

AC 14/7/2016, Item No. 4.64

UNIVERSITY OF MUMBAI



Bachelor of Engineering

First Year Engineering (Semester I & II), Revised course (REV-2016)from Academic Year 2061 -17,(Common for All Branches of Engineering)

**(As per Choice Based Credit and Grading System
with effect from the A. Y. 2016 - 17)**

**First Year Engineering (Semester I & II), Revised course from Academic Year 2016 -17,
(REV- 2016) (Common for all Branches of Engineering)**

Scheme for FE - Semester – I

Sub. Code	Subject Name	Examination Scheme							Total	
		Theory Marks				End sem. exam	Term Work	Pract		Oral
		Internal Assessment			Average of Test 1 & Test 2					
		Test 1	Test 2							
FEC101	Applied Mathematics-I	20	20	20	80	25	-	-	125	
FEC102	Applied Physics-I	15	15	15	60	25	-	-	100	
FEC103	Applied Chemistry –I	15	15	15	60	25	-	-	100	
FEC104	Engineering Mechanics	20	20	20	80	25	-	25	150	
FEC105	Basic Electrical Engineering	20	20	20	80	25	-	25	150	
FEC106	Environmental studies	15	15	15	60	-	-	-	75	
FEL101	Basic Workshop Practice-I	-	-	-	-	50	-	-	50	
				105	420	175		50	750	

Sub Code	Subject Name	Teaching Scheme			Credits Assigned			
		Theory	Pract.	Tut.	Theory	TW/Pract	Tut.	Total
FEC101	Applied Mathematics-I	04	-	01	04		01	05
FEC102	Applied Physics-I	03	01	-	03	0.5	-	3.5
FEC103	Applied Chemistry -I	03	01	-	03	0.5	-	3.5
FEC104	Engineering Mechanics	05	02	-	05	01	-	06
FEC105	Basic Electrical Engineering	04	02	-	04	01	-	05
FEC106	Environmental studies	02	-	-	02	-	-	02
FEL101	Basic Workshop Practice-I	-	04	-	-	02	-	02
		21	10	01	21	05	01	27

**First Year Engineering (Semester I & II), Revised course from Academic Year 2016 -17,
(REV- 2016) (Common for all Branches of Engineering)**

Scheme for FE - Semester – II

Sub. Code	Subject Name	Examination Scheme							Total	
		Theory marks				End sem. exam	Term Work	Pract.		Oral
		Internal Assessment								
Test 1	Test 2	Average of Test 1 & Test 2								
FEC201	Applied Mathematics-II	20	20	20		80	25	-	-	125
FEC202	Applied Physics-II	15	15	15		60	25	-	-	100
FEC203	Applied Chemistry -II	15	15	15		60	25	-	-	100
FEC204	Engineering Drawing	15	15	15		60	25	50	-	150
FEC205	Structured Programming Approach	20	20	20		80	25	25	-	150
FEC206	Communication Skills	10	10	10		40	25	-	-	75
FEL201	Basic Workshop Practice-II	-	-	-		-	50	-	-	50
				95		380	200	75		750

Subject Code	Subject Name	Teaching Scheme			Credits Assigned			
		Theory	Pract.	Tut.	Theory	TW/Pract	Tut.	Total
FEC201	Applied Mathematics-II	04	-	01	04		01	05
FEC202	Applied Physics-II	03	01	-	03	0.5	-	3.5
FEC203	Applied Chemistry -II	03	01	-	03	0.5		3.5
FEC204	Engineering Drawing	03	04	-	03	02	-	05
FEC205	Structured Programming Approach	04	02	-	04	01	-	05
FEC206	Communication Skills	02	02	-	02	01	-	03
FEL201	Basic Workshop Practice -II	-	04	-	-	02	-	02
		19	14	01	19	07	01	27



No. UG/ 65 of 2019-20

CIRCULAR:-

Attention of the Principals of the Affiliated Colleges, Directors of the recognized Institutions in Science & Technology Faculty is invited to this office Circular No. UG/131 of 2016-17 dated 9th November, 2016 relating to the revised syllabus as per (CBCS) for Bachelor of Engineering (First Year Engineering (Sem. I to II).

They are hereby informed that the recommendations made by the faculty members of Engineering at its meeting held on 8th May, 2019 have been accepted by the Academic Council at its meeting held on 26th July, 2019 vide item No. 4.40 and that in accordance therewith, the Revised Syllabus and Scheme for 2019 of First Year Engineering (Sem. I & II) as per AICTE model curriculum from the academic year 2019-20. (The same is available on the University's website www.mu.ac.in).

MUMBAI – 400 032

14th August, 2019

To

The Principals of the affiliated Colleges, and Directors of the recognized Institutions in Science & Technology Faculty. (Circular No. UG/334 of 2017-18 dated 9th January, 2018.)

A.C/4.40/26/07/2019

No. UG/ 65 -A of 2019-20

MUMBAI-400 032

14th August, 2019

Copy forwarded with Compliments for information to:-

- 1) The I/c Dean, Faculty of Science & Technology,
- 2) The Director, Board of Examinations and Evaluation,
- 3) The Director, Board of Students Development,
- 5) The Co-ordinator, University Computerization Centre,

(Dr. Ajay Deshmukh)
REGISTRAR

UNIVERSITY OF MUMBAI



Bachelor of Engineering

First Year Engineering (Semester I & II), Revised course

(REV- 2019'C' Scheme) from Academic Year 2019 – 20

(Common for All Branches of Engineering)

Under

FACULTY OF SCIENCE & TECHNOLOGY

(As per AICTE guidelines with effect from the academic year
2019–2020)

Program Structure for First Year Engineering
Semester I & II
UNIVERSITY OF MUMBAI
 (With Effect from 2019-2020)

Semester I

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned				
		Theory	Pract.	Tut.	Theory	Pract.	Tut.	Total	
FEC101	Engineering Mathematics-I	3	--	1*	3	--	1	4	
FEC102	Engineering Physics-I	2		--	2		--	2	
FEC103	Engineering Chemistry-I	2	--	--	2	--	--	2	
FEC104	Engineering Mechanics	3	--	--	3	--	--	3	
FEC105	Basic Electrical Engineering	3	--	--	3	--	--	3	
FEL101	Engineering Physics-I	--	1	--	--	0.5	--	0.5	
FEL102	Engineering Chemistry-I	--	1	--	--	0.5	--	0.5	
FEL103	Engineering Mechanics	--	2	--	--	1	--	1	
FEL104	Basic Electrical Engineering	--	2	--	--	1	--	1	
FEL105	Basic Workshop practice-I	--	2	--	--	1	--	1	
Total		13	08	01	13	04	01	18	
Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract. /oral	Total
		Internal Assessment			End Sem. Exam.	Exam. Duration (in Hrs)			
		Test1	Test 2	Avg.					
FEC101	Engineering Mathematics-I	20	20	20	80	3	25	--	125
FEC102	Engineering Physics-I	15	15	15	60	2	--	--	75
FEC103	Engineering Chemistry-I	15	15	15	60	2	--	--	75
FEC104	Engineering Mechanics	20	20	20	80	3	--	--	100
FEC105	Basic Electrical Engineering	20	20	20	80	3	--	--	100
FEL101	Engineering Physics-I	--	--	--	--	--	25	--	25
FEL102	Engineering Chemistry-I	--	--	--	--	--	25	--	25
FEL103	Engineering Mechanics	--	--	--	--	--	25	25	50
FEL104	Basic Electrical Engineering	--	--	--	--	--	25	25	50
FEL105	Basic Workshop practice-I	--	--	--	--	--	50	--	50
Total		--	--	90	360	--	175	50	675

* Shall be conducted batch-wise

Semester II

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned				
		Theory	Pract.	Tut.	Theory	Pract.	Tut.	Total	
FEC201	Engineering Mathematics-II	3	--	1*	3	--	1	4	
FEC202	Engineering Physics-II	2	--	--	2	--	--	2	
FEC203	Engineering Chemistry-II	2	--	--	2	--	--	2	
FEC204	Engineering Graphics	2	--	--	2	--	--	2	
FEC205	C programming	2	--	--	2	--	--	2	
FEC206	Professional Communication and Ethics- I	2	--	--	2	--	--	2	
FEL201	Engineering Physics-II	--	1	--	--	0.5	--	0.5	
FEL202	Engineering Chemistry-II	--	1	--	--	0.5	--	0.5	
FEL203	Engineering Graphics	--	4	--	--	2	--	2	
FEL204	C programming	--	2	--	--	1	--	1	
FEL205	Professional Communication and Ethics- I	--	2	--	--	1	--	1	
FEL206	Basic Workshop practice-II	--	2	--	--	1	--	1	
Total		13	12	01	13	06	01	20	
Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract. /oral	Total
		Internal Assessment			End Sem. Exam.	Exam. Duration (in Hrs)			
		Test1	Test 2	Avg.					
FEC201	Engineering Mathematics-II	20	20	20	80	3	25	--	125
FEC202	Engineering Physics-II	15	15	15	60	2	--	--	75
FEC203	Engineering Chemistry-II	15	15	15	60	2	--	--	75
FEC204	Engineering Graphics	15	15	15	60	3	--	--	75
FEC205	C programming	15	15	15	60	2	--	--	75
FEC206	Professional Communication and Ethics- I	10	10	10	40	2	--	--	50
FEL201	Engineering Physics-II	--	--	--	--	--	25	--	25
FEL202	Engineering Chemistry-II	--	--	--	--	--	25	--	25
FEL203	Engineering Graphics	--	--	--	--	--	25	50	75
FEL204	C programming	--	--	--	--	--	25	25	50
FEL205	Professional Communication and Ethics- I	--	--	--	--	--	25	--	25
FEL206	Basic Workshop practice-II	--	--	--	--	--	50	--	50
Total		--	--	90	360	--	200	75	725

* Shall be conducted batch-wise

AC – 11.05.2017

Item No. 4.193

UNIVERSITY OF MUMBAI



Revised syllabus (Rev- 2016) from Academic Year 2016 -17

Under

FACULTY OF TECHNOLOGY

Computer Engineering

Second Year with Effect from **AY 2017-18**

Third Year with Effect from **AY 2018-19**

Final Year with Effect from **AY 2019-20**

As per **Choice Based Credit and Grading System**

with effect from the AY 2016–17

Co-ordinator, Faculty of Technology's Preamble:

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited. In line with this Faculty of Technology of University of Mumbai has taken a lead in incorporating philosophy of outcome based education in the process of curriculum development.

