
CLO 2. State algorithm's efficiencies using asymptotic notations.
CLO 3. Solve problems using algorithm design methods such as the brute force method, greedy method, divide and conquer, decrease and conquer, transform and conquer, dynamic programming, backtracking and branch and bound.
CLO 4. Choose the appropriate data structure and algorithm design method for a specified application.
CLO 5. Introduce P and NP classes.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.
2. Show Video/animation films to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
6. Topics will be introduced in a multiple representation.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction: What is an Algorithm? It's Properties. Algorithm Specification-using natural language, using Pseudo code convention, Fundamentals of Algorithmic Problem solving, Analysis Framework-Time efficiency and space efficiency, Worst-case, Best-case and Average case efficiency.

Performance Analysis: Estimating Space complexity and Time complexity of algorithms.

Asymptotic Notations: Big-Oh notation (O), Omega notation (Ω), Theta notation (□) with examples, Basic efficiency classes, Mathematical analysis of Non-Recursive and Recursive Algorithms with Examples.

Brute force design technique: Selection sort, sequential search, string matching algorithm with complexity Analysis.

Textbook 1: Chapter 1 (Sections 1.1,1.2), Chapter 2(Sections 2.1,2.2,2.3,2.4), Chapter 3(Section 3.1,3.2)

Textbook 2: Chapter 1(section 1.1,1.2,1.3)

Laboratory Component:

1. Sort a given set of n integer elements using Selection Sort method and compute its time complexity. Run the program for varied values of n> 5000 and record the time taken to sort. Plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator. Demonstrate using C++/Java how the brute force method works along with its time complexity analysis: worst case, average case and best case.

Teaching-Learning Process	1. Problem based Learning. 2. Chalk & board, Active Learning. 3. Laboratory Demonstration.

Module-2

Divide and Conquer: General method, Recurrence equation for divide and conquer, solving it using Master's theorem. , Divide and Conquer algorithms and complexity Analysis of Finding the maximum & minimum, Binary search, Merge sort, Quick sort.

Decrease and Conquer Approach: Introduction, Insertion sort, Graph searching algorithms, Topological Sorting. It's efficiency analysis.

Textbook 2: Chapter 3(Sections 3.1,3.3,3.4,3.5,3.6)

Textbook 1: Chapter 4 (Sections 4.1,4.2,4.3), Chapter 5(Section 5.1,5.2,5.3)

Laboratory Component:

1. Sort a given set of n integer elements using Quick Sort method and compute its time

   complexity. Run the program for varied values of n> 5000 and record the time taken to sort. Plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator. Demonstrate using C++/Java how the divide-and-conquer method works along with its time complexity analysis: worst case, average case and best case.

2. Sort a given set of n integer elements using Merge Sort method and compute its time complexity. Run the program for varied values of n> 5000, and record the time taken to sort. Plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator. Demonstrate using C++/Java how the divide-and-conquer method works along with its time complexity analysis: worst case, average case and best case.

Teaching-Learning Process	1. Chalk & board, Active Learning, MOOC, Problem based Learning. 2. Laboratory Demonstration.

Module-3

Greedy Method: General method, Coin Change Problem, Knapsack Problem, solving Job sequencing with deadlines Problems.

Minimum cost spanning trees: Prim's Algorithm, Kruskal's Algorithm with performance analysis.

Single source shortest paths: Dijkstra's Algorithm.

Optimal Tree problem: Huffman Trees and Codes.

Transform and Conquer Approach: Introduction, Heaps and Heap Sort.

Textbook 2: Chapter 4(Sections 4.1,4.3,4.5)

Textbook 1: Chapter 9(Section 9.1,9.2,9.3,9.4), Chapter 6(section 6.4)

Laboratory Component:

Write & Execute C++/Java Program

1. To solve Knapsack problem using Greedy method.
2. To find shortest paths to other vertices from a given vertex in a weighted connected graph, using Dijkstra's algorithm.
3. To find Minimum Cost Spanning Tree of a given connected undirected graph using Kruskal's algorithm. Use Union-Find algorithms in your program.
4. To find Minimum Cost Spanning Tree of a given connected undirected graph using Prim's algorithm.

Teaching-Learning Process	1. Chalk & board, Active Learning, MOOC, Problem based Learning. 2. Laboratory Demonstration.

Module-4

Dynamic Programming: General method with Examples, Multistage Graphs.

Transitive Closure: Warshall's Algorithm. **All Pairs Shortest Paths**: Floyd's Algorithm,

Knapsack problem, Bellman-Ford Algorithm, Travelling Sales Person problem.

Space-Time Tradeoffs: Introduction, Sorting by Counting, Input Enhancement in String Matching-Harspool's algorithm.

Textbook 2: Chapter 5 (Sections 5.1,5.2,5.4,5.9)

Textbook 1: Chapter 8(Sections 8.2,8.4), Chapter 7 (Sections 7.1,7.2)

Laboratory Component:

Write C++/ Java programs to

1. Solve All-Pairs Shortest Paths problem using Floyd's algorithm.
2. Solve Travelling Sales Person problem using Dynamic programming.
3. Solve 0/1 Knapsack problem using Dynamic Programming method.

Teaching-Learning Process	1. Chalk & board, Active Learning, MOOC, Problem based Learning. 2. Laboratory Demonstration.

Module-5

Backtracking: General method, solution using back tracking to N-Queens problem, Sum of subsets problem, Graph coloring, Hamiltonian cycles Problems.

Branch and Bound: Assignment Problem, Travelling Sales Person problem, 0/1 Knapsack problem

NP-Complete and NP-Hard problems: Basic concepts, non- deterministic algorithms, P, NP, NP-Complete, and NP-Hard classes.

Textbook 1: Chapter 12 (Sections 12.1,12.2) Chapter 11(11.3)

Textbook 2: Chapter 7 (Sections 7.1,7.2,7.3,7.4,7.5) Chapter 11 (Section 11.1)

Laboratory Component:

1. Design and implement C++/Java Program to find a subset of a given set S = {Sl, S2,..., Sn} of n positive integers whose SUM is equal to a given positive integer d. For example, if S = {1, 2, 5, 6, 8} and d= 9, there are two solutions {1, 2, 6} and {1, 8}. Display a suitable message, if the given problem instance doesn't have a solution.

2. Design and implement C++/Java Program to find all Hamiltonian Cycles in a connected undirected Graph G of n vertices using backtracking principle.

Teaching-Learning Process	1. Chalk & board, Active Learning, MOOC, Problem based learning. 2. Laboratory Demonstration.

Course outcome (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Analyze the performance of the algorithms, state the efficiency using asymptotic notations and analyze mathematically the complexity of the algorithm.
CO 2. Apply divide and conquer approaches and decrease and conquer approaches in solving the problems analyze the same
CO 3. Apply the appropriate algorithmic design technique like greedy method, transform and conquer approaches and compare the efficiency of algorithms to solve the given problem.
CO 4. Apply and analyze dynamic programming approaches to solve some problems. and improve an algorithm time efficiency by sacrificing space.
CO 5. Apply and analyze backtracking, branch and bound methods and to describe P, NP and NP-Complete problems.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to **20 marks**.

Note: Minimum of 80% of the laboratory components have to be covered.

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Introduction to the Design and Analysis of Algorithms, Anany Levitin: 2nd Edition, 2009. Pearson.
2. Computer Algorithms/C++, Ellis Horowitz, SatrajSahni and Rajasekaran, 2nd Edition, 2014, Universities Press.

Reference Books

1. Introduction to Algorithms, Thomas H. Cormen, Charles E. Leiserson, Ronal L. Rivest, Clifford Stein, 3rd Edition, PHI.
2. Design and Analysis of Algorithms, S. Sridhar, Oxford (Higher Education)

Weblinks and Video Lectures (e-Resources):

1. http://elearning.vtu.ac.in/econtent/courses/video/CSE/06CS43.html
2. https://nptel.ac.in/courses/106/101/106101060/
3. http://elearning.vtu.ac.in/econtent/courses/video/FEP/ADA.html
4. http://cse01-iiith.vlabs.ac.in/
5. http://openclassroom.stanford.edu/MainFolder/CoursePage.php?course=IntroToAlgorithms

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

1. Real world problem solving and puzzles using group discussion. E.g., Fake coin identification, Peasant, wolf, goat, cabbage puzzle, Konigsberg bridge puzzle etc.,
2. Demonstration of solution to a problem through programming.

IV Semester

MICROCONTROLLER AND EMBEDDED SYSTEMS			
Course Code	**21CS43**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40 T + 20 P	Total Marks	100
Credits	04	Exam Hours	03

Course Learning Objectives:

CLO 1: Understand the fundamentals of ARM-based systems, including programming modules with registers and the CPSR.

CLO 2: Use the various instructions to program the ARM controller.

CLO 3: Program various embedded components using the embedded C program.

CLO 4: Identify various components, their purpose, and their application to the embedded system's applicability.

CLO 5: Understand the embedded system's real-time operating system and its application in IoT.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. The lecturer method (L) does not mean only the traditional lecture method, but different types of teaching methods may be adopted to develop the outcomes.
2. Show video/animation films to explain the functioning of various concepts.
3. Encourage collaborative (group learning) learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
6. Topics will be introduced in multiple representations.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world, and when that's possible, it helps improve the students' understanding.

Module-1

Microprocessors versus Microcontrollers, ARM Embedded Systems: The RISC design philosophy, The ARM Design Philosophy, Embedded System Hardware, Embedded System Software.

ARM Processor Fundamentals: Registers, Current Program Status Register, Pipeline, Exceptions, Interrupts, and the Vector Table, Core Extensions

Textbook 1: Chapter 1 - 1.1 to 1.4, Chapter 2 - 2.1 to 2.5

Laboratory Component:

1. Using Keil software, observe the various registers, dump, CPSR, with a simple ALP programme.

Teaching-Learning Process	1. Demonstration of registers, memory access, and CPSR in a programme module. 2. For concepts, numerical, and discussion, use chalk and a whiteboard, as well as a PowerPoint presentation.

Module-2

Introduction to the ARM Instruction Set: Data Processing Instructions , Branch Instructions, Software Interrupt Instructions, Program Status Register Instructions, Coprocessor Instructions, Loading Constants

C Compilers and Optimization : Basic C Data Types, C Looping Structures, Register Allocation, Function

Calls, Pointer Aliasing,

Textbook 1: Chapter 3: Sections 3.1 to 3.6 (Excluding 3.5.2), Chapter 5

Laboratory Component:

2. Write a program to find the sum of the first 10 integer numbers.
3. Write a program to find the factorial of a number.
4. Write a program to add an array of 16 bit numbers and store the 32 bit result in internal RAM.
5. Write a program to find the square of a number (1 to 10) using a look-up table.
6. Write a program to find the largest or smallest number in an array of 32 numbers.

Teaching-Learning Process	1. Demonstration of sample code using Keil software. 2. Laboratory Demonstration

Module-3

C Compilers and Optimization : Structure Arrangement, Bit-fields, Unaligned Data and Endianness, Division, Floating Point, Inline Functions and Inline Assembly, Portability Issues.

ARM programming using Assembly language: Writing Assembly code, Profiling and cycle counting, instruction scheduling, Register Allocation, Conditional Execution, Looping Constructs

Textbook 1: Chapter-5,6

Laboratory Component:

1. Write a program to arrange a series of 32 bit numbers in ascending/descending order.
2. Write a program to count the number of ones and zeros in two consecutive memory locations.
3. Display "Hello World" message using Internal UART.

Teaching-Learning Process	1. Demonstration of sample code using Keil software. 2. Chalk and Board for numerical

Module-4

Embedded System Components: Embedded Vs General computing system, History of embedded systems, Classification of Embedded systems, Major applications areas of embedded systems, purpose of embedded systems.

Core of an Embedded System including all types of processor/controller, Memory, Sensors, Actuators, LED, 7 segment LED display, stepper motor, Keyboard, Push button switch, Communication Interface (onboard and external types), Embedded firmware, Other system components.

Textbook 2: Chapter 1 (Sections 1.2 to 1.6), Chapter 2 (Sections 2.1 to 2.6)

Laboratory Component:

1. Interface and Control a DC Motor.
2. Interface a Stepper motor and rotate it in clockwise and anti-clockwise direction.
3. Determine Digital output for a given Analog input using Internal ADC of ARM controller.
4. Interface a DAC and generate Triangular and Square waveforms.
5. Interface a 4x4 keyboard and display the key code on an LCD.
6. Demonstrate the use of an external interrupt to toggle an LED On/Off.
7. Display the Hex digits 0 to F on a 7-segment LED interface, with an appropriate delay in between.

Teaching-Learning Process	1. Demonstration of sample code for various embedded components using keil. 2. Chalk and Board for numerical and discussion

Module-5

RTOS and IDE for Embedded System Design: Operating System basics, Types of operating systems, Task, process and threads (Only POSIX Threads with an example program), Thread preemption, Multiprocessing and Multitasking, Task Communication (without any program), Task synchronization

issues – Racing and Deadlock, Concept of Binary and counting semaphores (Mutex example without any program), How to choose an RTOS, Integration and testing of Embedded hardware and firmware, Embedded system Development Environment – Block diagram (excluding Keil), Disassembler/decompiler, simulator, emulator and debugging techniques, target hardware debugging, boundary scan.

Textbook 2: Chapter-10 (Sections 10.1, 10.2, 10.3, 10.4 , 10.7, 10.8.1.1, 10.8.1.2, 10.8.2.2, 10.10 only), Chapter 12, Chapter-13 (block diagram before 13.1, 13.3, 13.4, 13.5, 13.6 only)

Laboratory Component:

1. Demonstration of IoT applications by using Arduino and Raspberry Pi

Teaching-Learning Process	1. Chalk and Board for numerical and discussion 2. Significance of real time operating system[RTOS] using raspberry pi

Course outcome (Course Skill Set)

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

CO 1. Explain C-Compilers and optimization
CO 2. Describe the ARM microcontroller's architectural features and program module.
CO 3. Apply the knowledge gained from programming on ARM to different applications.
CO 4. Program the basic hardware components and their application selection method.
CO 5. Demonstrate the need for a real-time operating system for embedded system applications.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to **20 marks**.

Note: Minimum of 80% of the laboratory components have to be covered.

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Andrew N Sloss, Dominic Symes and Chris Wright, ARM system developers guide, Elsevier, Morgan Kaufman publishers, 2008.
2. Shibu K V, "Introduction to Embedded Systems", Tata McGraw Hill Education, Private Limited, 2nd Edition.

Reference Books

1. Raghunandan. G.H, Microcontroller (ARM) and Embedded System, Cengage learning Publication,2019
2. The Insider's Guide to the ARM7 Based Microcontrollers, Hitex Ltd.,1st edition, 2005.
3. Steve Furber, ARM System-on-Chip Architecture, Second Edition, Pearson, 2015.
4. Raj Kamal, Embedded System, Tata McGraw-Hill Publishers, 2nd Edition, 2008.

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

IV Semester

OPERATING SYSTEMS			
Course Code:	**21CS44**	CIE Marks	50
Teaching Hours/Week (L:T:P:S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Objectives:

CLO 1. Demonstrate the need for OS and different types of OS
CLO 2. Apply suitable techniques for management of different resources
CLO 3. Use processor, memory, storage and file system commands
CLO 4. Realize the different concepts of OS in platform of usage through case studies

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer methods (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. IntroduceTopics in manifold representations.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to operating systems, System structures: What operating systems do; Computer System organization; Computer System architecture; Operating System structure; Operating System operations; Process management; Memory management; Storage management; Protection and Security; Distributed system; Special-purpose systems; Computing environments.

Operating System Services: User - Operating System interface; System calls; Types of system calls; System programs; Operating system design and implementation; Operating System structure; Virtual machines; Operating System generation; System boot.

Process Management: Process concept; Process scheduling; Operations on processes; Inter process communication

Textbook 1: Chapter - 1,2,3

Teaching-Learning Process	Active learning and problem solving 1. https://www.youtube.com/watch?v=vBURTt97EkA&list=PLBlnK6fEyqRiVhbXDGLXDk_OQAeuVcp2O 2. https://www.youtube.com/watch?v=a2B69vCtjOU&list=PL3-wYxbt4yCjpcfUDz-TgD_ainZ2K3MUZ&index=2

Module-2

Multi-threaded Programming: Overview; Multithreading models; Thread Libraries; Threading issues. Process Scheduling: Basic concepts; Scheduling Criteria; Scheduling Algorithms; Multiple-processor

scheduling; Thread scheduling.

Process Synchronization: Synchronization: The critical section problem; Peterson's solution; Synchronization hardware; Semaphores; Classical problems of synchronization; Monitors.

Textbook 1: Chapter - 4,5

Teaching-Learning Process	Active Learning and problem solving 1. https://www.youtube.com/watch?v=HW2Wcx-ktsc 2. https://www.youtube.com/watch?v=9YRxhlvt9Zo

Module-3

Deadlocks: Deadlocks; System model; Deadlock characterization; Methods for handling deadlocks; Deadlock prevention; Deadlock avoidance; Deadlock detection and recovery from deadlock.

Memory Management: Memory management strategies: Background; Swapping; Contiguous memory allocation; Paging; Structure of page table; Segmentation.

Textbook 1: Chapter - 7,8

Teaching-Learning Process	Active Learning, Problem solving based on deadlock with animation 1. https://www.youtube.com/watch?v=MYgmmJJfdBg 2. https://www.youtube.com/watch?v=Y14b7_T3AEw&list=PLEJxKK7AcSEGPOCFtQTJhOElU44J_JAun&index=30

Module-4

Virtual Memory Management: Background; Demand paging; Copy-on-write; Page replacement; Allocation of frames; Thrashing.

File System, Implementation of File System: File system: File concept; Access methods; Directory structure; File system mounting; File sharing; Protection: Implementing File system: File system structure; File system implementation; Directory implementation; Allocation methods; Free space management.

Textbook 1: Chapter - 9,10,11

Teaching-Learning Process	Active learning about memory management and File system 1. https://www.youtube.com/watch?v=pJ6qrCB8pDw&list=PLIY8eNdw5tW-BxRY0yK3fYTYVqytw8qhp 2. https://www.youtube.com/watch?v=-orfFhvNBzY

Module-5

Secondary Storage Structures, Protection: Mass storage structures; Disk structure; Disk attachment; Disk scheduling; Disk management; Swap space management. Protection: Goals of protection, Principles of protection, Domain of protection, Access matrix, Implementation of access matrix, Access control, Revocation of access rights, Capability- Based systems.

Case Study: The Linux Operating System: Linux history; Design principles; Kernel modules; Process management; Scheduling; Memory Management; File systems, Input and output; Inter-process communication.

Textbook 1: Chapter - 2,21

Teaching-Learning Process	Active learning about case studies 1. https://www.youtube.com/watch?v=TTBkc5eiju4 2. https://www.youtube.com/watch?v=8hkvMRGTzCM&list=PLEAYkSg4uSQ2PAch478muxnoeTNz_QeUJ&index=36 3. https://www.youtube.com/watch?v=mX1FEur4VCw

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Identify the structure of an operating system and its scheduling mechanism.

CO 2. Demonstrate the allocation of resources for a process using scheduling algorithm.
CO 3. Identify root causes of deadlock and provide the solution for deadlock elimination
CO 4. Explore about the storage structures and learn about the Linux Operating system.
CO 5. Analyze Storage Structures and Implement Customized Case study

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, Operating System Principles 7th edition, Wiley-India, 2006

Reference Books

1. Ann McHoes Ida M Fylnn, Understanding Operating System, Cengage Learning, 6th Edition
2. D.M Dhamdhere, Operating Systems: A Concept Based Approach 3rd Ed, McGraw- Hill, 2013.
3. P.C.P. Bhatt, An Introduction to Operating Systems: Concepts and Practice 4th Edition, PHI(EEE), 2014.
4. William Stallings Operating Systems: Internals and Design Principles, 6th Edition, Pearson.

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=vBURTt97EkA&list=PLBlnK6fEyqRiVhbXDGLXDk_OQAeuVcp2O
2. https://www.youtube.com/watch?v=783KAB-

tuE4&list=PLIemF3uozcAKTgsCIj82voMK3TMR0YE_f

3. https://www.youtube.com/watch?v=3-ITLMMeeXY&list=PL3pGy4HtqwD0n7bQfHjPnsWzkeR-n6mkO

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Real world problem solving using group discussion.
- Role play for process scheduling.
- Present animation for Deadlock.
- Real world examples of memory management concepts

IV Semester

<table>
<tr><th colspan="4">PYTHON PROGRAMMING LABORATORY</th></tr>
<tr><td>Course Code</td><td>21CSL46</td><td>CIE Marks</td><td>50</td></tr>
<tr><td>Teaching Hours/Weeks (L: T: P: S)</td><td>0: 0: 2: 0</td><td>SEE Marks</td><td>50</td></tr>
<tr><td>Total Hours of Pedagogy</td><td>24</td><td>Total Marks</td><td>100</td></tr>
<tr><td>Credits</td><td>01</td><td>Exam Hours</td><td>03</td></tr>
<tr><td colspan="4">Course Objectives:
CLO 1. Demonstrate the use of IDLE or PyCharm IDE to create Python Applications
CLO 2. Using Python programming language to develop programs for solving real-world problems
CLO 3. Implement the Object-Oriented Programming concepts in Python.
CLO 4. Appraise the need for working with various documents like Excel, PDF, Word and Others
CLO 5. Demonstrate regular expression using python programming</td></tr>
<tr><td colspan="4">Note: two hours tutorial is suggested for each laboratory sessions.</td></tr>
<tr><td colspan="4">Prerequisite</td></tr>
<tr><td colspan="4">• Students should be familiarized about Python installation and setting Python environment
• Usage of IDLE or IDE like PyCharm should be introduced
Python Installation: https://www.youtube.com/watch?v=Kn1HF3oD19c
PyCharm Installation: https://www.youtube.com/watch?v=SZUNUB6nz3g</td></tr>
<tr><td>Sl. No.</td><td colspan="3">PART A – List of problems for which student should develop program and execute in the Laboratory</td></tr>
<tr><td>1</td><td colspan="3">Aim: Introduce the Python fundamentals, data types, operators, flow control and exception handling in Python

a) Write a python program to find the best of two test average marks out of three test's marks accepted from the user.
b) Develop a Python program to check whether a given number is palindrome or not and also count the number of occurrences of each digit in the input number.