Faculty of Technology, University of Mumbai, in one of its meeting unanimously resolved that, each Board of Studies shall prepare some Program Educational Objectives (PEO's) and give freedom to affiliated Institutes to add few (PEO's). It is also resolved that course objectives and course outcomes are to be clearly defined for each course, so that all faculty members in affiliated institutes understand the depth and approach of course to be taught, which will enhance learner's learning process. It was also resolved that, maximum senior faculty from colleges and experts from industry to be involved while revising the curriculum. I am happy to state that, each Board of studies has adhered to the resolutions passed by Faculty of Technology, and developed curriculum accordingly. In addition to outcome based education, semester based credit and grading system is also introduced to ensure quality of engineering education.

Choice based Credit and Grading system enables a much-required shift in focus from teacher-centric to learner-centric education since the workload estimated is based on the investment of time in learning and not in teaching. It also focuses on continuous evaluation which will enhance the quality of education. University of Mumbai has taken a lead in implementing the system through its affiliated Institutes and Faculty of Technology has devised a transparent credit assignment policy and adopted ten points scale to grade learner's performance. Credit assignment for courses is based on 15 weeks teaching learning process, however content of courses is to be taught in 12-13 weeks and remaining 2-3 weeks to be utilized for revision, guest lectures, coverage of content beyond syllabus etc.

Choice based Credit and grading system is implemented from the academic year 2016-17 through optional courses at department and institute level. This will be effective for SE, TE and BE from academic year 2017-18, 2018-19 and 2019-20 respectively.

Dr. S. K. Ukarande
Co-ordinator,
Faculty of Technology,
Member - Academic Council
University of Mumbai, Mumbai

Chairman's Preamble:

Engineering education in India is expanding and is set to increase manifold. The major challenge in the current scenario is to ensure quality to the stakeholders along with expansion. To meet this challenge, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education and reflects the fact that in achieving recognition, the institution or program of study is committed and open to external review to meet certain minimum specified standards. The major emphasis of this accreditation process is to measure the outcomes of the program that is being accredited. Program outcomes are essentially a range of skills and knowledge that a student will have at the time of graduation from the program. In line with this Faculty of Technology of University of Mumbai has taken a lead in incorporating the philosophy of outcome based education in the process of curriculum development.

As the Chairman, Board of Studies in Computer Engineering of the University of Mumbai, I am happy to state here that, the Program Educational Objectives for Undergraduate Program were finalized in a brainstorming session, which was attended by more than 85 members from different affiliated Institutes of the University. They are either Heads of Departments or their senior representatives from the Department of Computer Engineering. The Program Educational Objectives finalized for the undergraduate program in Computer Engineering are listed below;

1. To prepare the Learner with a sound foundation in the mathematical, scientific and engineering fundamentals.
2. To motivate the Learner in the art of self-learning and to use modern tools for solving real life problems.
3. To equip the Learner with broad education necessary to understand the impact of Computer Science and Engineering in a global and social context.
4. To encourage, motivate and prepare the Learner's for Lifelong- learning.
5. To inculcate professional and ethical attitude, good leadership qualities and commitment to social responsibilities in the Learner's thought process.

In addition to Program Educational Objectives, for each course of the program, objectives and expected outcomes from a learner's point of view are also included in the curriculum to support the philosophy of outcome based education. I strongly believe that even a small step taken in the right direction will definitely help in providing quality education to the major stakeholders.

Dr. Subhash K. Shinde
Chairman, Board of Studies in Computer Engineering,
University of Mumbai, Mumbai.

Program Structure B.E. Computer Engineering, (Rev. 2016) w.e.f. AY 2017-18

S. E. Computer Engineering (Semester-III)

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC301	Applied Mathematics -III	4+1@	-	-	5	-	-	5
CSC302	Digital Logic Design and Analysis	4	-	-	4	-	-	4
CSC303	Discrete Mathematics	3+1@	-	-	4	-	-	4
CSC304	Electronic Circuits and Communication Fundamentals	4	-	-	4	-	-	4
CSC305	Data Structures	4	-	-	4	-	-	4
CSL301	Digital System Lab	-	2	-	-	1	-	1
CSL302	Basic Electronics Lab	-	2	-	-	1	-	1
CSL303	Data structure Lab	-	2	-	-	1	-	1
CSL304	OOPM(Java) Lab	-	2+2*	-	-	2	-	2
	Total	21	10	-	21	5	-	26

@ 1 hour to be taken tutorial as class wise.

*2 hours shown as practical's to be taken class wise and other 2 hours to be taken as batch wise

Course Code	Course Name	Examination Scheme								
		Theory					TW	Oral	Oral & Pract	Total
		Internal Assessment			End Sem. Exam	Exam Duration (in Hrs)				
		Test 1	Test 2	Avg.						
CSC301	Applied Mathematics -III	20	20	20	80	3	-	-	-	100
CSC302	Digital Logic Design and Analysis	20	20	20	80	3	-	-	-	100
CSC303	Discrete Structures	20	20	20	80	3	-	-	-	100
CSC304	Electronic Circuits and Communication Fundamentals	20	20	20	80	3	-	-	-	100
CSC305	Data Structures	20	20	20	80	3	--	-	-	100
CSL301	Digital System Lab	-	-	-	-	-	25	--	25	50
CSL302	Basic Electronics Lab	-	-	-	-	-	25	25	---	50
CSL303	Data structure Lab	-	-	-	-	-	25	-	25	50
CSL304	OOPM(Java) Lab	-	-	-	-	-	50	--	50	100
	Total	100	100	100	400	-	125	25	100	750

Program Structure B.E. Computer Engineering, (Rev. 2016) w.e.f. AY 2017-18

S. E. Computer Engineering (Semester-IV)

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC401	Applied Mathematics- IV	4+1@	-	-	5	-	-	5
CSC402	Analysis of Algorithms	4	-	-	4	-	-	4
CSC403	Computer Organization and Architecture	4	-	-	4	-	-	4
CSC404	Computer Graphics	4	-	-	4	-	-	4
CSC405	Operating System	4	-	-	4	-	-	4
CSL401	Analysis of Algorithms Lab	-	2	-	-	1	-	1
CSL402	Computer Graphics Lab	-	2	-	-	1	-	1
CSL403	Processor Architecture Lab	-	2	-	-	1	-	1
CSL404	Operating System Lab	-	2	-	-	1	-	1
CSL405	Open Source Tech Lab	-	2+2*	-	-	2	-	2
Total		21	12	-	21	6	-	27

@ 1 hour to be taken tutorial as class wise .

*2 hours shown as Practical's to be taken class wise and other 2 hours to be taken as batch wise

Course Code	Course Name	Examination Scheme								
		Theory					TW	Oral	Oral & Pract	Total
		Internal Assessment			End Sem. Exam	Exam Duration (in Hrs)				
		Test 1	Test 2	Avg.						
CSC401	Applied Mathematics- IV	20	20	20	80	3	-	-	-	100
CSC402	Analysis of Algorithms	20	20	20	80	3	-	-	-	100
CSC403	Computer Organization and Architecture	20	20	20	80	3	-	-	-	100
CSC404	Computer Graphics	20	20	20	80	3	-	-	-	100
CSC405	Operating System	20	20	20	80	3	--	-	-	100
CSL401	Analysis of Algorithms Lab	-	-	-	-	-	25	--	25	50
CSL402	Computer Graphics Lab	-	-	-	-	-	25	--	25	50
CSL403	Processor Architecture Lab	-	-	-	-	-	25	25	-	50
CSL404	Operating System Lab	-	-	-	-	-	25	-	25	50
CSL405	Open Source Tech Lab	-	-	-	-	-	25	---	25	50
Total		100	100	100	400	-	125	25	100	750

Program Structure B.E. Computer Engineering, (Rev. 2016) w.e.f. AY 2018-19

T. E. Computer Engineering (Semester-V)

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC501	Microprocessor	4	-	-	4	-	-	4
CSC502	Database Management System	4	-	-	4	-	-	4
CSC503	Computer Network	4	-	-	4	-	-	4
CSC504	Theory of Computer Science	3+1@	-	-	4	-	-	4
CSDLO 501X	Department Level Optional Course -I	4	-	-	4	-	-	4
CSL501	Microprocessor Lab	-	2	-	-	1	-	1
CSL502	Computer Network Lab	-	2	-	-	1	-	1
CSL503	Database & Info. System Lab	-	2	-	-	1	-	1
CSL504	Web Design Lab	-	2+2*	-	-	2	-	2
CSL505	Business Comm. & Ethics	-	2+2*	-	-	2	-	2
	Total	20	14	-	20	7	-	27

@ 1 hour to be taken tutorial as class wise.