Datatypes: https://www.youtube.com/watch?v=gCCVsvgR2KU
Operators: https://www.youtube.com/watch?v=v5MR5JnKcZI
Flow Control: https://www.youtube.com/watch?v=PqFKRqpHrjw
For loop: https://www.youtube.com/watch?v=0ZvaDa8eT5s
While loop: https://www.youtube.com/watch?v=HZARImviDxg
Exceptions: https://www.youtube.com/watch?v=6SPDvPK38tw</td></tr>
<tr><td>2</td><td colspan="3">Aim: Demonstrating creation of functions, passing parameters and return values

a) Defined as a function F as Fn = Fn-1 + Fn-2. Write a Python program which accepts a value for N (where N >0) as input and pass this value to the function. Display suitable error message if the condition for input value is not followed.
b) Develop a python program to convert binary to decimal, octal to hexadecimal using functions.

Functions: https://www.youtube.com/watch?v=BVfCWuca9nw
Arguments: https://www.youtube.com/watch?v=ijXMGpoMkhQ
Return value: https://www.youtube.com/watch?v=nuNXiEDnM44</td></tr>
<tr><td>3</td><td colspan="3">Aim: Demonstration of manipulation of strings using string methods

a) Write a Python program that accepts a sentence and find the number of words, digits, uppercase letters and lowercase letters.</td></tr>
</table>

	b) Write a Python program to find the string similarity between two given strings **Sample Output:** **Sample Output:** Original string: Original string: Python Exercises Python Exercises Python Exercises Python Exercise Similarity between two said strings: Similarity between two said strings: 1.0 0.967741935483871 Strings: https://www.youtube.com/watch?v=lSItwlnF0eU String functions: https://www.youtube.com/watch?v=9a3CxJyTq00
4	**Aim:** Discuss different collections like list, tuple and dictionary a) Write a python program to implement insertion sort and merge sort using lists b) Write a program to convert roman numbers in to integer values using dictionaries. Lists: https://www.youtube.com/watch?v=Eaz5e6M8tL4 List methods: https://www.youtube.com/watch?v=8-RDVWGktuI Tuples: https://www.youtube.com/watch?v=bdS4dHIJGBc Tuple operations: https://www.youtube.com/watch?v=TItKabcTTQ4 Dictionary: https://www.youtube.com/watch?v=4Q0pW8XBOkc Dictionary methods: https://www.youtube.com/watch?v=oLeNHuORpNY
5	**Aim:** Demonstration of pattern recognition with and without using regular expressions a) Write a function called isphonenumber () to recognize a pattern 415-555-4242 without using regular expression and also write the code to recognize the same pattern using regular expression. b) Develop a python program that could search the text in a file for phone numbers (+919900889977) and email addresses (sample@gmail.com) Regular expressions: https://www.youtube.com/watch?v=LnzFnZfHLS4
6	**Aim:** Demonstration of reading, writing and organizing files. a) Write a python program to accept a file name from the user and perform the following operations 1. Display the first N line of the file 2. Find the frequency of occurrence of the word accepted from the user in the file b) Write a python program to create a ZIP file of a particular folder which contains several files inside it. Files: https://www.youtube.com/watch?v=vuyb7CxZgbU https://www.youtube.com/watch?v=FqcjKewJTQ0 File organization: https://www.youtube.com/watch?v=MRuq3SRXses
7	**Aim:** Demonstration of the concepts of classes, methods, objects and inheritance

	a) By using the concept of inheritance write a python program to find the area of triangle, circle and rectangle. b) Write a python program by creating a class called Employee to store the details of Name, Employee_ID, Department and Salary, and implement a method to update salary of employees belonging to a given department. OOP's concepts: https://www.youtube.com/watch?v=qiSCMNBIP2g Inheritance: https://www.youtube.com/watch?v=Cn7AkDb4pIU
8	**Aim:** Demonstration of classes and methods with polymorphism and overriding a) Write a python program to find the whether the given input is palindrome or not (for both string and integer) using the concept of polymorphism and inheritance. Overriding: https://www.youtube.com/watch?v=CcTzTuIsoFk
9	**Aim:** Demonstration of working with excel spreadsheets and web scraping a) Write a python program to download the all XKCD comics b) Demonstrate python program to read the data from the spreadsheet and write the data in to the spreadsheet Web scraping: https://www.youtube.com/watch?v=ng2o98k983k Excel: https://www.youtube.com/watch?v=nsKNPHJ9iPc
10	**Aim:** Demonstration of working with PDF, word and JSON files a) Write a python program to combine select pages from many PDFs b) Write a python program to fetch current weather data from the JSON file PDFs: https://www.youtube.com/watch?v=q70xzDG6nls https://www.youtube.com/watch?v=JhQVD7Y1bsA https://www.youtube.com/watch?v=FcrW-ESdY-A Word files: https://www.youtube.com/watch?v=ZU3cSl51jWE JSON files: https://www.youtube.com/watch?v=9N6a-VLBa2I
Python (Full Course): https://www.youtube.com/watch?v=_uQrJ0TkZlc	
Pedagogy	For the above experiments the following pedagogy can be considered. Problem based learning, Active learning, MOOC, Chalk &Talk
PART B – Practical Based Learning	
A problem statement for each batch is to be generated in consultation with the co-examiner and student should develop an algorithm, program and execute the program for the given problem with appropriate outputs.	
Course Outcomes: CO 1. Demonstrate proficiency in handling of loops and creation of functions. CO 2. Identify the methods to create and manipulate lists, tuples and dictionaries. CO 3. Discover the commonly used operations involving regular expressions and file system. CO 4. Interpret the concepts of Object-Oriented Programming as used in Python. CO 5. Determine the need for scraping websites and working with PDF, JSON and other file formats.	

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE).

Continuous Internal Evaluation (CIE):

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

- Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.
- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.
- Total marks scored by the students are scaled downed to 30 marks (60% of maximum marks).
- Weightage to be given for neatness and submission of record/write-up on time.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the maximum marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- *Students can pick one experiment from the questions lot of PART A with equal choice to all the students in a batch. For PART B examiners should frame a question for each batch, student should develop an algorithm, program, execute and demonstrate the results with appropriate output for the given problem.*

- *Weightage of marks for PART A is 80% and for PART B is 20%. General rubrics suggested to be followed for part A and part B.*
- Change of experiment is allowed only once and Marks allotted to the procedure part to be made zero (Not allowed for Part B).
- The duration of SEE is 03 hours

Rubrics suggested in Annexure-II of Regulation book

Textbooks:

1. Al Sweigart, **"Automate the Boring Stuff with Python",**1stEdition, No Starch Press, 2015. (Available under CC-BY-NC-SA license at https://automatetheboringstuff.com/)
2. Reema Thareja "**Python Programming Using Problem Solving Approach**" Oxford University Press.
3. Allen B. Downey, **"Think Python: How to Think Like a Computer Scientist",** 2nd Edition, Green Tea Press, 2015. (Available under CC-BY-NC license at http://greenteapress.com/thinkpython2/thinkpython2.pdf)

IV Semester

WEB PROGRAMMING (Practical based)			
Course Code	**21CSL481**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:1:1:0	SEE Marks	50
Total Hours of Pedagogy	12T + 12P	Total Marks	100
Credits	01	Exam Hours	02

Course Objectives:

CLO 1. Learn Web tool box and history of web browsers.
CLO 2. Learn HTML, XHTML tags with utilizations.
CLO 3. Know CSS with dynamic document utilizations.
CLO 4. Learn JavaScript with Element access in JavaScript.
CLO 5. Logically plan and develop web pages..

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to WEB Programming: Internet, WWW, Web Browsers, and Web Servers, URLs, MIME, HTTP, Security, The Web Programmers Toolbox.

Textbook 1: Chapter 1(1.1 to 1.9)

Teaching-Learning Process	Chalk and board, Active Learning, practical based learning

Module-2

HTML and XHTML: Origins of HTML and XHTML, Basic syntax, Standard XHTML document structure, Basic text markup, Images, Hypertext Links, Lists, Tables. Forms, Frames in HTML and XHTML, Syntactic differences between HTML and XHTML.

Textbook 1: Chapter 2(2.1 to 2.10)

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration, presentation, problem solving

Module-3

CSS: Introduction, Levels of style sheets, Style specification formats, Selector forms, Property value forms, Font properties, List properties, Color, Alignment of text, Background images, tags.

Textbook 1: Chapter 3(3.1 to 3.12)

Teaching-Learning Process	Chalk and board, Demonstration, problem solving

Module-4

Java Script – I: Object orientation and JavaScript; General syntactic characteristics; Primitives,

Operations, and expressions; Screen output and keyboard input.

Textbook 1: Chapter 4(4.1 to 4.5)

Teaching-Learning Process	Chalk and board, Practical based learning, practical's

Module-5

Java Script – II: Control statements, Object creation and Modification; Arrays; Functions; Constructor; Pattern matching using expressions; Errors, Element access in JavaScript.

Textbook 1: Chapter 4(4.6 to 4.14)

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes (Course Skill Set):

At the end of the course the student will be able to:

CO 1. Describe the fundamentals of web and concept of HTML.
CO 2. Use the concepts of HTML, XHTML to construct the web pages.
CO 3. Interpret CSS for dynamic documents.
CO 4. Evaluate different concepts of JavaScript & Construct dynamic documents.
CO 5. Design a small project with JavaScript and XHTML.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE).

Continuous Internal Evaluation (CIE):

NOTE: List of experiments to be prepared by the faculty based on the syllabus mentioned above

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

- Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.
- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.
- Total marks scored by the students are scaled downed to 30 marks (60% of maximum marks).
- Weightage to be given for neatness and submission of record/write-up on time.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the maximum marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.

- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- The duration of SEE is 02 hours

Rubrics suggested in Annexure-II of Regulation book

Textbooks

1. Robert W Sebesta, "Programming the World Wide Web", 6th Edition, Pearson Education, 2008.

Reference Books

1. M.Deitel, P.J.Deitel, A.B.Goldberg, "Internet & World Wide Web How to program", 3rd Edition, Pearson Education / PHI, 2004.
2. Chris Bates, "Web Programming Building Internet Applications", 3rd Edition, Wiley India, 2006.
3. Xue Bai et al, "The Web Warrior Guide to Web Programming", Thomson, 2003.
4. Sklar, "The Web Warrior Guide to Web Design Technologies", 1st Edition, Cengage Learning India

Weblinks and Video Lectures (e-Resources):

1. Fundamentals of WEB Programming: https://www.youtube.com/watch?v=DR9dr6gxhDM
2. HTML and XHTML: https://www.youtube.com/watch?v=A1XlIDDXgwg
3. CSS: https://www.youtube.com/watch?v=J35jug1uHzE
4. Java Script and HTML Documents: https://www.youtube.com/watch?v=Gd0RBdFRvF0
5. Dynamic Documents with JavaScript: https://www.youtube.com/watch?v=HTFSIJALNKc

Tutorial Link:

1. http://www.tutorialspoint.com
2. http://www.w3schools.com

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of simple projects

IV Semester

UNIX SHELL PROGRAMMING			
Course Code	**21CS482**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	1:0:0:0	SEE Marks	50
Total Hours of Pedagogy	12	Total Marks	100
Credits	01	Exam Hours	01

Course Objectives:

CLO 1. To help the students to understand effective use of Unix concepts, commands and terminology.
CLO 2. Identify, access, and evaluate UNIX file system.
CLO 3. Understand UNIX command syntax and semantics.
CLO 4. Ability to read and understand specifications, scripts and programs.
CLO 5. Analyze Facility with UNIX Process.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction of UNIX - Introduction, History, Architecture, Experience the Unix environment, Basic commands ls, cat, cal, date, calendar, who, printf, tty, sty, uname, passwd, echo, tput, and bc.

Textbook 1: Chapter 1(1.1 to 1.4) , Chapter 2- 2.1

Teaching-Learning Process	Chalk and board, Active Learning, practical based learning

Module-2

UNIX File System- The file, what's in a filename? The parent-child relationship, pwd, the Home directory, absolute pathnames, using absolute pathnames for a command, cd, mkdir, rmdir, Relative pathnames, The UNIX file system.

Textbook 1: Chapter 4

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration, presentation, problem solving

Module-3

Basic File Attributes - Is – l, the –d option, File Permissions, chmod, Security and File Permission, users and groups, security level, changing permission, user masks, changing ownership and group, File Attributes, More file attributes: hard link, symbolic link, umask, find.

Textbook 1: Chapter 6

Teaching-Learning Process	Chalk and board, Demonstration, problem solving

Module-4

Introduction to the Shell Scripting - Introduction to Shell Scripting, Shell Scripts, read, Command Line

Arguments, Exit Status of a Command, The Logical Operators && and ||, exit, if, and case conditions, expr, sleep and wait, while, until, for, $, @, redirection. The here document, set, trap, Sample Validation and Data Entry Scripts.

Textbook 1: Chapter 11,12,14

Teaching-Learning Process	Chalk and board, Practical based learning, practical's

Module-5

Introduction to UNIX System process: Mechanism of process creation. Parent and child process. The ps command with its options. Executing a command at a specified point of time: at command. Executing a command periodically: cron command and the crontab file.. Signals.

Textbook 1: Chapter 9,19

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes (Course Skill Set):

At the end of the course the student will be able to:

- CO 1. Know the basics of Unix concepts and commands.
- CO 2. Evaluate the UNIX file system.
- CO 3. Apply Changes in file system.
- CO 4. Understand scripts and programs.
- CO 5. Analyze Facility with UNIX system process

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 01 hours)**

SEE paper will be set for 50 questions of each of 01 marks. The pattern of the question paper is MCQ. The time allotted for SEE is 01 hours

Textbooks

1. Unix Concepts & Applications 4rth Edition, Sumitabha Das, Tata McGraw Hill

References:

2. Unix Shell Programming, Yashwant Kanetkar
3. Introduction to UNIX by M G Venkatesh Murthy.

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=ffYUfAqEamY
2. https://www.youtube.com/watch?v=Q05NZiYFcD0
3. https://www.youtube.com/watch?v=8GdT53KDIyY
4. https://www.youtube.com/watch?app=desktop&v=3Pga3y7rCgo

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Real world problem solving using group discussion.
- Real world examples of Linux operating system Utilizations.

IV Semester

R PROGRAMMING (Practical based)			
Course Code	**21CSL483**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:1:1:0	SEE Marks	50
Total Hours of Pedagogy	12T + 12P	Total Marks	100
Credits	01	Exam Hours	02

Course Objectives:

CLO 1. Explore and understand how R and R Studio interactive environment.
CLO 2. To learn and practice programming techniques using R programming.
CLO 3. Read Structured Data into R from various sources.
CLO 4. Understand the different data Structures, data types in R.
CLO 5. To develop small applications using R Programming

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Numeric, Arithmetic, Assignment, and Vectors: R for Basic Math, Arithmetic, Variables, Functions, Vectors, Expressions and assignments Logical expressions.

Textbook 1: Chapter 2(2.1 to 2.7)

Teaching-Learning Process	Chalk and board, Active Learning, practical based learning

Module-2

Matrices and Arrays: Defining a Matrix, Sub-setting, Matrix Operations, **Conditions and Looping:** if statements, looping with for, looping with while, vector based programming.

Textbook 1: Chapter 2- 2.8, chapter 3- 3.2 to 3.5

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration, presentation, problem solving

Module-3

Lists and Data Frames: Data Frames, **Lists,** Special values, The apply facmily.

Textbook 1: Chapter 6- 6.2 to 6.4

Teaching-Learning Process	Chalk and board, Demonstration, problem solving

Module-4

Functions: Calling functions, scoping, Arguments matching, writing functions: The function command, Arguments, specialized function.

Textbook 1: Chapter 5- 5.1 to 5.6

Teaching-Learning Process	Chalk and board, Practical based learning, practical's

Module-5

Pointers: packages, frames, de bugging, manipulation of code, compilation of the code.

Textbook 1: Chapter 8- 8.1 to 8.8

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes (Course Skill Set):

At the end of the course the student will be able to:

CO 1. To understand the fundamental syntax of R through readings, practice exercises,
CO 2. To demonstrations, and writing R code.
CO 3. To apply critical programming language concepts such as data types, iteration,
CO 4. To understand control structures, functions, and Boolean operators by writing R programs and through examples
CO 5. To import a variety of data formats into R using R-Studio
CO 6. To prepare or tidy data for in preparation for analyze.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE).

Continuous Internal Evaluation (CIE):

NOTE: List of experiments to be prepared by the faculty based on the syllabus mentioned above

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

- Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.
- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.
- Total marks scored by the students are scaled downed to 30 marks (60% of maximum marks).
- Weightage to be given for neatness and submission of record/write-up on time.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the maximum marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal

/external examiners jointly.

- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- The duration of SEE is 02 hours

Rubrics suggested in Annexure-II of Regulation book

Textbooks

1. Jones, O., Maillardet. R. and Robinson, A. (2014). Introduction to Scientific Programming and Simulation Using R. Chapman & Hall/CRC, The R Series.

References:

1. Michael J. Crawley, "Statistics: An Introduction using R", Second edition, Wiley,2015

Weblinks and Video Lectures (e-Resources):

1. Wickham, H. & Grolemund, G. (2018). for Data Science. O'Reilly: New York. Available for free at http://r4ds.had.co.nz

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of simple projects

V Semester

CYBER SECURITY			
Course Code	21IC51	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. List the threats, vulnerabilities in Computer system
CLO 2. Understand the importance of cyber security
CLO 3. Explain the importance and role of security in programming, web, OS and Network
CLO 4. Identify the types of attacks –web ,browser, email

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) needs not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyse information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction; What Is Computer Security? Threats, Harm, Vulnerabilities, Controls, Conclusion, What's Next?

Toolbox: Authentication, Access Control, and Cryptography: Authentication, Access Control.

Textbook 1: Ch1, Ch2: 2.1, 2.2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Programs and Programming: Unintentional (Nonmalicious) Programming Oversights, Malicious Code—Malware, Countermeasures

Textbook 1:: Ch3

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

The Web—User Side: Browser Attacks, Web Attacks Targeting Users, Obtaining User or Website Data, Email Attacks

Textbook 1:: CH 4

Teaching-Learning	Chalk and board, Active Learning, Demonstration

Process	
Module-4	
Operating Systems: Security in Operating Systems, Security in the Design of Operating Systems, Rootkit **Textbook 1:Ch5**	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-5	
Networks: Network concepts, War on Networks: Threats to Network Communications, Wireless Network Security, Denial of Service, Distributed Denial-of-Service, **Textbook 1: Ch6 - 6.1 - 6.5**	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Define Computer security, threats, vulnerabilities and identify the counter measures.
CO 2. Develop the programs for classifying malicious and non-malicious software
CO 3. Design the security concepts in web, OS and Networks
CO 4. Demonstrate the tools and methods to identify threats
CO 5. Illustrate the challenges in wireless Network security

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50)in the semester-end examination(SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper is designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.

2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books

4. Charles P. Pfleeger, Shari Lawrence Pfleeger, Jonathan Margulies, Security in Computing, Pearson Education, 2015

Reference:

1. Lester evans, Cyber Security, independent publish, 2018.
2. Nina Godbole and Sunit Belapure, Cyber security, Wiley India, 2011

Web links and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Skill development activities in areas of forensics, scripting using open source tools like Kali Linux, Wireshark etc.

V Semester

COMPUTER NETWORK			
Course Code:	21CS52	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40T + 20P	Total Marks	100
Credits	04	Exam Hours	03

Course Objectives:

CLO 1. Fundamentals of data communication networks.
CLO 2. Software and hardware interfaces
CLO 3. Application of various physical components and protocols
CLO 4. Communication challenges and remedies in the networks.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to networks: Network hardware, Network software, Reference models,

Physical Layer: Guided transmission media, Wireless transmission

Textbook 1: Ch.1.2 to 1.4, Ch.2.2 to 2.3

Laboratory Component:

1. Implement Three nodes point – to – point network with duplex links between them for different topologies. 1Set the queue size, vary the bandwidth, and find the number of packets dropped for various iterations.

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-2

The Data link layer: Design issues of DLL, Error detection and correction, Elementary data link protocols, Sliding window protocols.

The medium access control sublayer: The channel allocation problem, Multiple access protocols.

Textbook 1: Ch.3.1 to 3.4, Ch.4.1 and 4.2

Laboratory Component:

1. Implement simple ESS and with transmitting nodes in wire-less LAN by simulation and determine the throughput with respect to transmission of packets
2. Write a program for error detecting code using CRC-CCITT (16- bits).

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-3

The Network Layer:
Network Layer Design Issues, Routing Algorithms, Congestion Control Algorithms, QoS.

Textbook 1: Ch 5.1 to 5.4

Laboratory Component:

1. Implement transmission of ping messages/trace route over a network topology consisting of 6 nodes and find the number of packets dropped due to congestion in the network.
2. Write a program to find the shortest path between vertices using bellman-ford algorithm.

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

The Transport Layer: The Transport Service, Elements of transport protocols, Congestion control, The internet transport protocols.

Textbook 1: Ch 6.1 to 6.4 and 6.5.1 to 6.5.7

Laboratory Component:

1. Implement an Ethernet LAN using n nodes and set multiple traffic nodes and plot congestion window for different source / destination.
2. Write a program for congestion control using leaky bucket algorithm.

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-5

Application Layer: Principles of Network Applications, The Web and HTTP, Electronic Mail in the Internet, DNS—The Internet's Directory Service.

Textbook 2: Ch 2.1 to 2.4

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Learn the basic needs of communication system.
CO 2. Interpret the communication challenges and its solution.
CO 3. Identify and organize the communication system network components
CO 4. Design communication networks for user requirements.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to **20 marks**.

Note: Minimum of 80% of the laboratory components have to be covered.

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**
(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).
CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:
Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks:

1. Computer-Networks- Andrew S. Tanenbaum and David J. Wetherall, Pearson Education, 5th-Edition. (www.pearsonhighered.com/tanenbaum)
2. Computer Networking A Top-Down Approach -James F. Kurose and Keith W. RossPearson Education 7th Edition.

Reference Books:

1. Behrouz A Forouzan, Data and Communications and Networking, Fifth Edition, McGraw Hill,Indian Edition
2. Larry L Peterson and Brusce S Davie, Computer Networks, fifth edition, ELSEVIER

Weblinks and Video Lectures (e-Resources):

1. https://www.digimat.in/nptel/courses/video/106105183/L01.html
2. http://www.digimat.in/nptel/courses/video/106105081/L25.html
3. https://nptel.ac.in/courses/106105081
4. VTU e-Shikshana Program

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning
Simulation of Personal area network, Home area network, achieve QoS etc.

Note: For the Simulation experiments modify the topology and parameters set for the experiment and take multiple rounds of reading and analyze the results available in log files. Plot necessary graphs and conclude using NS2. Installation procedure of the required software must be demonstrated, carried out in groups, and documented in the report. Non simulation programs can be implemented using Java

V Semester

SENSORS AND SENSING SYSTEM			
Course Code	21IC53	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Identify various types of sensors used in IOT
CLO 2. Illustrate connection of sensors to processing devices.
CLO 3. Explain the communication protocols used for IOT sensing
CLO 4. Explain the IEEE standards for IOT sensing.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

What are sensors/trasnducers?, Principles, Classification, Parameters, Environmental Parametersm Characteristics.

Mechnaical and Electromechanical Sesors: Introduction, Resistive Potentiometer, Strian gauge, Inductive Sensors, Capacitive Sensors, Force/Stress sensors, Ultrasonic Sensors.

Textbook1: Chapter 1,2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Thermal Sensors: Introsuction, Gas Thermometric Sensors, Thermal Expansion type thermometric sensors, Dielectric ocnstant and refractive index thermosensors, magentic thermometer, resistance change tyoe thermometric sensors, thermoemf sensors, thermal radiation sensors, Quartz crystal thermoelectric sensors, Spectroscopic thermometry, noise thermometry, heat flux sensors

Magnetic sensors: Introduction, Sesors and principles, magnetoresistive sensors, Hall effect sensors, inductive and eddy current sensors, Angular/Rotary movement sensors, Eddy surrent sensors, Electromagnetic flowmeter, SQUID sensors

Textbook1: Chapter 3,4

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Electroanalytical Sensors: Introduction, Electrochemical cell, cell potentail, SHE, Liquid junctiona and

other potentails, polarization, reference electrodes, Sensor electrodes, electroceramics in gas media, ChemFET.

Textbook1: Chapter 6

Getting Sensor Information Into the MCU : Introduction, Amplification and Signal Conditioning, Digital Conversion

Textbook2: Chapter 4

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Using MCUs/DSPs to Increase Sensor IQ: Introduction, MCU Control, MCUs for Sensor Interface, DSP Control, Techniques and Systems Considerations,
Software, Tools, and Support, Sensor Integration

Communications for Smart Sensors: Introduction, Definitions and Background, Sources (Organizations) and Standards, Automotive Protocols, Industrial Networks, Office/Building Automation, Home Automation, Protocols in Silicon, Other Aspects of Network Communications

Textbook2: Chapter 5, 6

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

Mechatronics and Sensing Systems: Introduction, Smart-Power ICs, Embedded Sensing, Sensing Arrays, Other System Aspects

Standards for Smart Sensing: Introduction, Setting the Standards for Smart Sensors and Systems, IEEE 1451.1, IEEE 1451.2, IEEE P1451.3, IEEE P1451.4, Extending the System to the Network

Textbook2: Chapter 11, 12

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

At the end of the course the student will be able to:

CO 1. Define sensors / transducers and summarize the different types of sensors
CO 2. Illustrate the mechanism to connect the sensors to processing devices
CO 3. Demonstrate the communication mechanism for IOT sensors
CO 4. Explain IEEE standards

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1.
2. Patranabis D, "Sensors and Transducers," Prentice Hall
3. Frank R, "Understanding Smart Sensors", Artech House

Reference Books:

1. Callaway EH, "Wireless Sensor Networks : Architecture and Protocols," Auerbach Publications
2. Anand MMS, "Electronic Instruments and Instrumentation Techniques," Prentice Hall IEEE Standard 1451, "Smart Transducer Interface for Sensor and Actuators"

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

V Semester

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING			
Course Code	21CS54	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Gain a historical perspective of AI and its foundations
CLO 2. Become familiar with basic principles of AI toward problem solving
CLO 3. Familiarize with the basics of Machine Learning & Machine Learning process, basics of Decision Tree, and probability learning
CLO 4. Understand the working of Artificial Neural Networks and basic concepts of clustering algorithms

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

9. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
10. Use of Video/Animation to explain functioning of various concepts.
11. Encourage collaborative (Group Learning) Learning in the class.
12. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
13. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
14. Introduce Topics in manifold representations.
15. Show the different ways to solve the same problem with different logic and encourage the students to come up with their own creative ways to solve them.
16. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction: What is AI? Foundations and History of AI

Problem-solving: Problem-solving agents, Example problems, Searching for Solutions, Uninformed Search Strategies: Breadth First search, Depth First Search,

Textbook 1: Chapter 1- 1.1, 1.2, 1.3
Textbook 1: Chapter 3- 3.1, 3.2, 3.3, 3.4.1, 3.4.3

Teaching-Learning Process	Chalk and board, Active Learning. Problem based learning

Module-2

Informed Search Strategies: Greedy best-first search, A*search, Heuristic functions.
Introduction to Machine Learning , Understanding Data

Textbook 1: Chapter 3 - 3.5, 3.5.1, 3.5.2, 3.6
Textbook 2: Chapter 1 and 2

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Basics of Learning theory
Similarity Based Learning
Regression Analysis

Textbook 2: Chapter 3 - 3.1 to 3.4, Chapter 4, chapter 5.1 to 5.4	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
Decision Tree learning Bayesian Learning **Textbook 2: Chapter 6 and 8**	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-5	
Artificial neural Network Clustering Algorithms **Textbook 2: Chapter 10 and 13**	
Teaching-Learning Process	Chalk and board, Active Learning.

Course Outcomes Course Skill Set)

At the end of the course the student will be able to:

CO 1. Apply the knowledge of searching and reasoning techniques for different applications.
CO 2. Have a good understanding of machine leaning in relation to other fields and fundamental issues and challenges of machine learning.
CO 3. Apply the knowledge of classification algorithms on various dataset and compare results
CO 4. Model the neuron and Neural Network, and to analyze ANN learning and its applications.
CO 5. Identifying the suitable clustering algorithm for different pattern

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**) **OR** Suitable Programming experiments based on the syllabus contents can be given to the students to submit the same as laboratory work(for example; Implementation of concept learning, implementation of decision tree learning algorithm for suitable data set, etc…)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the

methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Stuart J. Russell and Peter Norvig, Artificial Intelligence, 3rd Edition, Pearson,2015
2. S. Sridhar, M Vijayalakshmi "Machine Learning". Oxford ,2021

Reference:

1. Elaine Rich, Kevin Knight, Artificial Intelligence, 3rdedition, Tata McGraw Hill,2013
2. George F Lugar, Artificial Intelligence Structure and strategies for complex, Pearson Education, 5th Edition, 2011
3. Tom Michel, Machine Learning, McGrawHill Publication.

Weblinks and Video Lectures (e-Resources):

1. https://www.kdnuggets.com/2019/11/10-free-must-read-books-ai.html
2. https://www.udacity.com/course/knowledge-based-ai-cognitive-systems--ud409
3. https://nptel.ac.in/courses/106/105/106105077/
4. https://www.javatpoint.com/history-of-artificial-intelligence
5. https://www.tutorialandexample.com/problem-solving-in-artificial-intelligence
6. https://techvidvan.com/tutorials/ai-heuristic-search/
7. https://www.analyticsvidhya.com/machine-learning/
8. https://www.javatpoint.com/decision-tree-induction
9. https://www.hackerearth.com/practice/machine-learning/machine-learning-algorithms/ml-decision-tree/tutorial/
10. https://www.javatpoint.com/unsupervised-artificial-neural-networks

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Role play for strategies– DFS & BFS, Outlier detection in Banking and insurance transaction for identifying fraudulent behaviour etc. Uncertainty and reasoning Problem- reliability of sensor used to detect pedestrians using Bayes Rule

V Semester

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING LABORATORY			
Course Code	**21ICL55**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:0:2:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	01	Exam Hours	03

Course Learning Objectives:

CLO 1. Explain the Search algorithms, Heuristics search algorithms for solving a problem.
CLO 2. Develop Regression methods, supervised learning algorithms for prediction / Classification
CLO 3. Develop Unsupervised learning algorithms for clustering.

Sl. No.	PART-A
1	Aim: To implement and evaluate DFS and BFS algorithms. Program: Given city map compare the following uniform search algorithm DFS and BFS.
2	Aim: To implement, evaluate A* algorithm and . identify the difference between BFS / DFS and A*. Program: Given city map and heuristic values implement A* algorithm and identify the difference between uniform search and heuristic search algorithm.
3	Aim: To evaluate linear regression for prediction. Program: Demonstrate and analyse the application of Linear regression model for predicting insurance cost. Dataset can be downloaded from https://github.com/stedy/Machine-Learning-with-R-datasets/blob/master/insurance.csv or any other opensource data available.
3	Aim: To construct the Decision tree using the training data sets under supervised learning concept. Program: Write a program to demonstrate the working of the decision tree based ID3 algorithm. Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample.
4	Aim: To understand the working principle of Artificial Neural network with feed forward and feed backward principle. Program: Build an Artificial Neural Network by implementing the Backpropagation algorithm and test the same using appropriate data sets.
5	Aim: Demonstrate the text classifier using Naïve bayes classifier algorithm. Program: Write a program to implement the naive Bayesian classifier for a sample training data set stored as a .CSV file. Compute the accuracy of the classifier, considering few test data sets.
6	Aim: Demonstrate and Analyse the results sets obtained from Bayesian belief network Principle. Program: Write a program to construct a Bayesian network considering medical data. Use this model to demonstrate the diagnosis of heart patients using standard Heart Disease Data Set. You can use Python ML library classes/API.
7	Aim: Implement and demonstrate the working model of K-means clustering algorithm with Expectation Maximization Concept. Program: Apply EM algorithm to cluster a set of data stored in a .CSV file. Use the same data set

	for clustering using k-Means algorithm. Compare the results of these two algorithms and comment on the quality of clustering. You can add Python ML library classes/API in the program.
8	Aim: Demonstrate and analyse the results of classification based on KNN Algorithm. Program: Write a program to implement k-Nearest Neighbour algorithm to classify the iris data set. Print both correct and wrong predictions. Java/Python ML library classes can be used for this problem.
Pedagogy	For the above experiments the following pedagogy can be considered. Problembased learning, Active learning, MOOC, Chalk &Talk
PART B	
	A problem statement for each batch is to be generated in consultation with the co-examiner and student should develop an algorithm, program and execute the Program for the given problem with appropriate outputs.

Course Outcomes:

At the end of the course the student will be able to:

CO 1. Evaluate the performance of uniform and heuristic serach algorithms.
CO 2. Develop supervised algorithm and analyze each on them for their accuracy.
CO 3. Identify the requirement for unsupervised machine learning algorithm, Develop a algorithm and evaluate the same.
CO 4. Identify the problem to solved using AI or ML techniques and evaluate the algorithm.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE).

Continuous Internal Evaluation (CIE):

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

Each experiment to be evaluated for conduction with an observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.

Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.

Total marks scored by the students are scaled downed to 30 marks (60% of maximum marks).

Weightage to be given for neatness and submission of record/write-up on time.

Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.

In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.

The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book

The average of 02 tests is scaled down to 20 marks (40% of the maximum marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.

- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- *Students can pick one experiment from the questions lot of PART A with an equal choice to all the students in a batch. For PART B, the project group (Maximum of 4 students per batch) should demonstrate the mini-project.*
- *Weightage of marks for PART A is 60% and for PART B is 40%. General rubrics suggested to be followed for part A and part B.*
- Change of experiment is allowed only once and Marks allotted to the procedure part to be made zero (Not allowed for Part B).
- The duration of SEE is 03 hours

Rubrics suggested in Annexure-II of Regulation book

Textbooks:

1. Stuart J. Russell and Peter Norvig, Artificial Intelligence, 3rd Edition, Pearson,2015
2. Sujit Bhattacharyya, Subhrajit Bhattacharya, Practical Handbook of Machine Learning, CL dataschool, GK Publisher, 2021

Suggested Weblinks/ E Resource

1. https://machinelearningmastery.com
2. https://www.geeksforgeeks.org

V Semester

ANGULAR JS AND NODE JS (Practical based)			
Course Code:	**21CSL581**	CIE Marks	50
Teaching Hours/Week	0:1:1:0	SEE Marks	50
Total No. of Hours	12T + 12P	Total Marks	100
Credits	01	Exam Hours	02

Course Objectives: The student should be made to:

CLO 1. To learn the basics of Angular JS.
CLO 2. To understand the Angular JS Modules.
CLO 3. To implement Forms, inputs and Services
CLO 4. To implement Directives and Databases
CLO 5. To understand basics of Node JS.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1	
Introduction To Angular JS: Introduction – Features – Angular JSModel-View-Controller – Expression - Directives and Controllers.	
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning
Module-2	
Angular JS Modules: Arrays –Working with ng-model – Working with Forms – Form Validation – Error Handling with Forms – Nested Forms with ng-form – Other Form Controls.	
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning
Module-3	
Directives& Building Databases: **Part I-** Filters – Using Filters in Controllers and Services – Angular JS Services – Internal Angular JS Services – Custom Angular JS Services	
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning
Module-4	
Directives& Building Databases: **Part-II-** Directives – Alternatives to Custom Directives – Understanding the Basic options – Interacting with Server –HTTP Services – Building Database, Front End and BackEnd	
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning
Module-5	
Introduction to NODE .JS: Introduction –Using the Terminals – Editors –Building a Webserver with Node – The HTTPModule – Views and Layouts.	

Teaching-Learning Process	Chalk and board, Active Learning, practical based learning

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Describe the features of Angular JS.
CO 2. Recognize the form validations and controls.
CO 3. Implement Directives and Controllers.
CO 4. Evaluate and create database for simple application.
CO 5. Plan and build webservers with node using Node .JS.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE).

Continuous Internal Evaluation (CIE):

NOTE: List of experiments to be prepared by the faculty based on the syllabus mentioned above

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

- Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.
- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.
- Total marks scored by the students are scaled downed to 30 marks (60% of maximum marks).
- Weightage to be given for neatness and submission of record/write-up on time.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the maximum marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.

- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- The duration of SEE is 02 hours

Rubrics suggested in Annexure-II of Regulation book

Suggested Learning Resources:

Textbooks

1. Adam Freeman - ProAngular JS, Apress, First Edition, 2014.
2. ShyamSeshadri, Brad Green –"AngularJS: Up and Running: Enhanced Productivity with Structured Web Apps", Apress, O'Reilly Media, Inc.
3. AgusKurniawan–"AngularJS Programming by Example", First Edition, PE Press, 2014.

Reference Books

1. Brad Dayley, "Learning Angular JS", Addison-Wesley Professional, First Edition, 2014.
2. Steve Hoberman, "Data Modeling for MongoDB", Technics Publication, First Edition, 2014..

Weblinks and Video Lectures (e-Resources):

1. Introduction to Angular JS : https://www.youtube.com/watch?v=HEbphzK-0xE
2. Angular JS Modules : https://www.youtube.com/watch?v=gWmOKmgnQkU
3. Directives& Building Databases: https://www.youtube.com/watch?v=R_okHflzgm0
4. Introduction to NODE .JS: https://www.youtube.com/watch?v=8u1o-OmOeGQ
5. https://www.youtube.com/watch?v=7F1nLajs4Eo
6. https://www.youtube.com/watch?v=t7x7c-x90FU

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of simple projects

V Semester

C# AND .NET FRAMEWORK			
Course Code:	**21CS582**	CIE Marks	50
Teaching Hours/Week	1:0:0:0	SEE Marks	50
Total No. of Hours	12	Total Marks	100
Credits	01	Exam Hours	01

Course Objectives:

CLO 1. Understand the basics of C# and .NET
CLO 2. Learn the variables and constants of C#
CLO 3. Know the object-oriented aspects and applications.
CLO 4. Learn the basic structure of .NET framework.
CLO 5. Learn to create a simple project of .NET Core

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1	
Introduction to C# **Part-I:** Understanding C#, .NET, overview of C#, Variables, Data Types, Operators, Expressions, Branching, Looping, Methods, implicit and explicit casting.	
Teaching-Learning Process	Active learning
Module-2	
Part-II: Constants, Arrays, Array Class, Array List, String, String Builder, Structure, Enumerations, boxing and unboxing.	
Teaching-Learning Process	Active learning
Module-3	
Object Oriented Concepts-I: Class, Objects, Constructors and its types, inheritance, properties, indexers, index overloading, polymorphism.	
Teaching-Learning Process	Active learning
Module-4	
Object Oriented Concepts-II:	

Sealed class and methods, interface, abstract class, abstract and interface, operator overloading, delegates, events, errors and exception, Threading.	
Teaching-Learning Process	Active learning
Module-5	
Introduction to .NET FRAMEWORK: Assemblies, Versoning, Attributes, reflection, viewing meta data, remoting, security in .NET, Environment Setup of .NET Core and create a small project.	
Teaching-Learning Process	Active learning

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Able to explain how C# fits into the .NET platform.
CO 2. Describe the utilization of variables and constants of C#
CO 3. Use the implementation of object-oriented aspects in applications.
CO 4. Analyze and Set up Environment of .NET Core.
CO 5. Evaluate and create a simple project application.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50)in the semester-end examination(SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 01 hours)**

SEE paper will be set for 50 questions of each of 01 marks. The pattern of the question paper is MCQ. The time allotted for SEE is 01 hours

Suggested Learning Resources:

Textbooks

1. Herbert Schildt, "The Complete Reference: C# 4.0", Tata McGraw Hill, 2012.
2. Christian Nagel et al. "Professional C# 2012 with .NET 4.5", Wiley India, 2012.

Reference Books

1. Andrew Troelsen , "Pro C# 2010 and the .NET 4 Platform, Fifth edition, A Press, 2010.
2. Ian Griffiths, Matthew Adams, Jesse Liberty, "Programming C# 4.0", Sixth Edition, O"Reilly, 2010.

Weblinks and Video Lectures (e-Resources):

1. Introduction to C# : https://www.youtube.com/watch?v=ItoIFCT9P90
2. Object Oriented Concepts : https://www.youtube.com/watch?v=LP3llcExPK0
3. .NET FRAMEWORK : https://www.youtube.com/watch?v=h7huHkvPoEE

Tutorial Link:

1. https://www.tutorialsteacher.com/csharp
2. https://www.w3schools.com/cs/index.php
3. https://www.javatpoint.com/net-framework

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving using group discussion.

VI Semester

SOFTWARE ENGINEERING & PROJECT MANAGEMENT			
Course Code	**21CS61**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	2:2:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Outline software engineering principles and activities involved in building large software programs. Identify ethical and professional issues and explain why they are of concern to Software Engineers.
CLO 2. Describe the process of requirement gathering, requirement classification, requirement specification and requirements validation.
CLO 3. Infer the fundamentals of object oriented concepts, differentiate system models, use UML diagrams and apply design patterns.
CLO 4. Explain the role of DevOps in Agile Implementation.
CLO 5. Discuss various types of software testing practices and software evolution processes.
CLO 6. Recognize the importance Project Management with its methods and methodologies.
CLO 7. Identify software quality parameters and quantify software using measurements and metrics. List software quality standards and outline the practices involved

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction: The evolving role of software, Software, The changing nature of software, Software engineering, A Process Framework, Process Patterns, Process Assessment, Personal and Team Process Models, Process Technology, Product and Process.

Textbook 1: Chapter 1: 1.1 to 1.3

Process Models: Prescriptive models, Waterfall model, Incremental process models, Evolutionary process models, Specialized process models.

Textbook 1: Chapter 2: 2.1, 2.2, 2.4 to 2.7

Requirements Engineering: Requirements Engineering Task, Initiating the Requirements Engineering process, Eliciting Requirements, Developing use cases, Building the analysis model, Negotiating Requirements, Validating Requirements, Software Requirement Document **(Sec 4.2)**

Textbook 1: Chapter 3: 3.1 to 3.6, Textbook 5: Chapter 4: 4.2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Introduction, Modelling Concepts and Class Modelling: What is Object orientation? What is OO development? OO Themes; Evidence for usefulness of OO development; OO modelling history. Modelling as Design technique: Modelling, abstraction, The Three models. Class Modelling: Object and Class Concept, Link and associations concepts, Generalization and Inheritance, A sample class model, Navigation of class models, Introduction to RUP**(Textbook: 5 Sec 2.4)** and UML diagrams

Textbook 2: Chapter 1,2,3

Building the Analysis Models: Requirement Analysis, Analysis Model Approaches, Data modeling Concepts, Object Oriented Analysis, Scenario-Based Modeling, Flow-Oriented Modeling, class Based Modeling, Creating a Behavioral Model.