*2 hours shown as Practical's to be taken class wise and other 2 hours to be taken as batch wise

Course Code	Course Name	Examination Scheme							Total
		Theory					TW	Oral & Pract	
		Internal Assessment			End Sem. Exam	Exam Duration (in Hrs)			
		Test 1	Test 2	Avg.					
CSC501	Microprocessor	20	20	20	80	3	-	-	100
CSC502	Database Management System	20	20	20	80	3	-	-	100
CSC503	Computer Network	20	20	20	80	3	-	-	100
CSC504	Theory of Computer Science	20	20	20	80	3	-	-	100
CSDLO 501X	Department Level Optional Course -I	20	20	20	80	3	--	-	100
CSL501	Microprocessor Lab	-	-	-	-	-	25	25	50
CSL502	Computer Network Lab	-	-	-	-	-	25	25	50
CSL503	Database & Info. System Lab	-	-	-	-	-	25	25	50
CSL504	Web Design Lab	-	-	-	-	-	25	25	50
CSL505	Business Comm. & Ethics	-	-	-	-	-	50	-	50
	Total	100	100	100	400	-	150	100	750

Program Structure B.E. Computer Engineering, (Rev. 2016) w.e.f. AY 2018-19

T. E. Computer Engineering (Semester-VI)

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC601	Software Engineering	4	-	-	4	-	-	4
CSC602	System Programming & Compiler Construction	4	-	-	4	-	-	4
CSC603	Data Warehousing & Mining	4	-	-	4	-	-	4
CSC604	Cryptography & System Security	4	-	-	4	-	-	4
CSDLO 601X	Department Level Optional Course -II	4	-	-	4	-	-	4
CSL601	Software Engineering Lab	-	2	-	-	1	-	1
CSL602	System software Lab	-	2	-	-	1	-	1
CSL603	Data Warehousing & Mining Lab	-	2	-	-	1	-	1
CSL604	System Security Lab	-	2	-	-	1	-	1
CSP605	Mini-Project	-	4	-	-	2	-	2
	Total	20	12	-	20	6	-	26

Course Code	Course Name	Examination Scheme								
		Theory					TW	Oral	Oral & Pract	Total
		Internal Assessment			End Sem. Exam	Exam Duration (in Hrs)				
		Test 1	Test 2	Avg.						
CSC601	Software Engineering	20	20	20	80	3	-	-	-	100
CSC602	System Programming & Compiler Construction	20	20	20	80	3	-	-	-	100
CSC603	Data Warehousing & Mining	20	20	20	80	3	-	-	-	100
CSC604	Cryptography & System Security	20	20	20	80	3	-	-	-	100
CSDLO 601X	Department Level Optional Course -II	20	20	20	80	3	-	-	-	100
CSL601	Software Engineering Lab	-	-	-	-	-	25	25	--	50
CSL602	System Software Lab	-	-	-	-	-	25	--	25	50
CSL603	Data Warehousing & Mining Lab	-	-	-	-	-	25	--	25	50
CSL604	System Security Lab	-	-	-	-	-	25	---	25	50
CSP605	Mini-Project	-	-	-	-	-	25	---	25	50
	Total	100	100	100	400	-	150	25	100	750

Program Structure B.E. Computer Engineering, (Rev. 2016) w.e.f. AY 2019-20
B. E. Computer Engineering (Semester-VII)

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC701	Digital Signal & Image Processing	4	-	-	4	-	-	4
CSC702	Mobile Communication & Computing	4	-	-	4	-	-	4
CSC703	Artificial Intelligence & Soft Computing	4	-	-	4	-	-	4
CSDLO 701X	Department Level Optional Course -III	4	-	-	4	-	-	4
ILO701X	Institute Level Optional Course-I	3	-	-	3	-	-	3
CSL701	Digital Signal & Image Processing Lab	-	2	-	-	1	-	1
CSL702	Mobile App. Development. Tech. Lab	-	2	-	-	1	-	1
CSL703	Artificial Intelligence & Soft Computing Lab	-	2	-	-	1	-	1
CSL704	Computational Lab-I	-	2	-	-	1	-	1
CSP705	Major Project-I	-	6	-	-	3	-	3
	Total	19	14	-	19	7	-	26

Course Code	Course Name	Examination Scheme								
		Theory					TW	Oral	Oral & Pract	Total
		Internal Assessment			End Sem. Exam	Exam Duration (in Hrs)				
		Test 1	Test 2	Avg.						
CSC701	Digital Signal & Image Processing	20	20	20	80	3	-	--	-	100
CSC702	Mobile Communication & Computing	20	20	20	80	3	-	--	-	100
CSC703	Artificial Intelligence & Soft Computing	20	20	20	80	3	-	--	-	100
CSDLO 701X	Department Level Optional Course -III	20	20	20	80	3	-	--	-	100
ILO701X	Institute Level Optional Course-I	20	20	20	80	3	--	--	-	100
CSL701	Digital Signal & Image Processing Lab	-	-	-	-	-	25	--	--	25
CSL702	Mobile App. Development. Tech. Lab	-	-	-	-	-	25	--	25	50
CSL703	Artificial Intelligence & Soft Computing Lab	--	-	-	-	--	25	25	--	50
CSL704	Computational Lab-I						25	--	25	50
CSP705	Major Project-I	-	-	-	-	-	50	-	25	75
	Total	100	100	100	400		150	25	75	750

Program Structure B.E. Computer Engineering, (Rev. 2016) w.e.f. AY 2019-20

B. E. Computer Engineering (Semester-VIII)

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC801	Human Machine Interaction	4	-	-	4	-	-	4
CSC802	Distributed Computing	4	-	-	4	-	-	4
CSDLO 801X	Department Level Optional Course -IV	4	-	-	4	-	-	4
ILO801X	Institute Level Optional Course-II	3	-	-	3	-	-	3
CSL801	Human Machine Interaction Lab	-	2	-	-	1	-	1
CSL802	Distributed Computing Lab	-	2	-	-	1	-	1
CSL803	Cloud Computing Lab	-	4	-	-	2	-	2
CSL804	Computational Lab-II	-	2	-	-	1	-	1
CSP805	Major Project-II	-	12	-	-	6	-	6
	Total	15	22	-	15	11	-	26

Course Code	Course Name	Examination Scheme								
		Theory					TW	Oral	Oral & Pract	Total
		Internal Assessment			End Sem. Exam	Exam Duration (in				
		Test 1	Test 2	Avg.						
CSC801	Human Machine Interaction	20	20	20	80	3	-	-	-	100
CSC802	Distributed Computing	20	20	20	80	3	-	-	-	100
CSDLO 801X	Department Level Optional Course -IV	20	20	20	80	3	-	-	-	100
ILO801X	Institute Level Optional Course-II	20	20	20	80	3	-	-	-	100
CSC801	Human Machine Interaction Lab						25	25	-	50
CSL802	Distributed Computing Lab	-	-	-	-	-	25	25	-	50
CSL803	Cloud Computing Lab	-	-	-	-	-	50	--	25	75
CSL804	Computational Lab-II	-	-	-	-	-	50	--	25	75
CSP805	Major Project-II						50		50	100
	Total	100	100	100	400	--	150		100	750

Course Code	Course Name	Credits
CSC301	Applied Mathematics-III	5

Course objectives:

1. To understand the concept of complex variables, C-R equations, harmonic functions and its conjugate and mapping in complex plane.
2. To learn the complex mapping, standard mappings, cross ratios and fixed point.
3. To learn the Laplace Transform, Inverse Laplace Transform of various functions, its application and Z-transform.
4. To understand the concept of Fourier Series, its complex form and enhance the problem solving skill.

Course outcomes: On successful completion of course learner will be able to:

1. Understand complex variable theory, application of harmonic conjugate to get orthogonal trajectories and analytic function.
2. Plot the image of the curve by a complex transformation from z-plane to w-plane.
3. Expand the periodic function by using Fourier series and complex form of Fourier series.
4. Understand the concept of Laplace transform and inverse Laplace transform of various functions and its application to solve ordinary differential equations.
5. Apply the concept of Z- transformation and its inverse of the given sequence.
6. Apply the concept of Correlation and Regression to the engineering problems.