Textbook 1: Chapter 8: 8.1 to 8.8

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Software Testing: A Strategic Approach to Software Testing, Strategic Issues, Test Strategies for Conventional Software, Test Strategies for Object -Oriented Software, Validation Testing, System Testing, The Art of Debugging.

Textbook 1: Chapter 13: 13.1 to 13.7

Agile Methodology & DevOps: Before Agile – Waterfall, Agile Development,

Self-Learning Section:
What is DevOps?, DevOps Importance and Benefits, DevOps Principles and Practices, 7 C's of DevOps Lifecycle for Business Agility, DevOps and Continuous Testing, How to Choose Right DevOps Tools?, Challenges with DevOps Implementation.

Textbook 4: Chapter 2: 2.1 to 2.9

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-4

Introduction to Project Management:
Introduction, Project and Importance of Project Management, Contract Management, Activities Covered by Software Project Management, Plans, Methods and Methodologies, Some ways of categorizing Software Projects, Stakeholders, Setting Objectives, Business Case, Project Success and Failure, Management and Management Control, Project Management life cycle, Traditional versus Modern Project Management Practices.

Textbook 3: Chapter 1: 1.1 to 1.17

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-5

Activity Planning:
Objectives of Activity Planning, When to Plan, Project Schedules, Sequencing and Scheduling Activities, Network Planning Models, Forward Pass– Backward Pass, Identifying critical path, Activity Float, Shortening Project Duration, Activity on Arrow Networks.

Textbook 3: Chapter 6: 6.1 to 6.16

Software Quality:
Introduction, The place of software quality in project planning, Importance of software quality, software quality models, ISO 9126, quality management systems, process capability models, techniques to enhance software quality, quality plans.

Textbook 3: Chapter 13: (13.1 to 13.6 , 13.9, 13.11, 13.14),

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Understand the activities involved in software engineering and analyze the role of various process models

CO 2. Explain the basics of object-oriented concepts and build a suitable class model using modelling techniques

CO 3. Describe various software testing methods and to understand the importance of agile methodology and DevOps

CO 4. Illustrate the role of project planning and quality management in software development

CO 5. Understand the importance of activity planning and different planning models

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Roger S. Pressman: Software Engineering-A Practitioners approach, 7th Edition, Tata McGraw Hill.
2. Michael Blaha, James Rumbaugh: Object Oriented Modelling and Design with UML, 2nd Edition, Pearson Education, 2005.
3. Bob Hughes, Mike Cotterell, Rajib Mall: Software Project Management, 6th Edition, McGraw Hill Education, 2018.

4. Deepak Gaikwad, Viral Thakkar, DevOps Tools From Practitioner's Viewpoint, Wiley.
5. Ian Sommerville: Software Engineering, 9th Edition, Pearson Education, 2012.

Reference:

3. Pankaj Jalote: An Integrated Approach to Software Engineering, Wiley India.

Weblinks and Video Lectures (e-Resources):

1. https://onlinecourses.nptel.ac.in/noc20_cs68/preview
2. https://www.youtube.com/watch?v=WxkP5KR_Emk&list=PLrjkTql3jnm9b5nr-ggx7Pt1G4UAHeFlJ
3. http://elearning.vtu.ac.in/econtent/CSE.php
4. http://elearning.vtu.ac.in/econtent/courses/video/CSE/15CS42.html
5. https://nptel.ac.in/courses/128/106/128106012/ (DevOps)

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Case study, Field visit

VI Semester

INTERNET OF THINGS			
Course Code	21IC62	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Understand about the fundamentals of Internet of Things and its building blocks along with their characteristics.
CLO 2. Understand the recent application domains of IoT in everyday life.
CLO 3. Understand the protocols and standards designed for IoT and the current research on it.
CLO 4. Understand the other associated technologies like cloud and fog computing in the domain of IoT.
CLO 5. Improve their knowledge about the various cutting-edge technologies in the field IoT and machine learning applications.
CLO 6. Gain insights about the current trends of machine learning and AI techniques used in IoT to orient towards the present industrial scenario.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Emergence of IoT: Introduction, Evolution of IoT, Enabling IoT and the Complex Interdependence of Technologies, IoT Networking Components, Addressing Strategies in IoT.

Textbook 1: Chapter 4 – 4.1 to 4.5

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

IoT Sensing and Actuation: Introduction, Sensors, Sensor Characteristics, Sensorial Deviations, Sensing Types, Sensing Considerations, Actuators, Actuator Types, Actuator Characteristics.

Textbook 1: Chapter 5 – 5.1 to 5.9

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

IoT Processing Topologies and Types: Data Format, Importance of Processing in IoT, Processing Topologies, IoT Device Design and Selection Considerations, Processing Offloading.

Textbook 1: Chapter 6 – 6.1 to 6.5	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
IoT Connectivity Technologies: Introduction, IEEE 802.15.4, Zigbee, Thread, ISA100.11A, WirelessHART, RFID, NFC, DASH7, Z-Wave, Weightless, Sigfox, LoRa, NB-IoT, Wi-Fi, Bluetooth **Textbook 1: Chapter 7 – 7.1 to 7.16**	
Teaching-Learning Process	Chalk & board, Problem based learning
Module-5	
IoT Communication Technologies: Introduction, Infrastructure Protocols, Discovery Protocols, Data Protocols, Identification Protocols, Device Management, Semantic Protocols **IoT Interoperability:** Introduction, Taxonomy of interoperability, Standards, Frameworks **Textbook 1: Chapter 8 – 8.1, 6.2, 8.3, 8.4, 8.5, 8.6, .7** **Textbook 1: Chapter 9 – 9.1, 9.2, 9.3**	
Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

At the end of the course the student will be able to:

CO 1. Understand the evolution of IoT, IoT networking components, and addressing strategies in IoT.
CO 2. Analyze various sensing devices and actuator types.
CO 3. Demonstrate the processing in IoT.
CO 4. Apply different connectivity technologies.
CO 5. Understand the communication technologies , protocols and interoperability in IoT.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester
6. At the end of the 13th week of the semester- Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a

maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Sudip Misra, Anandarup Mukherjee, Arijit Roy, "Introduction to IoT", Cambridge University Press 2021.

Reference:

1. S. Misra, C. Roy, and A. Mukherjee, 2020. Introduction to Industrial Internet of Things and Industry 4.0. CRC Press.
2. Vijay Madisetti and Arshdeep Bahga, "Internet of Things (A Hands-on-Approach)",1st Edition, VPT, 2014.
3. Francis daCosta, "Rethinking the Internet of Things: A Scalable Approach to Connecting Everything", 1st Edition, Apress Publications, 2013.

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/noc/courses/noc19/SEM1/noc19-cs31/

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VI Semester

CLOUD COMPUTING AND ITS APPLICATIONS			
Course Code	**21IC63**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Objectives:

CLO 1. Interpret the data in the context of cloud computing.
CLO 2. Identify an appropriate method to analyze the data in cloud environment
CLO 3. Understanding of virtualization concept

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyse information rather than simply recall it.
6. IntroduceTopicsin manifold representations.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction, Cloud Infrastructure: Cloud computing, Cloud computing delivery models and services, Ethical issues, Cloud vulnerabilities, Cloud computing at Amazon, Cloud computing the Google perspective, Microsoft Windows Azure and online services, Open-source software platforms for private clouds, Cloud storage diversity and vendor lock-in, Energy use and ecological impact, Service level agreements, Exercises and problems.

Textbook 1: Chapter 1 (1.3-1.6), Chapter 3 (3.1-3.5, 3.7,3.8)

Teaching-Learning Process	Chalk&board,Active Learning Virtual Lab

Module-2

Cloud Computing: Application Paradigms.: Challenges of cloud computing, Architectural styles of cloud computing, Workflows: Coordination of multiple activities, Coordination based on a state machine model: The Zookeeper, The Map Reduce programming model, A case study: The Gre The Web application, Cloud for science and engineering, High-performance computing on a cloud, Cloud computing for Biology research, Social computing, digital content and cloud computing.

Textbook 1: Chapter 4 (4.1-4.11)

Teaching-Learning Process	Chalk & board, Active Learning, Problem based learning Virtual Lab:

Module-3

Cloud Resource Virtualization: Virtualization, Layering and virtualization, Virtual machine monitors, Virtual Machines, Performance and Security Isolation, Full virtualization and paravirtualization, Hardware support for virtualization, Case Study: Xen a VMM based paravirtualization, Optimization of network virtualization, vBlades, Performance comparison of virtual machines, The dark side of virtualization, Exercises and problems

Textbook 1: Chapter 5 (5.1-5.9, 5.11,5.12,5.16)

Teaching-Learning Process	Chalk & board, MOOC, Active Learning

Module-4

Cloud Resource Management and Scheduling: Policies and mechanisms for resource management, Application of control theory to task scheduling on a cloud, Stability of a two-level resource allocation architecture, Feedback control based on dynamic thresholds, Coordination of specialized autonomic performance managers, A utility-based model for cloud-based Web services, Resourcing bundling: Combinatorial auctions for cloud resources, Scheduling algorithms for computing clouds, Fair queuing, Start-time fair queuing, Borrowed virtual time, Cloud scheduling subject to deadlines, Scheduling MapReduce applications subject to deadlines, Resource management and dynamic scaling, Exercises and problems.

Textbook1: Chapter 6 (6.1-6.14, 6.16)

Teaching-Learning Process	Chalk& board, Problem based learning Lab practice for OpenCV for basic geometric objects and basic image operation

Module-5

Cloud Security, Cloud Application Development: Cloud security risks, Security:
The top concern for cloud users, Privacy and privacy impact assessment, Trust, Operating system security, Virtual machine Security, Security of virtualization, Security risks posed by shared images, Security risks posed by a management OS, A trusted virtual machine monitor, Amazon web services: EC2 instances, Connecting clients to cloud instances through firewalls, Security rules for application and transport layer protocols in EC2, How to launch an EC2 Linux instance and connect to it, How to use S3 in java

Textbook1: Chapter 9 (9.1-9.9, 11.1-11.5)

Teaching-Learning Process	Chalk & board, MOOC Lab practice on image processing. Virtual Lab:

Course Outcomes:

At the end of the course the student will be able to:

CO 1. Understand the concepts of cloud computing, virtualization and classify services of cloud computing
CO 2. Illustrate architecture and programming in cloud
CO 3. Define the platforms for development of cloud applications and List the application of cloud.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50)in the semester-end examination(SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(To have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper is designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

3. The question paper will have ten questions. Each question is set for 20 marks.
4. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module.

Suggested Learning Resources:

Text Books

1. Cloud Computing Theory and Practice, Dan C. Marinescu, Morgan Kaufmann, Elsevier 2013.

Reference Books

1. Mastering Cloud Computing Rajkumar Buyya, Christian Vecchiola, and Thamarai Selvi McGraw Hill Education

Web links and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=1N3oqYhzHv4
2. https://www.youtube.com/watch?v=RWgW-CgdIk0

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VI Semester

AGILE TECHNOLOGIES			
Course Code	21CS641	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives:

CLO 1. To understand basics of agile technologies
CLO 2. To explain XP Lifecycle, XP Concepts and Adopting XP
CLO 3. To Evaluate on Pair Programming, Root-Cause Analysis, Retrospectives, Planning, Incremental Requirements and Customer Tests
CLO 4. To become Mastering in Agility
CLO 5. To provide well Deliver Value

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.
2. Show Video/animation films to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
6. Topics will be introduced in a multiple representation.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Why Agile? : Understanding Success, Beyond Deadlines, The Importance of Organizational Success, Enter Agility, How to Be Agile?: Agile Methods, Don't Make Your Own Method, The Road to Mastery, Find a Mentor.

The Genesis of Agile, Introduction and background, Agile Manifesto, and Principles, Simple Design, User Stories, Agile Testing, Agile Tools

Textbook 1: Part I – Ch 1, Ch 2.

Textbook 2: Ch 1

Teaching-Learning Process	Chalk and board, Active Learning https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Module-2

Understanding XP: The XP Lifecycle, The XP Team, XP Concepts, Adopting XP: Is XP Right for Us?, Go!,

Assess Your Agility

Overview of Extreme Programming, The Practices of Extreme Programming, Conclusion, Bibliography, Planning Initial Exploration, Release Planning, Iteration Planning, Defining "Done", Task Planning Iterating, Tracking.

Textbook 1: Part I: Ch 3, Ch 4.

Textbook 3: Section 1: Ch 1

Teaching-Learning Process	Chalk and board, Active Learning https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Module-3

Practicing XP: Thinking: Pair Programming, Energized Work, Informative Workspace, Root Cause Analysis, Retrospectives,

Collaborating: Trust, Sit Together, Real Customer Involvement, Ubiquitous Language, Stand-Up Meetings, Coding Standards, Iteration Demo, Reporting,

Releasing: "Done Done", No Bugs, Version Control, Ten-Minute Build, Continuous Integration, Collective Code Ownership, Documentation. Planning: Vision, Release Planning, The Planning Game, Risk Management, Iteration Planning, Slack, Stories, Estimating. Developing: Incremental requirements, Customer Tests, Test-Driven Development, Refactoring, Simple Design, Incremental Design and Architecture, Spike Solutions, Performance Optimization, Exploratory Testing

Textbook 1: Part II: Ch 5, Ch 6, Ch 7, Ch 8, Ch 9.

Teaching-Learning Process	Chalk and board, Demonstration https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Module-4

Mastering Agility : Values and Principles: Commonalities, About Values, Principles, and Practices, Further Reading, Improve the Process: Understand Your Project, Tune and Adapt, Break the Rules, Rely on People :Build Effective Relationships, Let the Right People Do the Right Things, Build the Process for the People, Eliminate Waste :Work in Small, Reversible Steps, Fail Fast, Maximize Work Not Done, Pursue Throughput

Textbook 1: Part III- Ch 10, Ch 11, Ch 12, Ch 13.

Teaching-Learning Process	Chalk and board https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Module-5

Deliver Value: Exploit Your Agility, Only Releasable Code Has Value, Deliver Business Results, Deliver Frequently, Seek Technical Excellence: Software Doesn't Exist, Design Is for Understanding, Design Trade-offs, Quality with a Name, Great Design, Universal Design Principles, Principles in Practice, Pursue Mastery

Textbook 1: Part IV- Ch 14, Ch 15.

Teaching-Learning Process	Chalk and board https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Course outcome (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Understand the fundamentals of agile technologies
CO 2. Explain XP Lifecycle, XP Concepts and Adopting XP
CO 3. Apply different techniques on Practicing XP, Collaborating and Releasing
CO 4. Analyze the Values and Principles of Mastering Agility
CO 5. Demonstrate the agility to deliver good values

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. James shore, Chromatic, O'Reilly, The Art of Agile Development, 2007

Reference Books

1. Ken Schawber, Mike Beedle, "Agile Software Development with Scrum",Pearson, 2008
2. Agile-Principles-Patterns-and-Practices-in-C by Robert C Martin & Mic Martin.

Weblinks and Video Lectures (e-Resources):

Model wise mentioned

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of the project based on Agile technologies.

VI Semester

ADVANCED JAVA PROGRAMMING			
Course Code	21CS642	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Understanding the fundamental concepts of Enumerations and Annotations
CLO 2. Apply the concepts of Generic classes in Java programs
CLO 3. Demonstrate the fundamental concepts of String operations
CLO 4. Design and develop web applications using Java servlets and JSP
CLO 5. Apply database interaction through Java database Connectivity

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same program
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Enumerations, Autoboxing and Annotations:
Enumerations, Ednumeration fundamentals, the values() and valueOf() methods, Java enumerations are class types, enumerations inherits Enum, example, type wrappers, Autoboxing, Autoboxing methods, Autoboxing/Unboxing occurs in Expressions, Autoboxing/Unboxing, Boolean and character values, Autoboxing/Unboxing helps prevent errors, A word of warning

Annotations, Annotation basics, specifying retention policy, obtaining annotations at run time by use of reflection, Annotated element interface, Using default values, Marker Annotations, Single member annotations, Built in annotations

Textbook 1: Chapter12

Teaching-Learning Process	Chalk and board, Online demonstration, Problem based learning

Module-2

Generics: What are Generics, A Simple Generics Example, A Generic Class with Two Type Parameters, The General Form of a Generic Class, Bounded Types, Using Wildcard Arguments, Bounded Wildcards, Creating a Generic Method, Generic Interfaces, Raw types and Legacy code, Generic Class Hierarchies, Erasure, Ambiguity errors, Some Generic Restrictions

Textbook 1: Chapter 14

Teaching-Learning Process	Chalk and board, Online Demonstration

Module-3

String Handling: The String Constructors, String Length, Special String Operations, Character Extraction,

String Comparison, Searching Strings, Modifying a String, Data Conversion Using valueOf(), Changing the case of characters within a String, String Buffer, String Builder

Textbook 1: Chapter 15

Teaching-Learning Process	Chalk and board, Online Demonstration

Module-4

Background; The life cycle of a servlet; A simple servlet; the servlet API; The javax.servlet package Reading servlet parameter; the javax.servlet.http package; Handling HTTP Requests and Responses; using Cookies; Session Tracking, Java Server Pages (JSP); JSP tags, Variables and Objects, Methods, Control statements, Loops, Request String, Parsing other information, User sessions, Cookies, Session Objects

Textbook 1: Chapter 31
Textbook 2: Chapter 11

Teaching-Learning Process	Chalk and board, Online Demonstration

Module-5

The concept of JDBC; JDBC Driver Types; JDBC packages; A brief overview of the JDBC Process; Database Connection; Associating the JDBC/ODBC Bridge with the Database; Statement Objects; ResultSet; Transaction Processing; Metadata, Data Types; Exceptions.

Textbook 2: Chapter 6

Teaching-Learning Process	Chalk and board, Online Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Understanding the fundamental concepts of Enumerations and Annotations
CO 2. Apply the concepts of Generic classes in Java programs
CO 3. Demonstrate the concepts of String operations in Java
CO 4. Develop web based applications using Java servlets and JSP
CO 5. Illustrate database interaction and transaction processing in Java

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Herbert Schildt: JAVA the Complete Reference. 9th Edition, Tata McGraw-Hill
2. Jim Keogh, The Complete Reference J2EE, Tata McGraw-Hill

Reference Books:

1. Y. Daniel Liang: Introduction to JAVA Programming, 7th Edition, Pearson Education, 2007.

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/105/106105191/
2. https://nptel.ac.in/courses/106/105/106105225/

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Programming exercises

VI Semester

ADVANCED COMPUTER ARCHITECTURE			
Course Code	21CS643	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Describe computer architecture.
CLO 2. Measure the performance of architectures in terms of right parameters.
CLO 3. Summarize parallel architecture and the software used for them

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same program
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Theory of Parallelism: Parallel Computer Models, The State of Computing, Multiprocessors and Multicomputer, Multivector and SIMD Computers, PRAM and VLSI Models, Program and Network Properties, Conditions of Parallelism, Program Partitioning and Scheduling, Program Flow Mechanisms, System Interconnect Architectures, Principles of Scalable Performance, Performance Metrics and Measures, Parallel Processing Applications, Speedup
Performance Laws. For all Algorithm or mechanism any one example is sufficient.

Chapter 1 (1.1to 1.4), Chapter 2(2.1 to 2.4) Chapter 3 (3.1 to 3.3)

Teaching-Learning Process	Chalk and board, Online demonstration, Problem based learning

Module-2

Hardware Technologies 1: Processors and Memory Hierarchy, Advanced Processor Technology, Superscalar and Vector Processors, Memory Hierarchy Technology, Virtual Memory Technology. For all Algorithms or mechanisms any one example is sufficient.

Chapter 4 (4.1 to 4.4)

Teaching-Learning Process	Chalk and board, Online Demonstration

Module-3

Hardware Technologies 2: Bus Systems, Cache Memory Organizations, Shared Memory Organizations, Sequential and Weak Consistency Models, Pipelining and Superscalar Techniques, Linear Pipeline Processors, Nonlinear Pipeline Processors. For all Algorithms or mechanisms any one example is sufficient.

Chapter 5 (5.1 to 5.4) Chapter 6 (6.1 to 6.2)

Teaching-Learning Process	Chalk and board, Online Demonstration

Module-4

Parallel and Scalable Architectures: Multiprocessors and Multicomputers, Multiprocessor System Interconnects, Cache Coherence and Synchronization Mechanisms, Message-Passing Mechanisms, Multivector and SIMD Computers, Vector Processing Principles, Multivector Multiprocessors, Compound Vector Processing, Scalable, Multithreaded, and Dataflow Architectures, Latency-Hiding Techniques, Principles of Multithreading, Fine- Grain Multicomputers. For all Algorithms or mechanisms any one example is sufficient.

Chapter 7 (7.1,7.2 and 7.4) Chapter 8(8.1 to 8.3) Chapter 9(9.1 to 9.3)

Teaching-Learning Process	Chalk and board, Online Demonstration

Module-5

Software for parallel programming: Parallel Models, Languages, and Compilers ,Parallel Programming Models, Parallel Languages and Compilers, Dependence Analysis of Data Arrays. Instruction and System Level Parallelism, Instruction Level Parallelism, Computer Architecture, Contents, Basic Design Issues, Problem Definition, Model of a Typical Processor, Compiler-detected Instruction Level Parallelism ,Operand Forwarding ,Reorder Buffer, Register Renaming ,Tomasulo's Algorithm. For all Algorithms or mechanisms any one example is sufficient.