Module No.	Unit No.	Topics	Hrs.
1.0		Laplace Transform	09
	1.1	Laplace Transform of Standard Functions: Introduction, Definition of Laplace transform, Laplace transform of $1, e^{at} \sin(at), \cos(at), \sinh(at), \cosh(at), t^n \operatorname{erf}(t)$, Heavi-side unit step, dirac-delta function, LT of periodic function.	
	1.2	Properties of Laplace Transform: Linearity, first shifting property, second shifting property, multiplication by t^n , division by t , Laplace Transform of derivatives and integrals, change of scale property. (without proof)	
2.0		Inverse Laplace Transform	08
	2.1	Inverse Laplace Transform by Partial fraction method, Convolution theorem	
	2.2	Application to solve initial and boundary value problem involving	

		ordinary differential equations with one dependent variable and constant coefficients.	
3.0		Fourier Series	10
	3.1	Dirichlet's conditions, Fourier series of periodic functions with period 2π and $2L$, Fourier series for even and odd functions.	
	3.2	Half range sine and cosine Fourier series, Parseval's identities (without proof)	
	3.3	Complex form of Fourier series, Orthogonal and Orthonormal set of functions.	
4.0		Complex Variable & mapping	09
	4.1	Functions of a complex variable, Analytic functions, Cauchy-Riemann equations in Cartesian co-ordinates & Polar co-ordinates.	
	4.2	Harmonic functions, Analytic method and Milne Thomson methods to find $f(z)$, Orthogonal trajectories.	
	4.3	Mapping: Conformal mapping, bilinear transformations, cross ratio, fixed points, bilinear transformation of straight lines and circles.	
5.0		Z-transform	06
	5.1	Z-transform of standard functions such as $Z(a^n)$, $Z(n^p)$.	
	5.2	Properties of Z-transform :Linearity, Change of scale, Shifting property, Multiplication of K, Initial and final value, Convolution theorem (without proof)	
	5.3	Inverse Z transform: Binomial Expansion and Method of Partial fraction	
6.0		Correlation & regression, Curve Fitting	10
	6.1	Scattered diagrams, Karl Pearson's coefficient of correlation, covariance, Spearman's Rank correlation(non-repeated and repeated ranks)	
	6.2	Regression coefficient & Lines of Regression.	
	6.3	Fitting of curves: Least square method. Fitting of the straight line $y = a + bx$, parabolic curve $y = a + bx + cx^2$, & exponential curve $y = ab^x$	
		Total	52

Text Books:

1. Higher Engineering Mathematics by Grewal B. S. 38th edition, Khanna Publication 2005.
2. Advanced Engineering Mathematics by Kreyszig E. 9th edition, John Wiley.
3. A Text Book of Applied Mathematics Vol. I & II by P.N.Wartilar &
4. J.N.Wartikar, Pune, Vidyarthi Griha Prakashan., Pune.

Reference Books:

1. Advanced Engg. Mathematics by C. Ray Wylie & Louis Barrett.TMH International Edition.
2. Mathematical Methods of Science and Engineering by Kanti B. Datta, Cengage Learning.
3. Integral Transforms and their Engineering Applications by Dr. B. B. Singh, Synergy Knowledgewar.
4. Laplace Transforms by Murry R. Spieget, Schaun's out line series-McGraw Hill Publication.

Assessment:**Internal Assessment:**

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

- 1 Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSC302	Digital Logic Design and Analysis	4

Course Objectives:

1. To introduce the fundamental concepts and methods for design of digital circuits and a pre-requisite for computer organization and architecture, microprocessor systems.
2. To provide the concept of designing Combinational and sequential circuits.
3. To provide basic knowledge of how digital building blocks are described in VHDL.

Course Outcomes: At the end of the course student should be able-

1. To understand different number systems and their conversions.
2. To analyze and minimize Boolean expressions.
3. To design and analyze combinational circuits.
4. To design and analyze sequential circuits
5. To understand the basic concepts of VHDL.
6. To study basics of TTL and CMOS Logic families.

Module	Detailed Content	Hours
1	<p>Number Systems and Codes Introduction to number system and conversions: Binary, Octal, Decimal and Hexadecimal number Systems, Binary arithmetic: addition, subtraction (1's and 2's complement), multiplication and division. Octal and Hexadecimal arithmetic: Addition and Subtraction (7's and 8's complement method for octal) and (15's and 16's complement method for Hexadecimal). Codes: Gray Code, BCD Code, Excess-3 code, ASCII Code. Error Detection and Correction: Hamming codes.</p>	8
2	<p>Boolean Algebra and Logic Gates: Theorems and Properties of Boolean Algebra, Boolean functions, Boolean function reduction using Boolean laws, Canonical forms, Standard SOP and POS form. Basic Digital gates: NOT , AND , OR , NAND , NOR , EXOR , EX-NOR, positive and negative logic, K-map method 2 variable, 3 variable, 4 variable, Don't care condition, Quine-McClusky Method, NAND-NOR Realization.</p>	8
3	<p>Combinational Logic Design: Introduction, Half and Full Adder, Half subtractor Full Subtractor, Four Bit Ripple adder, look ahead carry adder, 4 bit adder subtractor, one digit BCD Adder, Multiplexer, Multiplexer tree, Demultiplexer, Demultiplexer tree, Encoders Priority encoder, Decoders, One bit, Two bit , 4-bit Magnitude Comparator, ALU IC 74181.</p>	8

4	<p>Sequential Logic Design: Introduction: SR latch, Concepts of Flip Flops: SR, D, J-K, T, Truth Tables and Excitation Tables of all types, Race around condition, Master Slave J-K Flip Flops, Timing Diagram, Flip-flop conversion, State machines, state diagrams, State table, concept of Moore and Mealy machine.</p> <p>Counters : Design of Asynchronous and Synchronous Counters, Modulus of the Counters, UP- DOWN counter, Shift Registers: SISO, SIPO, PIPO, PISO Bidirectional Shift Register, Universal Shift Register, Ring and twisted ring/Johnson Counter, sequence generator.</p>	15
5	<p>Introduction to VHDL: Introduction: Fundamental building blocks Library, Entity, Architecture, Modeling Styles, Concurrent and sequential statements, simple design examples for combinational circuits and sequential circuits.</p>	6
6	<p>Digital Logic Families: Introduction: Terminologies like Propagation Delay, Power Consumption, Fan in and Fan out , current and voltage parameters, noise margin, with respect to TTL and CMOS Logic and their comparison</p>	3

Text Books:

1. R. P. Jain, "Modern Digital Electronics", Tata McGraw Hill.
2. M. Morris Mano, "Digital Logic and computer Design", PHI.
3. Norman Balabanian, "Digital Logic Design Principles", Wiley.
4. J. Bhasker. "VHDL Primer", Pearson Education.

Reference Books:

1. Donald p Leach, Albert Paul Malvino, "Digital principles and Applications", Tata McGraw
2. Yarbrough John M. , "Digital Logic Applications and Design ", Cengage Learning.
3. Douglas L. Perry, "VHDL Programming by Example", Tata McGraw Hill.

Internal Assessment: Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSC303	Discrete Mathematics	4

Course Objectives:

1. Cultivate clear thinking and creative problem solving.
2. Thoroughly train in the construction and understanding of mathematical proofs. Exercise common mathematical arguments and proof strategies.
3. Thoroughly prepare for the mathematical aspects of other Computer Engineering courses

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

1. Understand the notion of mathematical thinking, mathematical proofs and to apply them in problem solving.
2. Ability to reason logically.
3. Ability to understand relations, Diagraph and lattice..
4. Ability to understand use of functions, graphs and their use in programming applications.
5. Understand use of groups and codes in Encoding-Decoding
6. Apply discrete structures into other computing problems such as formal specification, verification, artificial intelligence, cryptography, Data Analysis and Data Mining etc.

Prerequisite: Basic Mathematics

Sr. No.	Module	Detailed Content	Hours
1	Set Theory	<ul style="list-style-type: none"> • Sets, Venn diagrams, Operations on Sets • Laws of set theory, Power set and Products • Partitions of sets, The Principle of Inclusion and Exclusion 	4
2	Logic	<ul style="list-style-type: none"> • Propositions and logical operations, Truth tables • Equivalence, Implications • Laws of logic, Normal Forms • Predicates and Quantifiers • Mathematical Induction 	8
3	Relations and Functions	<ul style="list-style-type: none"> • Relations, Paths and Digraphs • Properties and types of binary relations • Operations on relations, Closures, Warshall's algorithm • Equivalence and partial ordered relations, • Poset, Hasse diagram and Lattice • Functions: Types of functions - Injective, Surjective and Bijective 	12

		<ul style="list-style-type: none"> • Composition of functions , Identity and Inverse function • Pigeon-hole principle 	
4	Counting	<ul style="list-style-type: none"> • Permutations , Combinations • Elements of Probability, Discrete Probability and Conditional Probability • Generating Functions and Recurrence Relations • Recursive Functions • Introduction to Functional Programming 	6
5	Graphs	<ul style="list-style-type: none"> • Definitions, Paths and circuits: Eulerian and Hamiltonian • Types of graphs, Sub Graphs • Isomorphism of graphs 	6
6	Algebraic Structures and Coding Theory	<ul style="list-style-type: none"> • Algebraic structures with one binary operation: semigroup, monoid and group, Abelian group • Isomorphism, Homomorphism and Automorphism • Cyclic groups, Normal subgroups, • Codes and group codes 	8

Text Books:

1. BernadKolman, Robert Busby, Sharon Cutler Ross, Nadeem-ur-Rehman, “Discrete Mathematical Structures”, Pearson Education.
2. C.L.Liu, Elements of Discrete Mathematics, second edition 1985, McGraw-Hill BookCompany. Reprinted 2000.
3. K.H.Rosen, Discrete Mathematics and applications, fifth edition 2003, TataMcGraw Hill publishing Company.
4. D.E. Rydeheard University of Manchester , R.M. Burstall, University of Edinburgh “Computational Category Theory”.