Chapter 10(10.1 to 10.3) Chapter 12(12.1 to 12.9)

Teaching-Learning Process	Chalk and board, Online Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Explain the concepts of parallel computing
CO 2. Explain and identify the hardware technologies
CO 3. Compare and contrast the parallel architectures
CO 4. Illustrate parallel programming concepts

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy

as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Kai Hwang and Naresh Jotwani, Advanced Computer Architecture (SIE): Parallelism, Scalability, Programmability, McGraw Hill Education 3/e. 2015

Reference Books:

1. John L. Hennessy and David A. Patterson, Computer Architecture: A quantitative approach, 5th edition, Morgan Kaufmann Elseveir, 2013

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VI Semester

DATA SCIENCE AND VISUALIZATION			
Course Code	21CS644	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. To introduce data collection and pre-processing techniques for data science
CLO 2. Explore analytical methods for solving real life problems through data exploration techniques
CLO 3. Illustrate different types of data and its visualization
CLO 4. Find different data visualization techniques and tools
CLO 5. Design and map element of visualization well to perceive information

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to Data Science

Introduction: What is Data Science? Big Data and Data Science hype – and getting past the hype, Why now? – Datafication, Current landscape of perspectives, Skill sets. Needed Statistical Inference: Populations and samples, Statistical modelling, probability distributions, fitting a model.

Textbook 1: Chapter 1

Teaching-Learning Process	1. PPT – Recognizing different types of data, Data science process 2. Demonstration of different steps, learning definition and relation with data science

Module-2

Exploratory Data Analysis and the Data Science Process

Basic tools (plots, graphs and summary statistics) of EDA, Philosophy of EDA, The Data Science Process, Case Study: Real Direct (online realestate firm). Three Basic Machine Learning Algorithms: Linear Regression, k-Nearest Neighbours (k- NN), k-means.

Textbook 1: Chapter 2, Chapter 3

Teaching-Learning Process	1. PPT –Plots, Graphs, Summary Statistics 2. Demonstration of Machine Learning Algorithms

Module-3

Feature Generation and Feature Selection

Extracting Meaning from Data: Motivating application: user (customer) retention. Feature Generation (brainstorming, role of domain expertise, and place for imagination), Feature Selection algorithms. Filters; Wrappers; Decision Trees; Random Forests. Recommendation Systems: Building a User-Facing Data Product, Algorithmic ingredients of a Recommendation Engine, Dimensionality Reduction, Singular Value Decomposition, Principal Component Analysis, Exercise: build your own recommendation system.

Textbook 1: Chapter 6

Teaching-Learning Process	1. PPT – Feature generation, selection 2. Demonstration recommendation engine

Module-4

Data Visualization and Data Exploration

Introduction: Data Visualization, Importance of Data Visualization, Data Wrangling, Tools and Libraries for Visualization

Comparison Plots: Line Chart, Bar Chart and Radar Chart; **Relation Plots:** Scatter Plot, Bubble Plot , Correlogram and Heatmap; **Composition Plots:** Pie Chart, Stacked Bar Chart, Stacked Area Chart, Venn Diagram; **Distribution Plots:** Histogram, Density Plot, Box Plot, Violin Plot; **Geo Plots:** Dot Map, Choropleth Map, Connection Map; What Makes a Good Visualization?

Textbook 2: Chapter 1, Chapter 2

Teaching-Learning Process	1. Demonstration of different data visualization tools.

Module-5

A Deep Dive into Matplotlib

Introduction, Overview of Plots in Matplotlib, **Pyplot Basics:** Creating Figures, Closing Figures, Format Strings, Plotting, Plotting Using pandas DataFrames, Displaying Figures**,** Saving Figures; **Basic Text and Legend Functions:** Labels, Titles, Text, Annotations, Legends**; Basic Plots:**Bar Chart, Pie Chart, Stacked Bar Chart, Stacked Area Chart, Histogram, Box Plot, Scatter Plot, Bubble Plot; **Layouts:** Subplots, Tight Layout, Radar Charts, GridSpec; **Images:** Basic Image Operations, Writing Mathematical Expressions

Textbook 2: Chapter 3

Teaching-Learning Process	1. PPT – Comparison of plots 2. Demonstration charts

Course Outcomes

At the end of the course the student will be able to:

CO 1. Understand the data in different forms
CO 2. Apply different techniques to Explore Data Analysis and the Data Science Process
CO 3. Analyze feature selection algorithms & design a recommender system.
CO 4. Evaluate data visualization tools and libraries and plot graphs.
CO 5. Develop different charts and include mathematical expressions.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Doing Data Science, Cathy O'Neil and Rachel Schutt, O'Reilly Media, Inc O'Reilly Media, Inc, 2013
2. Data Visualization workshop, Tim Grobmann and Mario Dobler, Packt Publishing, ISBN 9781800568112

Reference:

1. Mining of Massive Datasets, Anand Rajaraman and Jeffrey D. Ullman, Cambridge University Press, 2010
2. Data Science from Scratch, Joel Grus, Shroff Publisher /O'Reilly Publisher Media
3. A handbook for data driven design by Andy krik

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/105/106105077/
2. https://www.oreilly.com/library/view/doing-data-science/9781449363871/toc01.html
3. http://book.visualisingdata.com/
4. https://matplotlib.org/
5. https://docs.python.org/3/tutorial/
6. https://www.tableau.com/

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstration using projects

VI Semester

INTRODUCTION TO DATA STRUCTURES			
Course Code	21CS651	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Introduce elementary data structures.
CLO 2. Analyze Linear Data Structures: Stack, Queues, Lists
CLO 3. Analyze Non Linear Data Structures: Trees
CLO 4. Assess appropriate data structure during program development/Problem Solving.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.

Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction:
Introduction to arrays: one-dimensional arrays, two dimensional arrays, initializing two dimensional arrays, Multidimensional arrays.
Introduction to Pointers: Pointer concepts, accessing variables through pointers, Dynamic memory allocation, pointers applications.
Introduction to structures and unions: Declaring structures, Giving values to members, structure initialization, arrays of structures, nested structure, unions, size of structures.

Textbook 1: Ch 8.3 to 8.15,Ch 12.3 to 12.19
Textbook 2:Ch 2.1 to2.13,2.51 ,2.80 to 2.98

Teaching-Learning Process	Chalk and board, Active Learning

Module-2

Linear Data Structures-Stacks and queues:
Introduction, Stack representation in Memory, Stack Operations, Stack Implementation, Applications of Stack. Introduction, Queues-Basic concept, Logical representation of Queues, Queue Operations and its types, Queue Implementation, Applications of Queue.

Textbook 2: Ch 6.1 to 6.14 ,Ch 8.1,8.2

Teaching-Learning Process	Chalk and board, Active Learning, Problem Based Learning

Module-3

Linear Data Structures-Linked List:
Introduction, Linked list Basic concept, Logical representation of Linked list, Self-Referential structure, Singly-linked List Operations and Implementation, Circular Linked List, applications of Linked list.

Textbook 1: Ch 15.1 ,15.3,15.4,15.8 **Textbook 2: Ch 9.2.9.5**	
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-4

Non Linear Data Structures – Trees

Introduction, Basic concept, Binary Tree and its types, Binary Tree Representation, Binary Tree Traversal, Binary Search tree, Expression Trees.

Textbook1: Ch 16.1,16.2
Textbook2:Ch 10.1,10.2,10.4,10.6.3

Teaching-Learning Process	Chalk& board, Active Learning, Problem based learning

Module-5

Sorting and Searching

Sorting: Introduction, Bubble sort, Selection sort, Insertion sort
Searching: Introduction, Linear search, Binary search.

Textbook1: Ch 17.1,17.2.2, 17.2.4, 17.3.1,17.3.2
Textbook2: Ch 11.1.,11.2,11.3,11.7,11.10.1,11.10.2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Course Outcomes

At the end of the course the student will be able to:

CO 1. Express the fundamentals of static and dynamic data structure.
CO 2. Summarize the various types of data structure with their operations.
CO 3. Interpret various searching and sorting techniques.
CO 4. Choose appropriate data structure in problem solving.
CO 5. Develop all data structures in a high level language for problem solving.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question

papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. C Programming and data structures, E Balaguruswamy 4th Edition, 2007, McGraw Hill
2. Systematic approach to Data structures using C, A M Padma Reddy, 7thEdition 2007, Sri Nandi Publications.

References

1. Ellis Horowitz and Sartaj Sahni, Fundamentals of Data Structures in C, 2nd Ed, Universities Press, 2014.
2. Seymour Lipschutz, Data Structures Schaum's Outlines, Revised 1st Ed, McGraw Hill, 2014.

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=DFpWCl_49i0
2. https://www.youtube.com/watch?v=x7t_-ULoAZM
3. https://www.youtube.com/watch?v=I37kGX-nZEI
4. https://www.youtube.com/watch?v=XuCbpw6Bj1U
5. https://www.youtube.com/watch?v=R9PTBwOzceo
6. https://www.youtube.com/watch?v=qH6yxkw0u78

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstration of projects developed using Linear/Non-linear data structures

VI Semester

INTRODUCTION TO DATABASE MANAGEMENT SYSTEMS			
Course Code	21CS652	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Understand the basic concepts and the applications of database systems.
CLO 2. Understand the relational database design principles.
CLO 3. Master the basics of SQL and construct queries using SQL.
CLO 4. Familiar with the basic issues of transaction processing and concurrency control.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain the functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develops design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to Databases: Introduction, Characteristics of database approach, Advantages of using the DBMS approach, History of database applications.

Overview of Database Languages and Architectures: Data Models, Schemas, and Instances. Three schema
architecture and data independence, database languages, and interfaces, The Database System environment.

Conceptual Data Modelling using Entities and Relationships: Entity types, Entity sets, attributes, roles, and structural constraints, Weak entity types, ER diagrams,Examples

Textbook 1: Ch 1.1 to 1.8, 2.1 to 2.6, 3.1 to 3.7

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Relational Model: Relational Model Concepts, Relational Model Constraints and relationaldatabase schemas, Update operations, transactions, and dealing with constraint violations.

Relational Algebra: Relational algebra: introduction, Selection and projection, set operations, renaming, Joins, Division, syntax, semantics. Operators, grouping and ungrouping, relational comparison**.** Examples of Queries in relational algebra.

Mapping Conceptual Design into a Logical Design: Relational Database Design using ER-to-Relational mapping.

Textbook 1:,ch5.1 to 5.3, 8.1 to 8.5, 9.1;

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

SQL:SQL data definition and data types, specifying constraints in SQL, retrieval queries in SQL, INSERT, DELETE, and UPDATE statements in SQL, Additional features of SQL.

Advances Queries: More complex SQL retrieval queries, Specifying constraints asassertions and action triggers, Views in SQL, Schema change statements in SQL.Database

Textbook 1: Ch 6.1 to 6.5, 7.1 to 7.4; Textbook 2: 6.1 to 6.6;

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Normalization: Database Design Theory – Introduction to Normalization using Functional and Multivalued Dependencies: Informal design guidelines for relation schema, Functional Dependencies, Normal Forms based on Primary Keys, Second and Third Normal Forms, Boyce-Codd Normal Form, Multivalued Dependency and Fourth Normal Form, Join Dependencies and Fifth Normal Form. Examples on normal forms.

Textbook 1: Ch 14.1 to -14.7, 15.1 to 15.6

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

Transaction management and Concurrency –Control Transaction management: ACID properties, serializability and concurrency control, Lock based concurrency control (2PL, Deadlocks), Time stamping methods, optimistic methods, database recovery management.

Textbook 1: Ch 20.1 to 20.6, 21.1 to 21.7;

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

At the end of the course the student will be able to:

CO 1. Identify, analyze and define database objects, enforce integrity constraints on a database using RDBMS
CO 2. Use Structured Query Language (SQL) for database manipulation.
CO 3. Design and build simple database systems
CO 4. Develop application to interact with databases.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Fundamentals of Database Systems, RamezElmasri and Shamkant B. Navathe, 7th Edition, 2017, Pearson.
2. Database management systems, Ramakrishnan, and Gehrke, 3rd Edition, 2014, McGraw Hill

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=3EJlovevfcA
2. https://www.youtube.com/watch?v=9TwMRs3qTcU
3. https://www.youtube.com/watch?v=ZWl0Xow304I
4. https://www.youtube.com/watch?v=4YilEjkNPrQ
5. https://www.youtube.com/watch?v=CZTkgMoqVss
6. https://www.youtube.com/watch?v=Hl4NZB1XR9c
7. https://www.youtube.com/watch?v=EGEwkad_llA
8. https://www.youtube.com/watch?v=t5hsV9lC1rU

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Developing and demonstration of models / projects based on DBMS application

VI Semester

INTRODUCTION TO CYBER SECURITY			
Course Code	21CS653	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. To familiarize cybercrime terminologies and ACTs
CLO 2. Understanding cybercrime in mobiles and wireless devices along with the tools for Cybercrime and prevention
CLO 3. Understand the motive and causes for cybercrime, cybercriminals, and investigators
CLO 4. Understanding criminal case and evidence, detection standing criminal case and evidence.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to Cybercrime:

Cybercrime: Definition and Origins of the Word, Cybercrime and Information Security, Who are Cybercriminals? Classifications of Cybercrimes,

Cybercrime: The Legal Perspectives,

Cybercrimes: An Indian Perspective, Cybercrime and the Indian ITA 2000.

Textbook1:Ch1 (1.1 to 1.8).

Teaching-Learning Process	Chalk and board, Active Learning

Module-2

Cyber offenses:
How Criminals Plan Them: Introduction, How Criminals Plan the Attacks, Social Engineering, Cyber stalking, Cybercafe and Cybercrimes.

Botnets: The Fuel for Cybercrime, Attack Vector

Textbook1: Ch2 (2.1 to 2.7).

Teaching-Learning Process	Chalk and board, Active Learning

Module-3

Tools and Methods Used in Cybercrime: Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Key loggers and Spywares, Virus and Worms, Trojan Horses and Backdoors, Steganography, DoS and DDoS Attacks, Attacks on Wireless Networks.

Textbook1: Ch4 (4.1 to 4.9, 4.12).

Teaching-Learning Process	Chalk and board, Case studies

Module-4

Understanding the people on the scene: Introduction, understanding cyber criminals, understanding cyber victims, understanding cyber investigators.

The Computer Investigation process: investigating computer crime.

Understanding Cybercrime Prevention: Understanding Network Security Concepts, Understanding Basic Cryptography Concepts, Making the Most of Hardware and Software Security

Textbook 2:Ch3,Ch 4, Ch 7.

Teaching-Learning Process	Chalk& board, Case studies

Module-5

Cybercrime Detection Techniques: Security Auditing and Log Firewall Logs, Reports, Alarms, and Alerts, Commercial Intrusion Detection Systems, Understanding E-Mail Headers Tracing a Domain Name or IP Address.

Collecting and preserving digital Evidence: Introduction, understanding the role of evidence in a criminal case, collecting digital evidence, preserving digital evidence, recovering digital evidence, documenting evidence.

TextBook 2:Ch 9, Ch 10.

Teaching-Learning Process	Chalk and board, Case studies

Course Outcomes

At the end of the course the student will be able to:

CO 1. Describe the cyber crime terminologies
CO 2. Analyze cybercrime in mobiles and wireless devices along with the tools for Cybercrime and prevention
CO 3. Analyze the motive and causes for cybercrime, cybercriminals, and investigators
CO 4. Apply the methods for understanding criminal case and evidence, detection standing criminal case and evidence.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the

methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. SunitBelapure and Nina Godbole, "Cyber Security: Understanding Cyber Crimes, Computer Forensics And Legal Perspectives", Wiley India Pvt Ltd, ISBN: 978-81- 265-21791, 2013
2. Debra Little John Shinder and Michael Cross, "Scene of the cybercrime", 2nd edition, Syngress publishing Inc, Elsevier Inc, 2008

Reference Books:

1. Robert M Slade, "Software Forensics", Tata McGraw Hill, New Delhi, 2005.
2. Bernadette H Schell, Clemens Martin, "Cybercrime", ABC – CLIO Inc, California, 2004.
3. Nelson Phillips and EnfingerSteuart, "Computer Forensics and Investigations", Cengage Learning, New Delhi, 2009.
4. Kevin Mandia, Chris Prosise, Matt Pepe, "Incident Response and Computer Forensics", Tata McGraw -Hill, New Delhi, 2006.

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=czDzUP1HclQ
2. https://www.youtube.com/watch?v=qS4VigjkC8
3. https://www.trendmicro.com/en_nz/ciso/21/h/cybercrime-today-and-the-future.html

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects related to Cyber security.

VI Semester

PROGRAMMING IN JAVA			
Course Code	21CS654	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Learn fundamental features of object oriented language and JAVA.
CLO 2. To create, debug and run simple Java programs.
CLO 3. Learn object oriented concepts using programming examples.
CLO 4. Study the concepts of importing of packages and exception handling mechanism.
CLO 5. Discuss the String Handling examples with Object Oriented concepts.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

An Overview of Java: Object-Oriented Programming, A First Simple Program, A Second Short Program, Two Control Statements, Using Blocks of Code, Lexical Issues, The Java Class Libraries.

Data Types, Variables, and Arrays: Java Is a Strongly Typed Language, The Primitive Types, Integers, Floating-Point Types, Characters, Booleans, A Closer Look at Literals, Variables, Type Conversion and Casting, Automatic Type Promotion in Expressions, Arrays, A Few Words About Strings

Textbook 1:Ch 2,Ch 3.

Teaching-Learning Process	Chalk and board, Problem based learning.

Module-2

Operators: Arithmetic Operators, The Bitwise Operators, Relational Operators, Boolean Logical Operators, The Assignment Operator, The ? Operator, Operator Precedence, Using Parentheses,

Control Statements: Java's Selection Statements, Iteration Statements, Jump Statements.

Textbook 1:Ch 4,Ch 5.

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Introducing Classes: Class Fundamentals, Declaring Objects, Assigning Object Reference Variables, Introducing Methods, Constructors, The this Keyword, Garbage Collection, The finalize( ) Method, A Stack Class.

A Closer Look at Methods and Classes: Overloading Methods, Using Objects as Parameters, A Closer

Look at Argument Passing, Returning Objects, Recursion, Introducing Access Control, Understanding static, Introducing final, Arrays Revisited. **Inheritance:** Inheritance, Using super, Creating a Multilevel Hierarchy, When Constructors Are Called, Method Overriding.

Textbook 1: Ch 6, Ch 7.1-7.9,Ch 8.1-8.5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Packages and Interfaces: Packages, Access Protection, Importing Packages, Interfaces.

Exception Handling: Exception-Handling Fundamentals, Exception Types, Uncaught Exceptions, Using try and catch, Multiple catch Clauses, Nested try Statements, throw, throws, finally, Java's Built-in Exceptions, Creating Your Own Exception Subclasses, Chained Exceptions, Using Exceptions

Textbook 1: Ch 9,Ch 10.

Teaching-Learning Process	Chalk& board, Problem based learning, Demonstration

Module-5

Enumerations :Enumerations, Type Wrappers.

String Handling: The String Constructors, String Length, Special String Operations, Character Extraction, String Comparison, Searching Strings, Modifying a String, Data Conversion Using valueOf( ), Changing the Case of Characters Within a String , Additional String Methods, StringBuffer, StringBuilder.

Textbook 1: Ch 12.1,12.2,Ch 15.

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Develop JAVA programs using OOP principles and proper program structuring.
CO 2. Develop JAVA program using packages, inheritance and interface.
CO 3. Develop JAVA programs to implement error handling techniques using exception handling
CO 4. Demonstrate string handling concepts using JAVA.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

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Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Herbert Schildt, Java The Complete Reference, 7th Edition, Tata McGraw Hill, 2007. (Chapters 2, 3, 4, 5, 6,7, 8, 9,10, 12,15)

Reference Books:

1. Mahesh Bhave and Sunil Patekar, "Programming with Java", First Edition, Pearson Education,2008, ISBN:9788131720806.
2. Rajkumar Buyya,SThamarasiselvi, xingchen chu, Object oriented Programming with java, Tata McGraw Hill education private limited.
3. E Balagurusamy, Programming with Java A primer, Tata McGraw Hill companies.
4. Anita Seth and B L Juneja, JAVA One step Ahead, Oxford University Press, 2017.

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects developed using JAVA

VI Semester

CLOUD COMPUTING LABORATORY			
Course Code	21ICL66	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:0:2:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	1	Exam Hours	03

Course Objectives:

CLO 1: Demonstrate the tools used and develop applications in cloud

Sl. No.	Instructions
	• lab Experiments need access to Amazon Web Services/ Google Cloud Platform. The Experiments cover all the aspects such as IAAS,PAAS and SAAS of Cloud.
	PART A ***List of problems for which student should develop program and execute in the Laboratory using openGL/openCV/ Python***
1.	Installation of various hypervisors and instantiation of VMs with image file using open source hypervisors such as Virtual Box, VMWare Player, Xen and KVM.
2.	Create and Launch Virtual Machines in Amazon Web Services and Google App Engine. Access Windows Server using RDP and Linux Instances using Putty/ssh.
3.	Develop the Storage Services Using Buckets and EBS in Amazon Web Services.
4.	Write a Google app engine program to generate n even numbers and deploy it to Google cloud.
5.	Develop a Virtual Private Cloud using AWS/GCP Platform.
6.	Demonstrate Cloud Database Services in AWS/GCP
7.	Working in Codenvy to demonstrate Provisioning and Scaling of a website.
	PART B **Practical Based Learning**
	Student should develop mini project on an application.

Course Otcome (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Demonstrate the use of development tools for cloud
CO 2. Develop applications for cloud using online services

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE).

Continuous Internal Evaluation (CIE):

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

- Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.
- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.
- Total marks scored by the students are scaled downed to 30 marks (60% of maximum marks).

- Weightage to be given for neatness and submission of record/write-up on time.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the maximum marks).
  The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- Students can pick one experiment from the questions lot of PART A with equal choice to all the students in a batch.
- **PART B :** Student should develop a mini project and it should be demonstrated in the laboratory examination (with report and presentation).
- Weightage of marks for **PART A is 60%** and for **PART B is 40%.** General rubrics suggested to be followed for part A and part B.
- Change of experiment is allowed only once (in part A) and marks allotted to the procedure part to be made zero.
- The duration of SEE is 03 hours.