Reference Books:

1. Y N Singh, “Discrete Mathematical Structures”, Wiley-India.
2. J .L.Mott, A.Kandel, T.P .Baker, Discrete Mathematics for Computer Scientists and Mathematicians, second edition 1986, Prentice Hall of India.
3. J. P. Trembley, R. Manohar “Discrete Mathematical Structures with Applications to Computer Science”, TataMcgraw-Hill.
4. Seymour Lipschutz , Marc Lars Lipson,“ Discrete Mathematics” Schaum’sOutline, McGraw Hill Education.

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

**** Tutorial lecture can be conducted for each unit and min 10 problems on the covered unit can be given to the students for practice.**

Course Code	Course Name	Credits
CSC304	Electronic Circuits and Communication Fundamentals	4

Course Objectives:

1. To develop the knowledge of semiconductor devices and circuits, and explain their use in communication applications.
2. To inculcate circuit analysis capabilities in students.
3. To gain knowledge in electronic devices and circuits that is useful in real life applications.
4. To understand the fundamental concepts of electronic communication and their use in computer applications.

Course Outcomes: At the end of the course student should be able

1. To understand the use of semiconductor devices in circuits and analyze them.
2. To understand importance of oscillators and power amplifiers in communication system.
3. To understand basic concepts of operational amplifier and their applications.
4. To understand the fundamental concepts of electronic communication
5. To apply knowledge of electronic devices and circuits to communication applications.
6. To study basic concepts of information theory.

Prerequisite: Basic electrical engineering

Module	Detailed Content	Hours
1	Electronic Circuits: Bipolar junction transistor. Input and Output characteristics, Types of Biasing - Fixed bias, self-bias, voltage divider bias, DC load line and significance, CE amplifier using re model, (Analysis based Numericals)	08
2	Power Amplifiers: Introduction, Class A and Class C power amplifier. Oscillators: Introduction, Barkhausen criteria, Colpitts oscillator and Crystal oscillator	04
3	Electronic Circuits : Operational Amplifier and its applications Op-amp – block diagram, parameters and characteristics, applications- Inverting and Non inverting amplifier, Summing Amplifier(Numerical), Difference amplifier, Basic Integrator and Differentiator, Comparator, Zero Crossing Detector (only theory)	10

4	<p>Communication Fundamentals: Analog Communication</p> <p>Block diagram and elements of analog communication systems, Theory of amplitude modulation and types of AM (Numerical)</p> <p>Generation of DSB SC using diode based balanced modulator, Generation of SSB using phase shift method, Introduction of FM, and its mathematical representation, Statement of Carson's Rule Comparison of AM, FM, Block diagram of AM transmitter (HLM and LLM)</p> <p>Block diagram of AM Superheterodyne receiver.</p>	10
5	<p>Pulse Modulation and Multiplexing.</p> <p>Statement of Sampling Theorem, Generation and detection of PAM, PWM, PPM, PCM, DM and ADM.</p> <p>Principle of TDM using PCM and FDM</p>	10
6	<p>Communication Fundamentals: Information theory.</p> <p>Amount of information, average information, information rate, Statement of Shannon's theorem, channel capacity (Numericals)</p>	06

Text Books:

1. Robert Boylestad, 'Electronic Devices and circuit Theory', Prentice Hall.
2. D Roy Choudhury, ' Linear integrated Circuits' New Age International Ltd
3. G. Kennedy, B. Davis, S R M Prasanna, 'Electronic Communication Systems', McGraw Hill, 5th Edition.
4. Wayne Tomasi, 'Electronic Communication Systems (fundamentals through advanced)', Pearson Education, 4th Edition.
5. K. Sam Shanmugam, ' Digital and analog communication systems', Wiley.

Reference Books:

1. Donald Neamen, 'Electronic Circuit Analysis and Design', Tata McGraw Hill, 2nd Edition.
2. K. R. Botkar, 'Integrated Circuits', Khanna Publishers, 9th Edition
3. Simon Haykin, 'Digital Communication systems', Wiley.
4. David Bell, 'Electronic Devices and Circuits', Oxford, 5th Edition.
5. Ramakant A. Gayakwad, 'Op-amp and linear integrated circuits', PHI, 3rd edition.

Internal Assessment

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

Theory Examination:

2. Question paper will comprise of 6 questions, each carrying 20 marks.
5. The students need to solve total 4 questions.
6. Question No.1 will be compulsory and based on entire syllabus.
7. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSC305	Data Structures	4

Course Objectives:

1. To teach various storage mechanisms of data.
2. To design and implement various data structures.
3. To introduce various techniques for representation of the data in the real world.
4. To teach different sorting techniques.
5. To teach different searching techniques.

Course Outcomes:

1. Students will be able to implement various linear and nonlinear data structures.
2. Students will be able to handle operations like insertion, deletion, searching and traversing on various data structures.
3. Students will be able to select appropriate sorting technique for given problem.
4. Students will be able to select appropriate searching technique for given problem.
5. Students will be able to apply the learned concepts in various domains like DBMS and Compiler Construction.
6. Students will be able to choose appropriate data structure for specified problem domain.

Prerequisite: C Programming

Module	Detailed Content	Hours
01	Introduction to Data Structures	03
	Introduction, Types of Data Structures – Linear and Nonlinear, Operations on Data Structures, Concept of ADT, Arrays.	
02	Stack and Queues	10
	Introduction, ADT of Stack, Operations on Stack, Array Implementation of Stack, Applications of Stack – Well form-ness of Parenthesis, Infix to Postfix Conversion and Postfix Evaluation, Recursion. ADT of Queue, Operations on Queue, Array Implementation of Queue, Circular Queue, Priority Queue, Double Ended Queue, Applications of Queue.	
03	Linked List	10
	Introduction, Representation of Linked List, Linked List v/s Array, Implementation of Linked List, Linked Implementation of Stack and Queue, Circular Linked List, Doubly Linked List, Application – Polynomial Representation and Addition.	
04	Trees	12
	Introduction, Tree Terminologies, Binary Tree, Representation, Types of Binary Tree, Binary Tree Traversals, Binary Search Tree, Implementation of Binary Search Tree, Applications – Expression Tree, Huffman Encoding. Search Trees – AVL, B Tree, B+ Tree, Splay Tree and Trie.	

05	Graphs	06
	Introduction, Graph Terminologies, Representation, Graph Traversals – Depth First Search (DFS) and Breadth First Search (BFS), Application – Topological Sorting	
06	Sorting and Searching	07
	Introduction, Bubble Sort, Insertion Sort, Merge Sort, Quick Sort. Linear Search, Binary Search, Hashing – Concept, Hash Functions, Collision Handling Techniques.	

Text Books:

1. Data Structures using C, Reema Thareja, Oxford
2. Data Structures using C and C++, Rajesh K Shukla, Wiley - India
3. Data Structures Using C, Aaron M Tenenbaum, Yedidyah Langsam, Moshe J Augenstein, Pearson
4. Data Structures: A Pseudocode Approach with C, Richard F. Gilberg & Behrouz A., Forouzan, Second Edition, CENGAGE Learning
5. Introduction to Data Structure and Its Applications, JeanPaul Tremblay, P. G. Sorenson

Reference Books:

1. C & Data Structures, Prof. P.S. Deshpande, Prof. O.G. Kakde, DreamTech press.
2. Data Structure Using C, Balagurusamy.
3. Data Structures Using C, ISRD Group, Second Edition, Tata McGraw-Hill.
4. Data Structures, Adapted by: GAV PAI, Schaum's Outlines.

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

- 1 Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules

Lab Code	Lab Name	Credits
CSL301	Digital System Lab	1

Lab Outcome:

1. Understand the basics of various digital components.
2. Understand the principles of design of combinational logic and sequential logic circuits using basic components.
3. Recognize the importance of digital systems in computer architecture.
4. Design and simulate the basic digital circuit.

Description

Experiments with Logic Building Blocks using SSI/MSI, Experiments on Design and/or use Minimization tools. Use of VHDL and simulation in Logic Design. Experiment on design using MSI and/or PLDs tools.

Suggested List of Experiments:

Sr. No.	Title of Experiments
1	To study and verify the truth table of various logic gates using ICs and realize Boolean expressions using gates
2	To realize basic gates using universal gates
4	To realize binary to gray code and gray code to binary converter.
5	To realize parity generator and detector.
6	To realize arithmetic circuits i) Half adder ii) Full adder iii) Half subtractor iv) Full subtractor
7	To realize 2 bit magnitude comparator.
8	To Study multiplexer IC and realization of full adder using multiplexer IC
9	To Study decoder IC and realization of combinational logic using decoder IC
10	Study of flip-flops using IC's
11	To realize asynchronous 3 bit up counter.
12	To realize shift registers using flip flops
13	To realize basic gates using VHDL

14	To realize 4:1 multiplexer using VHDL
15	To realize 4 bit counter using VHDL

Term Work:

Laboratory work will be based on above syllabus with minimum 10 experiments to be incorporated.

Oral & Practical exam will be based on the above and CSC302: Digital Logic Design and Analysis syllabus.

Lab Code	Lab Name	Credits
CSL302	Basic Electronics Lab	1

Lab Outcome:

1. Understand the basics of various semiconductor devices, electronic components and instruments.
2. Understand the working of electronic circuits using components
3. Recognize the importance of electronic circuits in electronic communications.
4. Study the fundamental concepts of various modulation methods.

Description

Experiments with semiconductor devices, ICs, electronic component and various measuring instruments. Study experiments on various modulation methods.

Suggested List of Experiments:

Sr. No.	List Experiments
1	Study of electronic components and measuring instruments.
2	Implementation of single stage BJT amplifier.
3	Implementation of oscillators.
4	Implementation of inverting, non inverting amplifier using IC741.
5	Implementation of adder and subtractor using IC 741.
6	Implementation of differentiator using IC741.
7	Implementation of integrator using IC741.
8	Modulation and Demodulation of AM.
9	Study of super heterodyne receiver
10	Modulation and Demodulation PAM.
11	Modulation and Demodulation PWM.
12	Modulation and Demodulation PPM.
13	Modulation and Demodulation PCM.
14	Study of TDM.

15	Study of FDM.
16	SPICE based simulation.

Term Work:

Laboratory work will be based on above syllabus with minimum 10 experiments to be incorporated.

Oral exam will be based on the above mentioned experiment list and CSC304: Electronic circuits and communication fundamentals syllabus.

Lab Code	Lab Name	Credits
CSL303	Data Structures Lab	1

Lab outcomes:

1. Students will be able to implement various linear and nonlinear data structures.
2. Students will be able to handle operations like insertion, deletion, searching and traversing on various data structures.

Description: Experiments based on creating and manipulating various data structures.

Suggested Experiments:

Students are required to complete at least 12 experiments.

Star (*) marked experiments are compulsory.

- *1) Array Implementation of Stack.
- *2) Conversion of Infix to Postfix.
- 3) Evaluation of Postfix Expression.
- 4) Check continuity of different types of parenthesis using stack.
- 5) Array Implementation of Queue.
- *6) Array Implementation of Circular Queue.
- 7) Array Implementation of Priority Queue
- *8) Implementation of Singly Linked List
- 9) Linked Implementation of Stack
- 10) Linked Implementation of Queue.
- 11) Implementation of Circular Linked List.
- 12) Implementation of Doubly Linked List.
- *13) Implement Binary Search Tree.
- 14) Implementation of Bubble Sort.
- 15) Implementation of Insertion Sort.
- 16) Implementation of Merge Sort.
- *17) Implementation of Quick Sort.
- *18) Implementation of Binary Search.
- 19) Implementation of Hashing.
- 20) Implementation of Depth First Search and Breadth First Search.

Term Work:

1. Term work should consist of at least 10 experiments.
2. Journal must include at least 2 assignments.
3. A case study should be conducted using a Mini Project by taking a good problem definition and complete the following phases.
 - a. Decomposing the problem into modules
 - b. Identifying the best suited data structure for solving the sub problems with justification
 - c. Define algorithms for various identified functions
 - d. Implement the modules
4. The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
5. Term Work:
Total 25 Marks = (Experiments: 10 mark + Mini Project: 05 mark + Assignments: 05 mark)

Practical and oral examination will be based on the above syllabus.

Lab Code	Lab Name	Credits
CSL304	OOPM (JAVA) Lab	2

Course Objective:

1. To learn the object oriented programming concepts.
2. To study various java programming concept like multithreading, exception handling, packages etc.
3. To explain components of GUI based programming.

Course Outcomes: At the end of the course Student should be able:

1. To apply fundamental programming constructs.
2. To illustrate the concept of packages, classes and objects.
3. To elaborate the concept of strings, arrays and vectors.
4. To implement the concept of inheritance and interfaces.
5. To implement the notion of exception handling and multithreading.
6. To develop GUI based application.

Prerequisite: Structured Programming Approach

Sr. No.	Module	Detailed Content	Hours
1	Introduction to Object Oriented Programming	1.1 OOP Concepts: Object, Class, Encapsulation, Abstraction, Inheritance, Polymorphism. 1.2 Features of Java, JVM 1.3 Basic Constructs/Notions: Constants, variables and data types, Operators and Expressions, Revision of Branching and looping	02
2	Classes, Object and Packages	2.1 Class, Object, Method. 2.2 Constructor, Static members and methods 2.3 Passing and returning Objects 2.4 Method Overloading 2.5 Packages in java, creating user defined packages, access specifiers.	05
3	Array, String and Vector	3.1 Arrays, Strings, String Buffer 3.2 Wrapper classes, Vector	04
4	Inheritance and Interface	4.1 Types of Inheritance, super keyword, Method Overriding, abstract class and abstract method, final keyword, 4.2 Implementing interfaces, extending interfaces	03
5	Exception Handling and Multithreading	5.1 Error vs Exception, try, catch, finally, throw, throws, creating own exception 5.2 Thread lifecycle, Thread class methods, creating threads, Synchronization	04
6	GUI programming in JAVA	6.1 Applet: Applet life cycle, Creating applets, Graphics class methods, Font and Color class, parameter passing.	08

		6.2 Event Handling: Event classes and event listener 6.3 Introduction to AWT: Working with windows, Using AWT controls- push Buttons, Label, Text Fields, Text Area, Check Box, and Radio Buttons. 6.4 Programming using JDBC: Introduction to JDBC, JDBC Drivers & Architecture.	
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Text books:

1. Herbert Schildt, 'JAVA: The Complete Reference', Ninth Edition, Oracle Press.
2. Sachin Malhotra and Saurabh Chaudhary, "Programming in Java", Oxford University Press, 2010

Reference Books:

1. Ivor Horton, 'Beginning JAVA', Wiley India.
2. DietalandDietal, 'Java: How to Program', 8/e, PHI
3. 'JAVA Programming', Black Book, Dreamtech Press.
4. 'Learn to Master Java programming', Staredusolutions

Digital Material:

1. www.nptelvideos.in
2. www.w3schools.com
3. <http://spoken-tutorial.org>
4. www.staredusolutions.org

Suggested List of Programming Assignments/Laboratory Work:

1.	Program on various ways to accept data through keyboard and unsigned right shift operator.
2.	Program on branching, looping, labelled break and labelled continue.
3.	Program to create class with members and methods, accept and display details for single object.
4.	Program on constructor and constructor overloading
5.	Program on method overloading
6.	Program on passing object as argument and returning object
7.	Program on creating user defined package
8.	Program on 1D array
9.	Program on 2D array

10.	Program on String
11.	Program on StringBuffer
12.	Program on Vector
13.	Program on single and multilevel inheritance (Use super keyword)
14.	Program on abstract class
15.	Program on interface demonstrating concept of multiple inheritance
16.	Program on dynamic method dispatch using base class and interface reference.
17.	Program to demonstrate try, catch, throw, throws and finally.
18.	Program to demonstrate user defined exception
19.	Program on multithreading
20.	Program on concept of synchronization
21.	Program on Applet to demonstrate Graphics, Font and Color class.
22.	Program on passing parameters to applets
23.	Program to create GUI application without event handling using AWT controls
24.	Program to create GUI application with event handling using AWT controls
25.	Mini Project based on content of the syllabus. (Group of 2-3 students)

Term Work:

Students will submit term work in the form of journal that will include:

1. At least 16-18 programs and mini project
2. Two assignments covering whole syllabus

Term Work: 50 Marks (Total Marks) = 20 marks (Experiments) +
20 marks (Mini Project) +
05 marks (Assignments) +
05 marks (Attendance)

Practical and oral examination will be based on suggested practical list and entire syllabus.

Course Code	Course Name	Credits
CSC401	Applied Mathematics-IV	5

Course Objectives: The objectives of this course are to teach the students:

1. Matrix theory, and it's application to find the matrix function. Present methods of computing and using Eigen values and Eigen vectors.
2. Set up and directly evaluate contour integrals Cauchy's integral theorem and formula in basic and extended form. Present Taylor and Laurent's series to find singularities zero's and poles also presents residues theory
3. Theory of probability, Baye's Theorem, Expectation and Moments and it's application.
4. Probability distribution such as Binomial, Poisson and Normal distribution with their properties.
5. Sampling theory and it's application for small and large sample and Optimization techniques.

Course Outcomes:

1. Students in this course will be able to apply the method of solving complex integration, computing residues & evaluate various contour integrals.
2. Demonstrate ability to manipulate matrices and compute Eigen values and Eigen vectors.
3. Apply the concept of probability distribution to the engineering problems.
4. Apply the concept of sampling theory to the engineering problems.
5. Use matrix algebra with its specific rules to solve the system of linear equation, using concept of Eigen value and Eigen vector to the engineering problems.
6. Apply the concept of Linear & Non-Linear Programming Problem to the engineering problems.