Suggested Learning Resources:

Weblinks and Video Lectures (e-Resources):

VII Semester

BLOCKCHAIN TECHNOLOGY			
Course Code	21IC71	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Explain the fundamentals of distributed computing and blockchain
CLO 2. Discuss the concepts in bitcoin
CLO 3. Demonstrate Ethereum platform

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) needs not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyse information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Blockchain 101: Distributed systems, History of blockchain, Introduction to blockchain, Types of blockchain, CAP theorem and blockchain, Benefits and limitations of blockchain.

Decentralization and Cryptography: Decentralization using blockchain, Methods of decentralization, Routes to decentralization, Decentralized organizations.

Text Book 1: Chapter 1, 2

Teaching-Learning Process	Chalk and board, Active Learning – Oral presentations.

Module-2

Introduction to Cryptography & Cryptocurrencies: Cryptographic Hash Functions, Hash Pointers and Data Structures, Digital Signatures, Public Keys as Identities, A Simple Cryptocurrency,

How Bitcoin Achieves Decentralization: Distributed consensus, Consensus without identity using a block chain, Incentives and proof of work, Putting it all together,

Textbook 2: Chapter 1, 2

Teaching-Learning Process	Chalk and board, Demonstration

Module-3

Mechanics of Bitcoin: Bitcoin transactions, Bitcoin Scripts, Applications of Bitcoin scripts, Bitcoin blocks, The Bitcoin network, Limitations and improvements

How to Store and Use Bitcoins: Simple Local Storage, Hot and Cold Storage, Splitting and Sharing Keys, Online Wallets and Exchanges, Payment Services, Transaction Fees, Currency Exchange Markets

Textbook2: Chapter 3,4

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration, MOOC

Module-4

Bitcoin Mining: The task of Bitcoin miners, Mining Hardware, Energy consumption and ecology, Mining pools, Mining incentives and strategies,

Bitcoin and Anonymity: Anonymity Basics, How to De-anonymize Bitcoin, Mixing, Decentralized Mixing, Zerocoin and Zerocash,

Textbook2: Chapter 5,6

Teaching-Learning Process	Chalk& board, Problem based learning, MOOC

Module-5

Smart Contracts and Ethereum 101:
Smart Contracts: Definition, Ricardian contracts.

Ethereum 101: Introduction, Ethereum blockchain, Elements of the Ethereum blockchain, Precompiled contracts.

Text Book 1: Chapter 10

Teaching-Learning Process	Chalk and board, MOOC, Practical Demonstration

Course Outcomes
At the end of the course the student will be able to:

CO 1. Describe the concepts of Distrbuted computing and its role in Blockchain
CO 2. Describe the concepts of Cryptography and its role in Blockchain
CO 3. List the benefits, drawbacks and applications of Blockchain
CO 4. Appreciate the technologies involved in Bitcoin
CO 5. Appreciate and demonstrate the Ethereum platform to develop blockchain application.

Assessment Details (both CIE and SEE)
The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50)in the semester-end examination(SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:
Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper is designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books

1. Mastering Blockchain - Distributed ledgers, decentralization and smart contracts explained, Imran Bashir, Packt Publishing Ltd, Second Edition, ISBN 978-1-78712-544-5, 2017.
2. Arvind Narayanan, Joseph Bonneau, Edward W. Felten, Andrew Miller, Steven Goldfeder and Jeremy Clark., Bitcoin and Cryptocurrency Technologies: A Comprehensive Introduction. Princeton University Press, 2016.

Reference:

1. Mastering Bitcoins: Unlocking Digital Cryptocurrencies by Andreas Antonopoulos. O'Reilly Media, Inc, 2013.

Web links and Video Lectures (e-Resources):

1. http://bitcoinbook.cs.princeton.edu/?_ga=2.8302578.1344744326.1642688462-86383721.1642688462
2. https://nptel.ac.in/courses/106/105/106105184/
3. https://ethereum.org/en/developers/
4. https://developer.ibm.com/components/hyperledger-fabric/tutorials/

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

CRYPTOCURRENCY			
Course Code	21IC72	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	2:0:0:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Understand the concepts of bitcoin
CLO 2. Demonstrate the programming in Bitcoin
CLO 3. Understand Walles and transactions
CLO 4. Understand bitcoin network cocept
CLO 5. Understand bitcoin in blockchain and the concepts of mining and consensus.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) needs not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyse information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction, What Is Bitcoin? History of Bitcoin, Bitcoin Uses, Users, and Their Stories, Getting Started

How Bitcoin Works: Transactions, Blocks, Miningm and the blockchain. Bitcoin transactions, Constructing a Transaction, Bitcoin mining, Mining transactions in Blocks, Spending the transactions''

Textbook1: Chapter 1,2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Bitcoin Core: The Reference Implementation: Bitcoin Development Environment, Compiling Bitcoin Core from the Source Code, Selecting a Bitcoin Core Release, Configuring the Bitcoin Core Build, Building the Bitcoin Core Executables, Running a Bitcoin Core Node, Running Bitcoin Core for the First Time, Configuring the Bitcoin Core Node, Bitcoin Core Application Programming Interface (API), Getting Information on the Bitcoin Core Client Status, Exploring and Decoding Transactions, Exploring Blocks, Using Bitcoin Core's Programmatic Interface, Alternative Clients, Libraries, and Toolkits

Keys, Addresses: Introduction, Public Key Cryptography and Cryptocurrency, Private and Public Keys,

Private Keys, Public Keys, Generating a Public Key, Bitcoin Addresses, Base58 and Base58Check Encoding, Key Formats, Implementing Keys and Addresses in Python, Advanced Keys and Addresses, Pay-to-Script Hash (P2SH) and Multisig Addresses, Vanity Addresses, Paper Wallets.

Textbook1: Chapter 3,4

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Wallets: Wallet Technology Overview, Nondeterministic (Random) Wallets, Deterministic (Seeded) Wallets, Seeds and Mnemonic Codes (BIP-39), Wallet Best Practices, Using a Bitcoin Wallet, Wallet Technology Details, Creating an HD Wallet from the Seed, Using an Extended Public Key on a Web Store

Transactions: Introduction, Transactions in Detail, Transactions—Behind the Scenes, Transaction Outputs and Inputs, Transaction Outputs, Transaction Inputs, Transaction Fees, Adding Fees to Transactions, Transaction Scripts and Script Language, Turing Incompleteness, Stateless Verification, Script Construction (Lock + Unlock), Pay-to-Public-Key-Hash (P2PKH), How Digital Signatures Work, Verifying the Signature, Signature Hash Types (SIGHASH), ECDSA Math, The Importance of Randomness in Signatures, Bitcoin Addresses, Balances, and Other Abstractions.

Textbook1: Chapter 5,6

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Advanced Transactions and Scripting: Introduction, Multisignature, Pay-to-Script-Hash (P2SH), P2SH Addresses, Benefits of P2SH, Redeem Script and Validation, Data Recording Output (RETURN), Timelocks, Scripts with Flow Control (Conditional Clauses), Complex Script Example.

The Bitcoin Network: Peer-to-Peer Network Architecture, Node Types and Roles, The Extended Bitcoin Network, Bitcoin Relay Networks, Network Discovery, Full Nodes, Exchanging "Inventory", Simplified Payment Verification (SPV) Nodes, Bloom Filters, How SPV Nodes Use Bloom Filters, SPV Nodes and Privacy, Encrypted and Authenticated Connections, Transaction Pools.

Textbook1: Chapter 7,8

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

The Blockchain: Introduction, Structure of a Block, Block Header, Block Identifiers: Block Header Hash and Block Height, The Genesis Block, Linking Blocks in the Blockchain, Merkle Trees, Merkle Trees and Simplified Payment Verification (SPV), Bitcoin's Test Blockchains, Using Test Blockchains for Development.

Mining and Consensus: Introduction, Bitcoin Economics and Currency Creation, Decentralized Consensus, Independent Verification of Transactions, Mining Nodes, Aggregating Transactions into Blocks, Constructing the Block Header, Mining the Block, Successfully Mining the Block, Validating a New Block, Assembling and Selecting Chains of Blocks, Mining and the Hashing Race, Consensus Attacks, Changing the Consensus Rules, Soft Fork Signaling with Block Version, Consensus Software Development.

Textbook1: Chapter 9, 10

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

At the end of the course the student will be able to:

CO 1. Define Bitcoin and explain the working of bitcoin
CO 2. Demonstrate the implementation of bitcoin
CO 3. Explain the concept of cryptography applied in bitcoin
CO 4. Analyze transactions in bitcoin network
CO 5. Illustrate bitcoin in blockchain and demonstrate the concepts of mining and consensus.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50)in the semester-end examination(SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester
6. At the end of the 13th week of the semester- Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper is designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books

1. Andreas M. Antonopoulos, Mastering Bitcoin, O Reilly, 2nd Edition, 2017

Web links and Video Lectures (e-Resources):

1. https://www.youtube.com/c/BitcoinLectures

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- **Demonstration of Bitcoin Project**

VII Semester

CLOUD SECURITY			
Course Code	21IC731	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Explain security best practices for multivendor cloud environments,
CLO 2. Discuss cloud-specific techniques for securing popular cloud platforms
CLO 3. Explain data asset management, identity and access management, vulnerability management

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Principles and Concepts: Least Privilege, Defense in Depth, Threat Actors, Diagrams, and Trust Boundaries, Cloud Delivery Models, The Cloud Shared Responsibility Model, Risk Management

Data Asset Management and Protection:Data Identification and Classification, Example Data Classification Levels, Relevant Industry or Regulatory Requirements, Data Asset Management in the Cloud, Tagging Cloud Resources, Protecting Data in the Cloud, Tokenization, Encryption

Textbook1: Ch 1,2

Teaching-Learning Process	Chalk and board, Demonstration

Module-2

Cloud Asset Management and Protection: Differences from Traditional IT, Types of Cloud Assets, Compute Assets, Storage Assets, Network Assets, Asset Management Pipeline, Procurement Leaks, Processing Leaks, Tooling Leaks, Findings Leaks,
Tagging Cloud Assets

Textbook1: Ch 3

Teaching-Learning Process	Chalk and board, Demonstration

Module-3

Identity and Access Management: Differences from Traditional IT, Life Cycle for Identity and Access, Request, Approve, Create, Delete, Grant, or Revoke, Authentication, Cloud IAM Identities, Business-to-Consumer and Business-to-Employee, Multi-Factor Authentication, Passwords and API Keys, Shared IDs, Federated Identity,
Single Sign-On, Instance Metadata and Identity Documents, Secrets Management, Authorization,

Centralized Authorization, Roles, Revalidate.

Textbook1: Ch 4

Teaching-Learning Process	Chalk and board, Demonstration

Module-4

Vulnerability Management: Differences from Traditional IT, Vulnerable Areas,
Data Access, Application, Middleware, Operating System, Network, Virtualized Infrastructure, Physical Infrastructure, Finding and Fixing Vulnerabilities, Network Vulnerability Scanners, Differences from Traditional IT, Vulnerable Areas, Data Access, Application, Middleware, Operating System, Network, Virtualized infrastructure, Physical Infrastructure, Finding and Fixing Vulnerabilities, Network Vulnerability Scanners. Agentless Scanners and Configuration Management, Agent-Based Scanners and Configuration Management, Cloud Provider Security Management Tools, Container Scanners, Dynamic Application Scanners (DAST), Static Application Scanners (SAST), Software Composition Analysis Scanners (SCA), Interactive Application Scanners (IAST), Runtime Application Self-Protection Scanners (RASP), Manual Code Reviews

Textbook 1: Ch5

Teaching-Learning Process	Chalk and board, Demonstration

Module-5

User Reports, Example Tools for Vulnerability and Configuration Management, Risk Management Processes, Vulnerability Management Metrics, Tool Coverage, Mean Time to Remediate, Systems/Applications with Open Vulnerabilities, Percentage of False Positives, Percentage of False Negatives, Vulnerability Recurrence Rate, Change Management, Putting It All Together in the Sample Application

Textbook 1: Ch5

Teaching-Learning Process	Chalk and board, Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Tell user responsibilities in the cloud and how they differ from in on-premises environments.
CO 2. Explain assets users have, what the most likely threats are to those assets and some protections for them.
CO 3. Describe Identity and management and Vulnarability management.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks

and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Chris Dotson, Practical Cloud Security A Guide for Secure Design and Deployment, O'Reilly, 2019

Reference:

1. Vic (J.R.) Winkler , Securing the Cloud, Cloud Computer Security Techniques and Tactics , Syngress, 2011.
2. Tim Mather, Subra Kumaraswamy, Shahed Latif , Cloud Security and Privacy, An Enterprise Perspective on Risks and Compliance , Oreilly Media , 2009.

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

DIGITAL IMAGE PROCESSING			
Course Code	21CS732	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Understand the fundamentals of digital image processing
CLO 2. Explain the image transform techniques used in digital image processing
CLO 3. Apply different image enhancement techniques on digital images
CLO 4. Evaluate image restoration techniques and methods used in digital imageprocessing
CLO 5. Understand the Morphological Operations and Segmentation used in digital imageprocessing

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Digital Image Fundamentals: What is Digital Image Processing? Originsof Digital Image Processing, Examples of fields that use DIP, FundamentalSteps in Digital Image Processing, Components of an Image ProcessingSystem, Elements of Visual Perception, Image Sensing and Acquisition, Image Sampling and Quantization, Some Basic Relationships BetweenPixels, Linear and Nonlinear Operations.

Textbook 1: Chapter 1 and Chapter 2: Sections 2.1 to 2.5, 2.6.2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Spatial Domain: Some Basic Intensity Transformation Functions, Histogram Processing, Fundamentals of Spatial Filtering, SmoothingSpatial Filters, Sharpening Spatial Filters

Frequency Domain: Preliminary Concepts, The Discrete FourierTransform (DFT) of Two Variables, Properties of the 2-D DFT, Filtering inthe Frequency Domain, Image Smoothing and Image Sharpening UsingFrequency Domain Filters, Selective Filtering.

Textbook 1: Chapter 3: Sections 3.2 to 3.6 and Chapter 4: Sections 4.2, 4.5 to 4.10

Teaching-Learning Process	1. Chalk and board, Active Learning, Demonstration 2. Laboratory Demonstration

Module-3

Restoration: Noise models, Restoration in the Presence of Noise Onlyusing Spatial Filtering and

Frequency Domain Filtering, Linear, Position-Invariant Degradations, Estimating the Degradation Function, InverseFiltering, Minimum Mean Square Error (Wiener) Filtering, ConstrainedLeast Squares Filtering.

Textbook 1: Chapter 5: Sections 5.2, to 5.9

Teaching-Learning Process	1. Chalk and board

Module-4

Color Image Processing: Color Fundamentals, Color Models, Pseudo color Image Processing. Wavelets: Background, Multiresolution Expansions.

Morphological Image Processing: Preliminaries, Erosion and Dilation, Opening and Closing, The Hit-or-Miss Transforms, Some Basic Morphological Algorithms.

Text: Chapter 6: Sections 6.1 to 6.3, Chapter 7: Sections 7.1 and 7.2, Chapter 9: Sections 9.1 to 9.5

Teaching-Learning Process	1.Chalk& board 2.Demonstartion of Case study /Application for wavelet transfer method

Module-5

Segmentation: Introduction, classification of image segmentation algorithms, Detection of Discontinuities, Edge Detection, Hough Transforms and Shape Detection, Corner Detection, Principles of Thresholding.

Representation and Description: Representation, Boundary descriptors.

Text2: Chapter 9: Sections 9.1, to 9.7 and Text 1: Chapter 11: Sections 11.1and 11.2

Teaching-Learning Process	1.Chalk and board, MOOC. 2. Poster making activity for various image segmentation algorithms

Course Outcomes

At the end of the course the student will be able to:

CO 1. Understand the fundamentals of Digital Image Processing.
CO 2. Apply different Image transformation techniques
CO 3. Analyze various image restoration techniques
CO 4. Understand colour image and morphological processing
CO 5. Design image analysis and segmentation techniques

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20**

Marks (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Rafael C. Gonzalez and Richard E. Woods, Digital Image Processing, Third Ed., Prentice Hall, 2008.
2. S. Sridhar, Digital Image Processing, Oxford University Press, 2nd Edition, 2016

Reference:

1. Digital Image Processing- S.Jayaraman, S.Esakkirajan, T.Veerakumar, TataMcGraw Hill 2014.
2. Fundamentals of Digital Image Processing-A. K. Jain, Pearson 2004

Weblinks and Video Lectures (e-Resources):

1. https://https://nptel.ac.in/courses/106/105/106105032/
2. https://github.com/PrajwalPrabhuiisc/Image-processing-assignments

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstration of finding the histogram from grayscale image, to check the low pass filter properties, filtering the images using Gaussian low pass filter, etc… using Python programming

Practical Based Assignment like following or any topic which is in-line with the course requirement. Students shall present and demonstrate their work at the end of semester.

- Program to show rotation, scaling, and translation of an image.
- Read an image and extract and display low-level features such as edges, textures using filtering techniques
- Demonstrate enhancing and segmenting low contrast 2D images.
- To Read an image, first apply erosion to the image and then subtract the result from the original.

VII Semester

FULLSTACK DEVELOPMENT			
Course Code	21AI733	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40 T	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives:

CLO 1. Explain the use of learning full stack web development.
CLO 2. Make use of rapid application development in the design of responsive web pages.
CLO 3. Illustrate Models, Views and Templates with their connectivity in Django for full stack web development.
CLO 4. Demonstrate the use of state management and admin interfaces automation in Django.
CLO 5. Design and implement Django apps containing dynamic pages with SQL databases.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.
2. Show Video/animation films to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
6. Topics will be introduced in a multiple representation.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1: MVC based Web Designing

Web framework, MVC Design Pattern, Django Evolution, Views, Mapping URL to Views, Working of Django URL Confs and Loose Coupling, Errors in Django, Wild Card patterns in URLS.

Textbook 1: Chapter 1 and Chapter 3

Teaching-Learning Process	1. Demonstration using Visual Studio Code 2. PPT/Prezi Presentation for Architecture and Design Patterns 3. Live coding of all concepts with simple examples

Module-2: Django Templates and Models

Template System Basics, Using Django Template System, Basic Template Tags and Filters, MVT Development Pattern, Template Loading, Template Inheritance, MVT Development Pattern.

Configuring Databases, Defining and Implementing Models, Basic Data Access, Adding Model String Representations, Inserting/Updating data, Selecting and deleting objects, Schema Evolution

Textbook 1: Chapter 4 and Chapter 5

Teaching-Learning Process	1. Demonstration using Visual Studio Code 2. PPT/Prezi Presentation for Architecture and Design Patterns 3. Live coding of all concepts with simple examples

	4. Case Study: Apply concepts learnt for an Online Ticket Booking System
Module-3: Django Admin Interfaces and Model Forms	
Activating Admin Interfaces, Using Admin Interfaces, Customizing Admin Interfaces, Reasons to use Admin Interfaces. Form Processing, Creating Feedback forms, Form submissions, custom validation, creating Model Forms, URLConf Ticks, Including Other URLConfs. **Textbook 1: Chapters 6, 7 and 8**	
Teaching-Learning Process	1. Demonstration using Visual Studio Code 2. PPT/Prezi Presentation for Architecture and Design Patterns 3. Live coding of all concepts with simple examples
Module-4: Generic Views and Django State Persistence	
Using Generic Views, Generic Views of Objects, Extending Generic Views of objects, Extending Generic Views. MIME Types, Generating Non-HTML contents like CSV and PDF, Syndication Feed Framework, Sitemap framework, Cookies, Sessions, Users and Authentication. **Textbook 1: Chapters 9, 11 and 12**	
Teaching-Learning Process	1. Demonstration using Visual Studio Code 2. PPT/Prezi Presentation for Architecture and Design Patterns 3. Live coding of all concepts with simple examples 4. Project Work: Implement all concepts learnt for Student Admission Management.
Module-5: jQuery and AJAX Integration in Django	
Ajax Solution, Java Script, XHTMLHttpRequest and Response, HTML, CSS, JSON, iFrames, Settings of Java Script in Django, jQuery and Basic AJAX, jQuery AJAX Facilities, Using jQuery UI Autocomplete in Django **Textbook 2: Chapters 1, 2 and 7.**	
Teaching-Learning Process	1. Demonstration using Visual Studio Code 2. PPT/Prezi Presentation for Architecture and Design Patterns 3. Live coding of all concepts with simple examples 4. Case Study: Apply the use of AJAX and jQuery for development of EMI calculator.
Course outcome (Course Skill Set) At the end of the course the student will be able to: CO 1. Understand the working of MVT based full stack web development with Django. CO 2. Designing of Models and Forms for rapid development of web pages. CO 3. Analyze the role of Template Inheritance and Generic views for developing full stack web applications. CO 4. Apply the Django framework libraries to render nonHTML contents like CSV and PDF. CO 5. Perform jQuery based AJAX integration to Django Apps to build responsive full stack web applications,	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is	

50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Adrian Holovaty, Jacob Kaplan Moss, The Definitive Guide to Django: Web Development Done Right, Second Edition, Springer-Verlag Berlin and Heidelberg GmbH & Co. KG Publishers, 2009
2. Jonathan Hayward, Django Java Script Integration: AJAX and jQuery, First Edition, Pack Publishing, 2011

Reference Books

1. Aidas Bendroraitis, Jake Kronika, Django 3 Web Development Cookbook, Fourth Edition, Packt Publishing, 2020
2. William Vincent, Django for Beginners: Build websites with Python and Django, First Edition, Amazon Digital Services, 2018
3. Antonio Mele, Django3 by Example, 3rd Edition, Pack Publishers, 2020
4. Arun Ravindran, Django Design Patterns and Best Practices, 2nd Edition, Pack Publishers, 2020.
5. Julia Elman, Mark Lavin, Light weight Django, David A. Bell, 1st Edition, Oreily Publications,

2014
Weblinks and Video Lectures (e-Resources): 1. MVT architecture with Django: https://freevideolectures.com/course/3700/django-tutorials 2. Using Python in Django: https://www.youtube.com/watch?v=2BqoLiMT3Ao 3. Model Forms with Django: https://www.youtube.com/watch?v=gMM1rtTwKxE 4. Real time Interactions in Django: https://www.youtube.com/watch?v=3gHmfoeZ45k 5. AJAX with Django for beginners: https://www.youtube.com/watch?v=3VaKNyjlxAU
Activity Based Learning (Suggested Activities in Class)/ Practical Based learning 1. Real world problem solving - applying the Django framework concepts and its integration with AJAX to develop any shopping website with admin and user dashboards.

VII Semester

DISTRIBUTED SYSTEMS			
Course Code	21IC734	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Explain the concepts underlying distributed computing systems
CLO 2. Understand theory and applications of RPC.
CLO 3. Apply distributed systems on shared memory
CLO 4. Explore the various resource management techniques for distributed systems.
CLO 5. Design of good distributed systems

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) needs not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyse information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Fundamentals: What is Distributed Computing Systems? Evolution of Distributed Computing System; Distributed Computing System Models; What is Distributed Operating System? Issues in Designing a Distributed Operating System; Introduction to Distributed Computing Environment (DCE).

Message Passing: Introduction, Desirable features of a Good Message Passing System, Issues in PC by Message Passing, Synchronization, Buffering, Multi-datagram Messages, Encoding and Decoding of Message Data, Process Addressing, Failure Handling, Group Communication, Case Study: 4.3 BSD UNIX IPC Mechanism.

Textbook1: Chapter 1, 3

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Remote Procedure Calls: Introduction, The RPC Model, Transparency of RPC, Implementing RPC Mechanism, Stub Generation, RPC Messages, Marshaling Arguments and Results, Server Management, Parameter-Passing Semantics, Call Semantics, Communication Protocols for RPCs, Complicated RPCs, Client-Server Binding, Exception Handling, Security, Some Special Types of RPCs, RPC in Heterogeneous Environments, Lightweight RPC, Optimization for Better Performance, Case Studies: Sun RPC.

Textbook1: Chapter 4

Teaching-Learning	Chalk and board, Active Learning, Demonstration

Process	
Module-3	
Distributed Shared Memory: Introduction, General Architecture of DSM Systems, Design and Implementation Issues of DSM, Granularity, Structure of Shared Memory Space, Consistency Models, Replacement Strategy, Thrashing, Other approaches to DSM, Heterogeneous DSM, Advantages of DSM. **Synchronization:** Introduction, Clock Synchronization, Event Ordering, Mutual Exclusion, Dead Lock, Election Algorithms. **Textbook1: Chapter 5, 6**	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
Resource Management: Introduction, Desirable Features of a Good Global Scheduling Algorithm, Task Assignment Approach, Load – Balancing Approach, Load – Sharing Approach **Process Management:** Introduction, Process Migration, Threads. **Textbook1: Chapter 7,8**	
Teaching-Learning Process	Chalk& board, Problem based learning
Module-5	
Distributed File Systems: Introduction, Desirable Features of a Good Distributed File System, File models, File–Accessing Models, File – Sharing Semantics, File – Caching Schemes, File Replication, Fault Tolerance, Atomic Transactions and Design Principles. **Textbook1: Chapter 9**	
Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

At the end of the course the student will be able to:

CO 1. Understand the fundamentals of distributed computing systems
CO 2. Apply different distributed computing techniques for RPC
CO 3. Analyse distributed systems on shared memory
CO 4. Evaluate various resource management techniques for distributed systems.
CO 5. Design the distributed computing systems using DFS.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50)in the semester-end examination(SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

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2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester

5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper is designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books

1. Pradeep. K. Sinha, Distributed Operating Systems: Concepts and Design, phi, 2007

Reference:

1. Andrew S. Tanenbaum, Distributed Operating Systems, Pearson Education, 2013

Web links and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/106/106106168/

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

ETHICAL HACKING			
Course Code	21IC735	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Explain the web application and identify it weaknesses.
CLO 2. Explain vulnerabilities in authentication, access control, session management, access control and data sources.
CLO 3. Explain attacking authentication, access control, session management, access control and data sources.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Web Application (In)security: The Evolution of Web Applications, Common Web Application Functions, Benefits of Web Applications, Web Application Security, "This Site Is Secure", The Core Security Problem: Users Can Submit; Arbitrary Input, Key Problem Factors, The New Security Perimeter, The Future of Web Application Security.

Core Defense Mechanisms: Handling User Access, Authentication, Session Management, Access Control, Handling User Input, Varieties of Input, Approaches to Input Handling, Boundary Validation, Multistep Validation and Canonicalization, Handling Attackers, Handling Errors, Maintaining Audit Logs, Alerting Administrators, Reacting to Attacks

Textbook 1: Ch 1, 2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Attacking Authentication: Authentication Technologies, Design Flaws in Authentication Mechanisms, Bad Passwords, Brute-Forcible Login, Verbose Failure Messages, Vulnerable Transmission of Credentials, Password Change Functionality, Forgotten Password Functionality, "Remember Me" Functionality, User Impersonation Functionality, Incomplete Validation of Credentials, Nonunique Usernames, Predictable Usernames, Predictable Initial Passwords, Insecure Distribution of Credentials, Implementation Flaws in

Authentication, Fail-Open Login Mechanisms, Defects in Multistage Login Mechanisms, Insecure Storage of Credentials, Securing Authentication, Use Strong Credentials, Handle Credentials Secretively, Validate Credentials Properly, Prevent Information Leakage, Prevent Brute-Force Attacks, Prevent Misuse of the Password Change Function, Prevent Misuse of the Account Recovery Function, Log, Monitor, and Notify

Textbook 1: Ch 6

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Attacking Session Management: The Need for State, Alternatives to Sessions, Weaknesses in Token Generation, Meaningful Tokens, Predictable Tokens, Encrypted Tokens, Weaknesses in Session Token Handling, Disclosure of Tokens on the Network, Disclosure of Tokens in Logs, Vulnerable Mapping of Tokens to Sessions, Vulnerable Session Termination, Client Exposure to Token Hijacking, Liberal Cookie Scope, Securing Session Management, Generate Strong Tokens, Protect Tokens Throughout Their Life Cycle, Log, Monitor, and Alert

Textbook 1: Ch 7

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Attacking Access Controls: Common Vulnerabilities, Completely Unprotected Functionality, Identifier-Based Functions, Multistage Functions, Static Files, Platform Misconfiguration, Insecure Access Control Methods, Attacking Access Controls, Testing with Different User Accounts, Testing Multistage Processes, Testing with Limited Access, Testing Direct Access to Methods, Testing Controls Over Static Resources, Testing Restrictions on HTTP Methods, Securing Access Controls, A Multilayered Privilege Model,

Textbook 1: Ch 8

Teaching-Learning Process	Chalk & board, Problem based learning

Module-5

Attacking Access Controls: Common Vulnerabilities, Completely Unprotected Functionality, Identifier-Based Functions, Multistage Functions, Static Files, Platform Misconfiguration, Insecure Access Control Methods, Attacking Access Controls, Testing with Different User Accounts, Testing Multistage Processes, Testing with Limited Access, Testing Direct Access to Methods, Testing Controls Over Static Resources, Testing Restrictions on HTTP Methods, Securing Access Controls, A Multilayered Privilege Model**,**

Textbook 1: Ch 9

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

At the end of the course the student will be able to:

CO 1. Explain the problem of security in web application. List and discuss on the core defense mechanism.
CO 2. Identify the flaws in authentication and explain the conduct test for attacking authentication.
CO 3. Explain the weakness in tokens and methods for attacking session management
CO 4. Identify vulnerabilities in access controls and discuss methods to attack
CO 5. Illustrate inject methods for attacking data stores

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester

2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester
6. At the end of the 13th week of the semester- Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Dafydd Stuttard, Marcus Pinto, The web application hacker's handbook: finding and exploiting security flaws, Wiley, Year: 2011

Reference:

1. Stuart McClure, Joel Scambray and Goerge Kurtz, Hacking Exposed 7: Network Security Secrets & Solutions, Tata Mc Graw Hill Publishers, 2010.
2. Bensmith, and Brian Komer, Microsoft Windows Security Resource Kit, Prentice Hall of India, 2010.

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstrations

VII Semester

NATURAL LANGUAGE PROCESSING			
Course Code	21IC741	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Analyse the natural language text.
CLO 2. Define the importance of natural language.
CLO 3. Understand the concepts Text mining.
CLO 4. Illustrate information retrieval techniques.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same program
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Overview and language modeling: Overview: Origins and challenges of NLP-Language and Grammar-Processing Indian Languages- NLP Applications-Information Retrieval. Language Modeling: Various Grammar- based Language Models-Statistical Language Model.

Textbook 1: Ch. 1,2

Teaching-Learning Process	Chalk and board, Online demonstration, Problem based learning

Module-2

Word level and syntactic analysis: Word Level Analysis: Regular Expressions-Finite-State Automata-Morphological Parsing-Spelling Error Detection and correction-Words and Word classes-Part-of Speech Tagging. Syntactic Analysis: Context-free Grammar-Constituency- Parsing-Probabilistic Parsing.

Textbook 1: Ch. 3,4

Teaching-Learning Process	Chalk and board, Online Demonstration

Module-3

Extracting Relations from Text: From Word Sequences to Dependency Paths:
Introduction, Subsequence Kernels for Relation Extraction, A Dependency-Path Kernel for Relation Extraction and Experimental Evaluation.

Mining Diagnostic Text Reports by Learning to Annotate Knowledge Roles: Introduction, Domain Knowledge and Knowledge Roles, Frame Semantics and Semantic Role Labeling, Learning to Annotate Cases with Knowledge Roles and Evaluations.
A Case Study in Natural Language Based Web Search: InFact System Overview, The GlobalSecurity.org

Experience.

Textbook 2: Ch. 3,4,5

Teaching-Learning Process	Chalk and board, Online Demonstration

Module-4

Evaluating Self-Explanations in iSTART: Word Matching, Latent Semantic Analysis, and Topic Models: Introduction, iSTART: Feedback Systems, iSTART: Evaluation of Feedback Systems,

Textual Signatures: Identifying Text-Types Using Latent Semantic Analysis to Measure the Cohesion of Text Structures: Introduction, Cohesion, Coh-Metrix, Approaches to Analyzing Texts, Latent Semantic Analysis, Predictions, Results of Experiments.

Automatic Document Separation: A Combination of Probabilistic Classification and Finite-State Sequence Modeling: Introduction, Related Work, Data Preparation, Document Separation as a Sequence Mapping Problem, Results.

Evolving Explanatory Novel Patterns for Semantically-Based Text Mining: Related Work, A Semantically Guided Model for Effective Text Mining.

Textbook 2: Ch. 6,7,8,9

Teaching-Learning Process	Chalk and board, Online Demonstration

Module-5

INFORMATION RETRIEVAL AND LEXICAL RESOURCES: Information Retrieval: Design features of Information Retrieval Systems-Classical, Non classical, Alternative Models of Information Retrieval – valuation Lexical Resources: World Net-Frame Net- Stemmers-POS Tagger- Research Corpora.

Textbook 1: Ch. 9,12

Teaching-Learning Process	Chalk and board, Online Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Analyse the natural language text.
CO 2. Define the importance of natural language.
CO 3. Understand the concepts Text mining.
CO 4. Illustrate information retrieval techniques.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Tanveer Siddiqui, U.S. Tiwary, "Natural Language Processing and Information Retrieval", Oxford University Press, 2008.
2. Anne Kao and Stephen R. Poteet (Eds), "Natural LanguageProcessing and Text Mining", Springer-Verlag London Limited 2007.

Reference Books:

1. Daniel Jurafsky and James H Martin, "Speech and Language Processing: Anintroduction to Natural Language Processing, Computational Linguistics and SpeechRecognition", 2nd Edition, Prentice Hall, 2008.
2. James Allen, "Natural Language Understanding", 2nd edition, Benjamin/Cummingspublishing company, 1995.
3. Gerald J. Kowalski and Mark.T. Maybury, "Information Storage and Retrieval systems", Kluwer academic Publishers, 2000.

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

MULTIAGENT SYSTEMS			
Course Code	21CS742	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. To introduce the concept of a multi agent systems and Distributed Constraints
CLO 2. Explore the main issues surrounding the computer and extended form games.
CLO 3. Develop cooperative learning, stochastic games
CLO 4. Exhibit the awareness about protocols about multi agent resource allocation and auctions
CLO 5. Construct voting mechanism design.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1: Multiagent Problem Formulation

Utility, Markov Decision Processes, Planning
Distributed Constraints: Distributed Constraint Satisfaction, Distributed Constraint Optimization

Textbook 1: Chapters 1 &2, Textbook 2: Chapter 1

Teaching-Learning Process	1. PPT – Decision Processes, Planning 2. Demonstration of constraints and their optimization

Module-2: Standard and Extended Form Games

Games in Normal Form, Games in Extended Form, Self-interested agents, Characteristic Form Games, Coalition Formation

Textbook 1: Chapters 3 & 4, Textbook 2: Chapter 3

Teaching-Learning Process	1. PPT – Games in different forms 2. Demonstration of coalition formation

Module-3: Learning in Multiagent Systems

The Machine Learning Problem, Cooperative Learning, Repeated Games, Stochastic Games, General Theories for Learning Agents, Collective Intelligence

Textbook 1: Chapters 5

Teaching-Learning Process	1. PPT – Cooperative learning, Collective intelligence 2. Demonstration of stochastic games

Module-4: Negotiation

The Bargaining Problem, Monotonic Concession Protocol, Negotiation as Distributed Search, Ad-hoc Negotiation Strategies, The Task Allocation Problem.
Protocols for Multiagent Resource Allocation: Auctions: Simple Auctions, Combinatorial Auctions

Textbook 1: Chapters 6&7,
Textbook 2: Chapter 11

Teaching-Learning Process	1. PPT – Bargaining problems 2. Demonstration of different auctions for resource allocation

Module-5: Voting and Mechanism Design

The Voting Problem, Mechanism Design. **Nature-Inspired Approaches:** Ants and Termites, Immune System

Textbook 1: Chapters 8&10,
Textbook 2: Chapter 10

Teaching-Learning Process	1. PPT – Voting Problem 2. Demonstration of nature inspired Approaches

Course Outcomes

At the end of the course the student will be able to:

CO 1. Demonstrate the decision process with different constraints
CO 2. Analyze games in different forms
CO 3. Apply the cooperative learning in developing games
CO 4. Analyze different negotiation strategies of Multi-Agent System
CO 5. Design and develop solutions for voting problems

Assessment Details (both CIE and SEE)

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1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question papers are designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Fundamentals of Multiagent Systems by Jos´e M. Vidal, 2006, available online http://jmvidal.cse.sc.edu/papers/mas.pdf.
2. Multiagent Systems: Algorithmic, Game-Theoretic, and Logical Foundations, By YoavShoham, Kevin Leyton-Brown, Cambridge University Press, 2008, 2nded http://www.masfoundations.org/mas.pdf

Reference:

1. Multiagent Systems : A Modern Approach to Distributed Artificial Intelligence Gerhard Weiss The MIT Press 2000

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/105/106105077/
2. https://www.youtube.com/watch?v=O2su1u2AXG0.
3. https://www.coursera.org/lecture/modeling-simulation-natural-processes/multi-agent-systems-kAKyC

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

DEEP LEARNING			
Course Code	21CS743	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	3	Exam Hours	3

Course Learning Objectives

CLO 1. Understand the fundamentals of deep learning.
CLO 2. Know the theory behind Convolutional Neural Networks, Autoencoders, RNN.
CLO 3. Illustrate the strength and weaknesses of many popular deep learning approaches.
CLO 4. Introduce major deep learning algorithms, the problem settings, and their applications to solve real world problems.
CLO 5. Learn the open issues in deep learning, and have a grasp of the current research directions.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to Deep Learning: Introduction, Deep learning Model, Historical Trends in Deep Learning,

Machine Learning Basics: Learning Algorithms, Supervised Learning Algorithms, Unsupervised Learning Algorithms.

Textbook 1: Chapter1 – 1.1, 1.2, 5.1,5.7-5.8.

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Feedforward Networks: Introduction to feedforward neural networks, Gradient-Based Learning, Back-Propagation and Other Differentiation Algorithms. **Regularization for Deep Learning,**

Textbook 1: Chapter 6, 7

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Optimization for Training Deep Models: Empirical Risk Minimization, Challenges in Neural Network Optimization, Basic Algorithms: Stochastic Gradient Descent, Parameter Initialization Strategies, Algorithms with Adaptive Learning Rates: The AdaGrad algorithm, The RMSProp algorithm, Choosing the Right Optimization Algorithm.

Textbook 1: Chapter: 8.1-8.5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Convolutional Networks: The Convolution Operation, Pooling, Convolution and Pooling as an Infinitely Strong Prior, Variants of the Basic Convolution Function, Structured Outputs, Data Types, Efficient Convolution Algorithms, Random or Unsupervised Features- LeNet, AlexNet.

Textbook 1: Chapter: 9.1-9.9.

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

Recurrent and Recursive Neural Networks: Unfolding Computational Graphs, Recurrent Neural Network, Bidirectional RNNs, Deep Recurrent Networks, Recursive Neural Networks, The Long Short-Term Memory and Other Gated RNNs.

Applications: Large-Scale Deep Learning, Computer, Speech Recognition, Natural Language Processing and Other Applications.

Textbook 1: Chapter: 10.1-10.3, 10.5, 10.6, 10.10, 12.

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

CO1: Understand the fundamental issues and challenges of deep learning data, model selection, model complexity etc.,
CO2: Describe various knowledge on deep learning and algorithms
CO3: Apply CNN and RNN model for real time applications
CO4: Identify various challenges involved in designing and implementing deep learning algorithms.
CO5: Relate the deep learning algorithms for the given types of learning tasks in varied domain

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy

as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Ian Goodfellow, Yoshua Bengio, Aaron Courville, "Deep Learning", MIT Press, 2016.

Reference:

1. Bengio, Yoshua. "Learning deep architectures for AI." Foundations and trends in Machine Learning, 2009.
2. N.D.Lewis, "Deep Learning Made Easy with R: A Gentle Introduction for Data Science", January 2016.
3. Nikhil Buduma, "Fundamentals of Deep Learning: Designing Next-Generation Machine Intelligence Algorithms", O'Reilly publications.

Weblinks and Video Lectures (e-Resources):

- https://faculty.iitmandi.ac.in/~aditya/cs671/index.html
- https://nptel.ac.in/courses/106/106/106106184/
- https://www.youtube.com/watch?v=7x2YZhEj9Dw

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

BIGDATA ANALYTICS			
Course Code	21CD744	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives:

CLO 1. Understand fundamentals and applications of Big Data analytics
CLO 2. Explore the Hadoop framework and Hadoop Distributed File system and essential Hadoop Tools
CLO 3. Illustrate the concepts of NoSQL using MongoDB and Cassandra for Big Data
CLO 4. Employ MapReduce programming model to process the big data
CLO 5. Understand various machine learning algorithms for Big Data Analytics, Web Mining and Social Network Analysis.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.
2. Show Video/animation films to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOTS (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
6. Topics will be introduced in a multiple representation.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to Big Data Analytics: Big Data, Scalability and Parallel Processing, Designing Data Architecture, Data Sources, Quality, Pre-Processing and Storing, Data Storage and Analysis, Big Data Analytics Applications and Case Studies.

Text book 1: Chapter 1: 1.2 -1.7

Teaching-Learning Process	Chalk and board https://www.youtube.com/watch?v=n_Krer6YWY4 https://onlinecourses.nptel.ac.in/noc20_cs92/preview

Module-2

Introduction to Hadoop (T1): Introduction, Hadoop and its Ecosystem, Hadoop Distributed File System, MapReduce Framework and Programming Model, Hadoop Yarn, Hadoop Ecosystem Tools.

Hadoop Distributed File System Basics (T2): HDFS Design Features, Components, HDFS User Commands.

Essential Hadoop Tools (T2): Using Apache Pig, Hive, Sqoop, Flume, Oozie, HBase.