Module No.	Unit No.	Topics	Hrs.
1.0		Complex Integration	10
	1.1	Complex Integration – Line Integral, Cauchy's Integral theorem for simply connected regions, Cauchy's Integral formula(without proof)	
	1.2	Taylor's and Laurent's series (without proof)	
	1.3	Zeros, poles of f(z), Residues, Cauchy's Residue theorem.	
	1.4	Applications of Residue theorem to evaluate Integrals of the type $\int_0^{2\pi} f(\cos\theta, \sin\theta)d\theta, \int_{-\infty}^{\infty} f(x)dx$	
2.0		Matrices	10
	2.1	Eigen values and Eigen vectors.	
	2.2	Cayley-Hamilton theorem(without proof)	
	2.3	Similar matrices, diagonalisable matrix.	
	2.4	Derogatory and non-derogatory matrices, Functions of square matrix.	

3.0		Probability	10
	3.1	Baye's Theorem	
	3.2	Random Variables: Discrete & continuous random variables, expectation, Variance, Probability Density Function & Cumulative Density Function.	
	3.3	Moments & Moment generating function.	
	3.4	Probability distribution: Binomial distribution, Poisson & Normal distribution. (For detail study)	
4.0		Sampling Theory (Large Sample test)	06
	4.1	Sampling Distribution, Test of Hypothesis, Level of significance, Critical region, One Tailed and Two Tailed test,	
	4.2	Test of significant for Large Samples:-Means of the samples and test of significant of means of two large samples.	
5.0		Sampling Theory (Small Sample test)	06
	5.1	Test of significant for small samples:- Students t- distribution for dependent and independent samples	
	5.2	Chi square test:- Test of goodness of fit and independence of attributes,Contingency table.	
6.0		Mathematical Programming	10
	6.1	Types of solution, Standard and Canonical form of LPP, Basic and feasible solutions, simplex method.	
	6.2	Artificial variables, Big –M method (method of penalty).	
	6.3	Duality and Dual simplex method.	
	6.4	Non Linear Programming Problems with equality constrains and inequality Constrains (two or three variables with one constrains) (No formulation, No Graphical method).	
		Total	52

Text Books:

1. Higher Engineering Mathematics by Grewal B. S. 38th edition, Khanna Publication 2005.
2. Operation Research by Hira & Gupta,S Chand.
3. A Text Book of Applied Mathematics Vol. I & II by P.N.Wartilar &
4. J.N.Wartikar, Pune, Vidyarthi Griha Prakashan., Pune.
5. Probability and Statistics for Engineering, Dr. J Ravichandran, Wiley-India.

Reference Books:

1. Probability & Statistics with reliability by Kishor s. Trivedi, Wiley India.
2. Advanced Engg. Mathematics by C. Ray Wylie & Louis Barrett.TMH International Edition.
3. Mathematical Methods of Science and Engineering by Kanti B. Datta, Cengage Learning.
4. Advanced Engineering Mathematics by Kreyszig E. 9th edition, John Wiley.
5. Operations Research by S.D. Sharma Kedar Nath, Ram Nath & Co. Meerat.
6. Engineering optimization (Theory and Practice) by Singiresu S.Rao, New Age International publication.

Assessment:**Internal Assessment:**

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

In question paper, weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.

Course Code	Course Name	Credits
CSC402	Analysis of Algorithms	4

Course Objectives:

- To provide mathematical approach for Analysis of Algorithms
- To solve problems using various strategies
- To analyse strategies for solving problems not solvable in polynomial time.

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

- Analyze the running time and space complexity of algorithms.
- Describe, apply and analyze the complexity of divide and conquer strategy.
- Describe, apply and analyze the complexity of greedy strategy.
- Describe, apply and analyze the complexity of dynamic programming strategy.
- Explain and apply backtracking, branch and bound and string matching techniques to deal with some hard problems.
- Describe the classes P, NP, and NP-Complete and be able to prove that a certain problem is NP-Complete.

Prerequisites: Students should be familiar with concepts of Data structure and discrete structures.

Module	Detailed Content	Hours
1	<p>Introduction to analysis of algorithm Performance analysis , space and time complexity Growth of function – Big –Oh ,Omega , Theta notation Mathematical background for algorithm analysis, Analysis of selection sort , insertion sort.</p> <p>Recurrences: -The substitution method -Recursion tree method -Master method</p> <p>Divide and Conquer Approach: General method Analysis of Merge sort, Analysis of Quick sort, Analysis of Binary search, Finding minimum and maximum algorithm and analysis, Strassen’s matrix multiplication</p>	12
2	<p>Dynamic Programming Approach: General Method Multistage graphs single source shortest path all pair shortest path Assembly-line scheduling 0/1 knapsack Travelling salesman problem Longest common subsequence</p>	08
3	<p>Greedy Method Approach:</p>	06

	General Method Single source shortest path Knapsack problem Job sequencing with deadlines Minimum cost spanning trees-Kruskal and prim's algorithm Optimal storage on tapes	
4	Backtracking and Branch-and-bound: General Method 8 queen problem(N-queen problem) Sum of subsets Graph coloring 15 puzzle problem, Travelling salesman problem.	08
5	String Matching Algorithms: The naïve string matching Algorithms The Rabin Karp algorithm String matching with finite automata The knuth-Morris-Pratt algorithm	06
6	Non-deterministic polynomial algorithms: Polynomial time, Polynomial time verification NP Completeness and reducibility NP Completeness proofs Vertex Cover Problems Clique Problems	08

Text Books:

1. T.H.coreman , C.E. Leiserson,R.L. Rivest, and C. Stein, "Introduction to algorithms", 2nd edition , PHI publication 2005.
2. Ellis horowitz , Sartaj Sahni , S. Rajsekar. "Fundamentals of computer algorithms" University Press

Reference Books:

1. Sanjoy Dasgupta, Christos Papadimitriou, Umesh Vazirani, "Algorithms", Tata McGraw- Hill Edition.
2. S. K. Basu, "Design Methods and Analysis of Algorithm", PHI.
3. John Kleinberg, Eva Tardos, "Algorithm Design", Pearson.
4. Michael T. Goodrich, Roberto Tamassia, "Algorithm Design", Wiley Publication.

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules..

Course Code	Course Name	Credit
CSC403	Computer Organization and Architecture	4

Course Objectives:

1. To have a thorough understanding of the basic structure and operation of a digital computer.
2. To discuss in detail the operation of the arithmetic unit including the algorithms & implementation of fixed-point and floating-point addition, subtraction, multiplication & division.
3. To study the different ways of communicating with I/O devices and standard I/O interfaces.
4. To study the hierarchical memory system including cache memories and virtual memory.

Course Outcomes: At the end of the course student should be able-

1. To describe basic structure of the computer system.
2. To demonstrate the arithmetic algorithms for solving ALU operations.
3. To describe instruction level parallelism and hazards in typical processor pipelines.
4. To describe superscalar architectures, multi-core architecture and their advantages
5. To demonstrate the memory mapping techniques.
6. To Identify various types of buses, interrupts and I/O operations in a computer system

Prerequisite: Digital Logic Design and Application

Sr. No.	Module	Detailed Content	Hours
1	<u>Introduction</u>	<u>Overview of Computer Architecture & Organization</u> <ul style="list-style-type: none"> • Introduction • Basic organization of computer • Block level description of the functional units. <u>Data Representation and Arithmetic Algorithms:</u> <ul style="list-style-type: none"> • Integer Data computation: Addition, Subtraction. Multiplication: unsigned multiplication, Booth's algorithm. • Division of integers: Restoring and non restoring division • Floating point representation. IEEE 754 floating point number representation. • Floating point arithmetic: Addition, Subtraction, Multiplication, Division 	08
2	<u>Processor Organization and Architecture</u>	<ul style="list-style-type: none"> • Von Neumann model, Harvard Architecture • Register Organization, Instruction formats, addressing modes, instruction cycle. Instruction interpretation and sequencing. • ALU and Shifters • Basic pipelined datapath and control, Data dependences, data hazards, Branch hazards, delayed branches, branch prediction • Performance measures – CPI, speedup, efficiency, throughput and Amdahl's law 	10

3	<u>Control Unit Design</u>	<ul style="list-style-type: none"> • Hardwired control unit design methods: State table, delay element, sequence counter with examples like control unit for multiplication and division • Microprogrammed control Unit: Microinstruction sequencing and execution. Micro operations, Wilkie's microprogrammed Control Unit, Examples on microprograms 	08
4	<u>Memory Organization</u>	<ul style="list-style-type: none"> • Classifications of primary and secondary memories. Types of RAM (SRAM, DRAM, SDRAM, DDR, SSD) and ROM, Characteristics of memory, Memory hierarchy: cost and performance measurement. • Virtual Memory: Concept, Segmentation and Paging, Address translation mechanism. • Interleaved and Associative memory. • Cache memory Concepts, Locality of reference, design problems based on mapping techniques. Cache Coherency, Write Policies 	12
5	<u>I/O Organization and Peripherals</u>	<ul style="list-style-type: none"> • Common I/O device types and characteristics • Types of data transfer techniques: Programmed I/O, Interrupt driven I/O and DMA. • Introduction to buses, Bus arbitration and multiple bus hierarchy • Interrupt types, Interrupts handling 	06
6	<u>Advanced Processor Principles</u>	<ul style="list-style-type: none"> • Introduction to parallel processing, Flynn's Classification • Concepts of superscalar architecture, out-of-order execution, speculative execution, multithreaded processor, VLIW, data flow computing. • Introduction to Multi-core processor architecture 	08