Text book 1: Chapter 2 :2.1-2.6
Text Book 2: Chapter 3

Text Book 2: Chapter 7 (except walk throughs)	
Teaching-Learning Process	1. Chalk and Board 2. Laboratory Demonstration
Module-3	
NoSQL Big Data Management, MongoDB and Cassandra: Introduction, NoSQL Data Store, NoSQL Data Architecture Patterns, NoSQL to Manage Big Data, Shared-Nothing Architecture for Big Data Tasks, MongoDB, Databases, Cassandra Databases. **Text book 1: Chapter 3: 3.1-3.7**	
Teaching-Learning Process	1. Chalk and Board 2. Laboratory Demonstration https://www.youtube.com/watch?v=pWbMrx5rVBE
Module-4	
Introduction, MapReduce Map Tasks, Reduce Tasks and MapReduce Execution, Composing MapReduce for Calculations and Algorithms, Hive, HiveQL, Pig. **Text book 1: Chapter 4: 4.1-4.6**	
Teaching-Learning Process	1. Chalk and Board 2. Laboratory Demonstration
Module-5	
Machine Learning Algorithms for Big Data Analytics: Introduction, Estimating the relationships, Outliers, Variances, Probability Distributions, and Correlations, Regression analysis, Finding Similar Items, Similarity of Sets and Collaborative Filtering, Frequent Itemsets and Association Rule Mining. **Text, Web Content, Link, and Social Network Analytics:** Introduction, Text mining, Web Mining, Web Content and Web Usage Analytics, Page Rank, Structure of Web and analyzing a Web Graph, Social Network as Graphs and Social Network Analytics: **Text book 1: Chapter 6: 6.1 to 6.5** **Text book 1: Chapter 9: 9.1 to 9.5**	
Teaching-Learning Process	1. Chalk and Board 2. Laboratory Demonstration
Course outcome (Course Skill Set) At the end of the course the student will be able to: CO 1. Understand fundamentals and applications of Big Data analytics. CO 2. Investigate Hadoop framework, Hadoop Distributed File system and essential Hadoop tools. CO 3. Illustrate the concepts of NoSQL using MongoDB and Cassandra for Big Data. CO 4. Demonstrate the MapReduce programming model to process the big data along with Hadoop tools. CO 5. Apply Machine Learning algorithms for real world big data, web contents and Social Networks to provide analytics with relevant visualization tools.	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50)in the semester-end	

examination(SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper is designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books

1. Raj Kamal and Preeti Saxena, "Big Data Analytics Introduction to Hadoop, Spark, and Machine-Learning", McGraw Hill Education, 2018 ISBN: 9789353164966, 9353164966
2. Douglas Eadline, "Hadoop 2 Quick-Start Guide: Learn the Essentials of Big Data Computing in the Apache Hadoop 2 Ecosystem", 1 stEdition, Pearson Education, 2016. ISBN13: 978-9332570351

Reference Books

1. Tom White, "Hadoop: The Definitive Guide", 4 th Edition, O"Reilly Media, 2015.ISBN-13: 978-9352130672
2. Boris Lublinsky, Kevin T Smith, Alexey Yakubovich, "Professional Hadoop Solutions", 1 stEdition, Wrox Press, 2014ISBN-13: 978-8126551071
3. Eric Sammer, "Hadoop Operations: A Guide for Developers and Administrators",1 stEdition, O'Reilly Media, 2012.ISBN-13: 978-9350239261
4. ArshdeepBahga, Vijay Madisetti, "Big Data Analytics: A Hands-On Approach", 1st Edition, VPT Publications, 2018. ISBN-13: 978-0996025577

Web links and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=n_Krer6YWY4
2. https://onlinecourses.nptel.ac.in/noc20_cs92/preview
3. https://www.digimat.in/nptel/courses/video/106104189/L01.html
4. https://web2.qatar.cmu.edu/~mhhammou/15440-f19/recitations/Project4_Handout.pdf

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Mini Project Topics for Practical Based Learning : Search Engine Optimization, Social Media Reputation Monitoring, Equity Research, Detection of Global Suicide rate, Find the Percentage of Pollution in India, Analyse crime rate in India, Health Status Prediction, Anomaly Detection in cloud server, Tourist Behaviour Analysis, BusBest Not limited to above topics

VII Semester

NOSQL DATABASE			
Course Code:	21CS745	CIE Marks	50
Teaching Hours/Week (L:T:P:S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Objectives:

CLO 1. Recognize and Describe the four types of NoSQL Databases, the Document-oriented, KeyValue
CLO 2. Pairs, Column-oriented and Graph databases useful for diverse applications.
CLO 3. Apply performance tuning on Column-oriented NoSQL databases and Document-oriented NoSQL Databases.
CLO 4. Differentiate the detailed architecture of column oriented NoSQL database, Document database and Graph Database and relate usage of processor, memory, storage and file system commands.
CLO 5. Evaluate several applications for location based service and recommendation services. Devise an application using the components of NoSQL.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer methods (L) need not to be only traditional lecture methods, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Why NoSQL? The Value of Relational Databases, Getting at Persistent Data, Concurrency, Integration, A (Mostly) Standard Model, Impedance Mismatch, Application and Integration Databases, Attack of the Clusters, The Emergence of NoSQL,

Aggregate Data Models; Aggregates, Example of Relations and Aggregates, Consequences of Aggregate Orientation, Key-Value and Document Data Models, Column-Family Stores, Summarizing Aggregate-Oriented Databases.

More Details on Data Models; Relationships, Graph Databases, Schemaless Databases, Materialized Views, Modeling for Data Access,

Textbook1: Chapter 1,2,3

Teaching-Learning Process	Active learning

Module-2

Distribution Models; Single Server, Sharding, Master-Slave Replication, Peer-to-Peer Replication, Combining Sharding and Replication.

Consistency, Update Consistency, Read Consistency, Relaxing Consistency, The CAP Theorem, Relaxing Durability, Quorums.

Version Stamps, Business and System Transactions, Version Stamps on Multiple Nodes

Textbook1: Chapter 4,5,6

Teaching-Learning Process	Active Learning and Demonstrations

Module-3

Map-Reduce, Basic Map-Reduce, Partitioning and Combining, Composing Map-Reduce Calculations, A Two Stage Map-Reduce Example, Incremental Map-Reduce

Key-Value Databases, What Is a Key-Value Store, Key-Value Store Features, Consistency, Transactions, Query Features, Structure of Data, Scaling, Suitable Use Cases, Storing Session Information, User Profiles, Preference, Shopping Cart Data, When Not to Use, Relationships among Data, Multioperation Transactions, Query by Data, Operations by Sets

Textbook1: Chapter 7,8

Teaching-Learning Process	Active Learning, Problem solving based

Module-4

Document Databases, What Is a Document Database?, Features, Consistency, Transactions, Availability, Query Features, Scaling, Suitable Use Cases, Event Logging, Content Management Systems, Blogging Platforms, Web Analytics or Real-Time Analytics, E- Commerce Applications, When Not to Use, Complex Transactions Spanning Dif erent Operations, Queries against Varying Aggregate Structure

Textbook1: Chapter 9

Teaching-Learning Process	Active learning

Module-5

Graph Databases, What Is a Graph Database?, Features, Consistency, Transactions, Availability, Query Features, Scaling, Suitable Use Cases, Connected Data, Routing, Dispatch, and Location-Based Services, Recommendation Engines, When Not to Use.

Textbook1: Chapter 11

Teaching-Learning Process	Active learning

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO1. Demonstrate an understanding of the detailed architecture of Column Oriented NoSQL databases, Document databases, Graph databases.

CO2. Use the concepts pertaining to all the types of databases.

CO3. Analyze the structural Models of NoSQL.

CO4. Develop various applications using NoSQL databases.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Sadalage, P. & Fowler, NoSQL Distilled: A Brief Guide to the Emerging World of Polyglot Persistence, Pearson Addision Wesley, 2012

Reference Books

1. Dan Sullivan, "NoSQL For Mere Mortals", 1st Edition, Pearson Education India, 2015. (ISBN- 13: 978-9332557338)
2. Dan McCreary and Ann Kelly, "Making Sense of NoSQL: A guide for Managers and the Rest of us", 1st Edition, Manning Publication/Dreamtech Press, 2013. (ISBN-13: 978-9351192022)
3. Kristina Chodorow, "Mongodb: The Definitive Guide- Powerful and Scalable Data Storage", 2nd Edition, O'Reilly Publications, 2013. (ISBN-13: 978-9351102694)

Weblinks and Video Lectures (e-Resources):

1. https://www.geeksforgeeks.org/introduction-to-nosql/ (and related links in the page)
2. https://www.youtube.com/watch?v=0buKQHokLK8 (How do NoSQL databases work? Simply explained)
3. https://www.techtarget.com/searchdatamanagement/definition/NoSQL-Not-Only-SQL (What is NoSQL and How do NoSQL databases work)
4. https://www.mongodb.com/nosql-explained (What is NoSQL)
5. https://onlinecourses.nptel.ac.in/noc20-cs92/preview (preview of Bigdata course contains NoSQL)

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Real world problem solving using group discussion.

VII Semester

PROGRAMMING IN PYTHON			
Course Code	21CS751	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. To understand why Python is a useful scripting language for developers
CLO 2. To read and write simple Python programs
CLO 3. To learn how to identify Python object types.
CLO 4. To learn how to write functions and pass arguments in Python.
CLO 5. To use Python data structures –- lists, tuples, dictionaries.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

INTRODUCTION DATA, EXPRESSIONS, STATEMENTS:08 Hours
Introduction: Creativity and motivation, understanding programming, Terminology: Interpreter and compiler, Running Python, The First Program; Data types: Int, float, Boolean, string, and list, variables, expressions, statements, Operators and operands.

Textbook 1: Chapter 1.1,1.2,1.3,1.6, Chapter 2.1-2.6
Textbook 2: Chapter 1

Teaching-Learning Process	Chalk and board, Active Learning

Module-2

CONTROL FLOW, LOOPS:
Conditionals: Boolean values and operators, conditional (if), alternative (if-else), chained conditional (if-elif-else); Iteration: while, for, break, continue, pass statement.

Textbook 1: Chapter 3.1-3.6, chapter 5

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

FUNCTIONS AND STRINGS:
Functions: Function calls, adding new functions, definition and uses, local and global scope, return values. Strings: strings, length of string, string slices, immutability, multiline comments, string functions and methods;

Textbook 1: Chapter 6
Textbook 2: Chapter 3

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-4

LISTS, TUPLES, DICTIONARIES:08 Hours
Lists: List operations, list slices, list methods, list loop, mutability, aliasing, cloning lists, listparameters, list comprehension;

Tuples: tuple assignment, tuple as return value, tuple comprehension;

Dictionaries: operations and methods, comprehension;

Textbook 2: Chapter 10,11,12

Teaching-Learning Process	Chalk& board, Active Learning

Module-5

REGULAR EXPRESSIONS,FILES AND EXCEPTION:
Regular expressions: Character matching in regular expressions, extracting data using regular expressions, Escape character

Files and exception: Text files, reading and writing files, command line arguments, errors andexceptions, handling exceptions, modules.

Textbook 1: Chapter 11.1,11.2,11.4
Textbook 2: Chapter 14

Teaching-Learning Process	Chalk and board, MOOC

Suggested Course Outcomes

At the end of the course the student will be able to:

CO 1. Understand Python syntax and semantics and be fluent in the use of Python flow control and functions.
CO 2. Demonstrate proficiency in handling Strings and File Systems.
CO 3. Represent compound data using Python lists, tuples, Strings, dictionaries.
CO 4. Read and write data from/to files in Python Programs

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the

methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Charles R. Severance, "Python for Everybody: Exploring Data Using Python 3", 1st Edition, CreateSpace Independent Publishing Platform, 2016. http://do1.dr-chuck.com/pythonlearn/EN_us/pythonlearn.pdf
2. Allen B. Downey, "Think Python: How to Think Like a Computer Scientist", 2ndEdition, Green Tea Press, 2015. (Chapters 15, 16, 17) http://greenteapress.com/thinkpython2/thinkpython2.pdf

REFERENCE BOOKS:

1. R. Nageswara Rao, "Core Python Programming", dreamtech
2. Python Programming: A Modern Approach, Vamsi Kurama, Pearson
3. Python Programming , Reema theraja, OXFORD publication

Weblinks and Video Lectures (e-Resources):

1. https://www.w3resource.com/python/python-tutorial.php
2. https://data-flair.training/blogs/python-tutorials-home/
3. https://www.youtube.com/watch?v=c235EsGFcZs
4. https://www.youtube.com/watch?v=v4e6oMRS2QA
5. https://www.youtube.com/watch?v=Uh2ebFW8OYM
6. https://www.youtube.com/watch?v=oSPMmeaiQ68
7. https://www.youtube.com/watch?v=_uQrJ0TkZlc
8. https://www.youtube.com/watch?v=K8L6KVGG-7o

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects developed using python language

VII Semester

INTRODUCTION TO AI AND ML			
Course Code	21CS752	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO1. Understands the basics of AI, history of AI and its foundations, basic principles of AI for problem solving

CLO2. Explore the basics of Machine Learning & Machine Learning process, understanding data

CLO3. Understand the Working of Artificial Neural Networks

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction: What is AI, The foundation of Artificial Intelligence, The history of Artificial Intelligence**,** Intelligent Agents: Agents and Environments, Good Behaviour: The concept of rationality, the nature of Environments, the structure of Agents.

Textbook 1: Chapter: 1 and 2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Problem solving by searching: Problem solving agents, Example problems, Searching for solutions, Uniformed search strategies, Informed search strategies, Heuristic functions

Textbook 1: Chapter: 3

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Introduction to machine learning: Need for Machine Learning, Machine Learning Explained, and Machine Learning in relation to other fields, Types of Machine Learning. Challenges of Machine Learning, Machine Learning process, Machine Learning applications.

Understanding Data: What is data, types of data, Big data analytics and types of analytics, Big data analytics framework, Descriptive statistics, univariate data analysis and visualization

Textbook 2: Chapter: 1 and 2.1 to 2.5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Understanding Data
Bivariate and Multivariate data, Multivariate statistics **,** Essential mathematics for Multivariate data, Overview hypothesis, Feature engineering and dimensionality reduction techniques,

Basics of Learning Theory: Introduction to learning and its types**,** Introduction computation learning theory, Design of learning system, Introduction concept learning.

Similarity-based learning: Introduction to Similarity or instance based learning, Nearest-neighbour learning**,** weighted k- Nearest **-** Neighbour algorithm**.**

Textbook 2: Chapter: 2.6 to 2.10, 3.1 to 3.4, 4.1 to 4.3

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

Artificial Neural Network: Introduction, Biological neurons, Artificial neurons, Perceptron and learning theory, types of Artificial neural Network**,** learning in multilayer Perceptron, Radial basis function neural network, self-organizing feature map,

Textbook 2: Chapter: 10

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes
At the end of the course the student will be able to:

CO 1. Design intelligent agents for solving simple gaming problems.
CO 2. Have a good understanding of machine leaning in relation to other fields and fundamental issues and
Challenges of machine learning
CO 3. Understand data and applying machine learning algorithms to predict the outputs.
CO 4. Model the neuron and Neural Network, and to analyze ANN learning and its applications.

Assessment Details (both CIE and SEE)
The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:
Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**
(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).
CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:
Theory SEE will be conducted by University as per the scheduled timetable, with common question

papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Stuart Russel, Peter Norvig: "Artificial Intelligence A Modern Approach", 3rd Edition, Pearson Education, 2015.
2. S. Sridhar, M Vijayalakshmi "Machine Learning". Oxford ,2021

REFERENCE BOOKS:

1. Elaine Rich, Kevin Knight: "Artificial Intelligence", 3rd Edition, Tata McGraw Hill, 2009, ISBN-10: 0070087709
2. Nils J. Nilsson: "Principles of Artificial Intelligence", Elsevier, 1980, ISBN: 978-3-540-11340-9.

Weblinks and Video Lectures (e-Resources):

http://stpk.cs.rtu.lv/sites/all/files/stpk/materiali/MI/Artificial%20Intelligence%20A%20Modern%20Approach.pdf.

1. http://www.getfreeebooks.com/16-sites-with-free-artificial-intelligence-ebooks/https://www.tutorialspoint.com/artificial_intelligence/artificial_intelligence_overview.htm
2. Problem solving agent:https://www.youtube.com/watch?v=KTPmo-KsOis.
3. https://www.youtube.com/watch?v=X_Qt0U66aH0&list=PLwdnzlV3ogoXaceHrrFVZCJKbm_laSHcH
4. https://www.javatpoint.com/history-of-artificial-intelligence
5. https://www.tutorialandexample.com/problem-solving-in-artificial-intelligence
6. https://techvidvan.com/tutorials/ai-heuristic-search/
7. https://www.analyticsvidhya.com/machine-learning/
8. https://www.hackerearth.com/practice/machine-learning/machine-learning-algorithms/ml-decision-tree/tutorial/
9. https://www.javatpoint.com/unsupervised-artificial-neural-networks

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects related to AI and ML.

VII Semester

INTRODUCTION TO BIG DATA			
Course Code	21CS753	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Understand Hadoop Distributed File system and examine MapReduce Programming
CLO 2. Explore Hadoop tools and manage Hadoop with Sqoop
CLO 3. Appraise the role of data mining and its applications across industries
CLO 4. Identify various Text Mining techniques

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Hadoop Distributed file system:HDFS Design, Features, HDFS Components, HDFS user commands Hadoop MapReduce Framework**:** The MapReduce Model, Map-reduce Parallel Data Flow,Map Reduce Programming

Textbook 1: Chapter 3,5,68hr

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Essential Hadoop Tools: Using apache Pig, Using Apache Hive, Using Apache Sqoop, Using Apache Apache Flume, Apache H Base

Textbook 1: Chapter 78hr

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Data Warehousing: Introduction, Design Consideration, DW Development Approaches, DW Architectures

Data Mining: Introduction, Gathering, and Selection, data cleaning and preparation, outputs ofData Mining, Data Mining Techniques

Textbook 2: Chapter 4,5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Decision Trees: Introduction, Decision Tree Problem, Decision Tree Constructions, Lessons from Construction Trees. Decision Tree Algorithm

Regressions: Introduction, Correlations and Relationships, Non-Linear Regression, Logistic Regression, Advantages and disadvantages.

Textbook 2: Chapter 6,7

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

Text Mining: Introduction, Text Mining Applications, Text Mining Process, Term Document Matrix, Mining the TDM, Comparison, Best Practices

Web Mining: Introduction, Web Content Mining, Web Structured Mining, Web Usage Mining, Web Mining Algorithms.

Textbook 2: Chapter 11,14

Teaching-Learning Process	Chalk and board, MOOC

Suggested Course Outcomes

At the end of the course the students will be able to:

CO 1. Master the concepts of HDFS and MapReduce framework.
CO 2. Investigate Hadoop related tools for Big Data Analytics and perform basic
CO 3. Infer the importance of core data mining techniques for data analytics
CO 4. Use Machine Learning algorithms for real world big data.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a

maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Douglas Eadline,"Hadoop 2 Quick-Start Guide: Learn the Essentials of Big DataComputing in the Apache Hadoop 2 Ecosystem", 1st Edition, Pearson Education,2016.
2. Anil Maheshwari, "Data Analytics", 1st Edition, McGraw Hill Education,2017

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/104/106104189/
2. https://www.youtube.com/watch?v=mNP44rZYiAU
3. https://www.youtube.com/watch?v=qr_awo5vz0g
4. https://www.youtube.com/watch?v=rr17cbPGWGA
5. https://www.youtube.com/watch?v=G4NYQox4n2g
6. https://www.youtube.com/watch?v=owI7zxCqNY0
7. https://www.youtube.com/watch?v=FuJVLsZYkuE

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of Big Data related projects

Exploring the applications which involves big data.

VII Semester

INTRODUCTION TO DATA SCIENCE			
Course Code	21CS754	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. To provide a foundation in data Science terminologies
CLO 2. To familiarize data science process and steps
CLO 3. To Demonstrate the data visualization tools
CLO 4. To analyze the data science applicability in real time applications.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
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6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

PREPARING AND GATHERING DATA AND KNOWLEDGE
Philosophies of data science - Data science in a big data world - Benefits and uses of data science and big data - facts of data: Structured data, Unstructured data, Natural Language, Machine generated data, Audio, Image and video streaming data - The Big data Eco system: Distributed file system, Distributed Programming framework, Data Integration frame work, Machine learning Framework, NoSQL Databases, Scheduling tools, Benchmarking Tools, System Deployment, Service programming and Security.

Textbook 1: Ch 1.1 to 1.4

Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation

Module-2

THE DATA SCIENCE PROCESS-Overview of the data science process- defining research goals and creating project charter, retrieving data, cleansing, integrating and transforming data, exploratory data analysis, Build the models, presenting findings and building application on top of them.

Textbook 1:,Ch 2

Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation

Module-3

MACHINE LEARNING: Application for machine learning in data science- Tools used in machine learning- Modeling Process – Training model – Validating model – Predicting new observations –Types of machine learning Algorithm : Supervised learning algorithms, Unsupervised learning algorithms.

Textbook 1: Ch 3.1 to 3.3

Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation, Video

Module-4

VISUALIZATION–Introduction to data visualization – Data visualization options – Filters – MapReduce – Dashboard development tools.

Textbook 1: Ch 9

Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation, MOOC

Module-5

CASE STUDIES Distributing data storage and processing with frameworks - Case study: e.g, Assessing risk when lending money.

Textbook 1: Ch 5.1, 5.2

Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation, Video

Course Outcomes

At the end of the course the student will be able to:

CO 1. Describe the data science terminologies
CO 2. Apply the Data Science process on real time scenario.
CO 3. Analyze data visualization tools
CO 4. Apply Data storage and processing with frameworks

Assessment Details (both CIE and SEE)

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Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

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1. The question paper will have ten questions. Each question is set for 20 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Introducing Data Science, Davy Cielen, Arno D. B. Meysman and Mohamed Ali,Manning Publications, 2016.

Reference Books

1. Doing Data Science, Straight Talk from the Frontline, Cathy O'Neil, Rachel Schutt, O' Reilly, 1st edition, 2013.
2. Mining of Massive Datasets, Jure Leskovec, Anand Rajaraman, Jeffrey David Ullman, Cambridge University Press, 2nd edition, 2014
3. An Introduction to Statistical Learning: with Applications in R, Gareth James, Daniela Witten, Trevor Hastie, Robert Tibshirani, Springer, 1st edition, 2013
4. Think Like a Data Scientist, Brian Godsey, Manning Publications, 2017.

Weblinks and Video Lectures (e-Resources):

1. https://www.simplilearn.com/tutorials/data-science-tutorial/what-is-data-science
2. https://www.youtube.com/watch?v=N6BghzuFLIg
3. https://www.coursera.org/lecture/what-is-datascience/fundamentals-of-data-science-tPgFU
4. https://www.youtube.com/watch?v=ua-CiDNNj30

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving using Data science techniques and demonstration of data visualization methods with the help of suitable project.