Text Books:

1. William Stallings, "Computer Organization and Architecture: Designing for Performance", Pearson Publication, 10th Edition, 2013
2. John P. Hayes, "Computer Architecture and Organization", McGraw-Hill, 1988
3. B. Govindarajulu, "Computer Architecture and Organization: Design Principles and Applications", Second Edition, McGraw-Hill (India),

Reference Books:

1. Andrew S. Tanenbaum "Structured Computer Organization", Pearson, Sixth Edition
2. Morris Mano. "Computer System Architecture" Pearson Publication, 3rd Edition, 2007
3. Kai Hwang, Fayé Alayé Briggs. "Computer architecture and parallel processing", McGraw-Hill
4. P. Pal Chaudhuri. "Computer Organization and Design" Prentice Hall India, 2004
5. Dr. M. Usha, T.S. Shrikant. "Computer System Architecture and Organization" Wiley India, 2014.

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSC404	Computer Graphics	4

Course Objectives

- 1 To equip students with the fundamental knowledge and basic technical competence in the field of computer graphics.
- 2 To emphasize on implementation aspect of Computer Graphics Algorithms.
- 3 To prepare the student for advance areas like Image Processing or Computer Vision or Virtual Reality and professional avenues in the field of Computer Graphics.

Course Outcomes : At the end of the course , the students should be able to

- 1 Understand the basic concepts of Computer Graphics.
- 2 Demonstrate various algorithms for scan conversion and filling of basic objects and their comparative analysis.
- 3 Apply geometric transformations, viewing and clipping on graphical objects.
- 4 Explore solid model representation techniques and projections.
- 5 Understand visible surface detection techniques and illumination models.

Prerequisite: Knowledge of C Programming, Basic Data Structures and Mathematics.

Module No	Detail Syllabus	Hours
1	<p>Introduction and Overview of Graphics System:</p> <ul style="list-style-type: none"> • Definition and Representative uses of computer graphics, classification of application areas, Overview of coordinate systems ,definition of scan conversion, rasterization and rendering. • Raster scan & random scan displays, Flat Panel displays like LCD and LED , architecture of raster graphics system with display processor, architecture of random scan systems. 	03
2	<p>Output Primitives :</p> <ul style="list-style-type: none"> • Scan conversions of point,line, circle and ellipse : DDA algorithm and Bresenham algorithm for line drawing, midpoint algorithm for circle, midpoint algorithm for ellipse drawing (Mathematical derivation for above algorithms is expected) • Aliasing , Antialiasing techniques like Pre and post filtering , super sampling , and pixel phasing). • Filled Area Primitive: Scan line Polygon Fill algorithm, Inside outside tests, Boundary Fill and Flood fill algorithm. 	12
3	<p>Two Dimensional Geometric Transformations</p> <ul style="list-style-type: none"> • Basic transformations : Translation , Scaling , Rotation • Matrix representation and Homogeneous Coordinates • Composite transformation • Other transformations : Reflection and Shear • Raster method for transformation. 	06

4	<p>Two Dimensional Viewing and Clipping</p> <ul style="list-style-type: none"> • Viewing transformation pipeline and Window to Viewport coordinate transformation • Clipping operations – Point clipping , Line clipping algorithms : Cohen – Sutherland , Midpoint subdivision , Liang – Barsky , Polygon Clipping Algorithms : Sutherland – Hodgeman, Weiler – Atherton. 	08
5	<p>Three Dimensional Object Representations , Geometric Transformations and 3D Viewing</p> <ul style="list-style-type: none"> • Boundary Representation and Space partitioning representation: Polygon Surfaces , Bezier Curve , Bezier Surface , B-Spline Curve , Sweep Representation, Constructive Solid Geometry ,Octree, Fractal-Geometry : Fractal Dimension, Koch Curve. • 3D Transformations :Translation, Rotation , Scaling and Reflection. • Composite transformations :Rotation about an arbitrary axis • 3D transformation pipeline • Projections – Parallel , Perspective.(Matrix Representation) • 3D clipping. 	12
6	<p>Visible Surface Detection</p> <ul style="list-style-type: none"> • Classification of Visible Surface Detection algorithm • Back Surface detection method • Depth Buffer method • Depth Sorting method • Scan line method • Area Subdivision method 	04
7	<p>Illumination Models and Surface Rendering</p> <ul style="list-style-type: none"> • Basic Illumination Models : Diffused reflection, Phong Specular reflection Model • Halftone and Dithering techniques • Polygon Rendering :Constant shading , Gouraud Shading , Phong Shading. 	03

Text Books:

1. “Computer Graphics” C version by Hearn & Baker, 2nd Edition, Pearson
2. “Computer Graphics Principles and Practice in C , 2nd Edition ,James D. Foley, Andries van Dam, Steven K Feiner, John F. Hughes, Pearson .
3. “Computer Graphics”, by Rajesh K. Maurya, Wiley India Publication.
4. “Computer Graphics “ , by Samit Bhattacharya , Oxford Publication.

Reference Books:

1. “Procedural Elements for Computer Graphics “ by D. Rogers , Tata McGraw-Hill Publications.
2. “Computer Graphics” , by Zhigang Xiang , Roy Plastock , Schaum’s Outlines McGraw-Hill Education
3. “Computer Graphics using OpenGL” , by F.S.Hill , Jr. ,Third edition, Pearson Publications.

Assessment:**Internal Assessment:**

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSC405	Operating System	4

Course Objectives:

1. To introduce basic concepts and functions of operating systems.
2. To understand the concept of process, thread and resource management.
3. To understand the concepts of process synchronization and deadlock.
4. To understand various Memory, I/O and File management techniques.

Course Outcomes: At the end of the course student should be able to

1. Understand role of Operating System in terms of process, memory, file and I/O management.
2. Apply and analyse the concept of a process, thread, mutual exclusion and deadlock.
3. Evaluate performance of process scheduling algorithms and IPC.
4. Apply and analyse the concepts of memory management techniques.
5. Evaluate the performance of memory allocation and replacement techniques.
6. Apply and analyze different techniques of file and I/O management.

Prerequisite: Computer Organization & Architecture

Sr No	Module	Detailed Content	Hours
1	Operating System Overview	Operating System Objectives and Functions, The Evolution of Operating Systems, OS Design Considerations for Multiprocessor and Multicore architectures, Operating system structures, System Calls, Linux Kernel and Shell.	8 hrs
2	Process Concept and Scheduling	<p>Process: Concept of a Process, Process States, Process Description, Process Control Block, Operations on Processes.</p> <p>Threads: Definition and Types, Concept of Multithreading, Multicore processors and threads.</p> <p>Scheduling: Uniprocessor Scheduling - Types of Scheduling: Preemptive and, Non-preemptive, Scheduling Algorithms: FCFS, SJF, SRTN, Priority based, Round Robin, Multilevel Queue scheduling. Introduction to Thread Scheduling, Multiprocessor Scheduling and Linux Scheduling.</p>	8 hrs

3	Synchronization and Deadlocks	<p>Concurrency: Principles of Concurrency, Inter-Process Communication, Process/Thread Synchronization.</p> <p>Mutual Exclusion: Requirements, Hardware Support, Operating System Support (Semaphores and Mutex), Programming Language Support (Monitors), Classical synchronization problems: Readers/Writers Problem, Producer and Consumer problem.</p> <p>Principles of Deadlock: Conditions and Resource Allocation Graphs, Deadlock Prevention, Deadlock Avoidance: Banker's Algorithm for Single & Multiple Resources, Deadlock Detection and Recovery. Dining Philosophers Problem.</p>	12 hrs
4	Memory Management	<p>Memory Management: Memory Management Requirements, Memory Partitioning: Fixed Partitioning, Dynamic Partitioning, Memory Allocation Strategies: Best-Fit, First Fit, Worst Fit, Next Fit, Buddy System, Relocation. Paging, Segmentation.</p> <p>Virtual Memory: Hardware and Control Structures, Demand Paging, Structure of Page Tables, Copy on Write, Page Replacement Strategies: FIFO, Optimal, LRU, LFU, Approximation, Counting Based. Allocation of frames, Thrashing.</p>	8 hrs
5	File Management	<p>File Management: Overview, File Organization and Access, File Directories, File Sharing, Secondary Storage Management, Linux Virtual File System.</p>	6 hrs
6	Input /Output Management	<p>I/O Management and Disk Scheduling: I/O Devices, Organization of the I/O Function, Operating System Design Issues, I/O Buffering, Disk Scheduling algorithm: FCFS, SSTF, SCAN, CSCAN, LOOK, C-LOOK. Disk Management, Disk Cache, Linux I/O.</p>	6 hrs

Text Books:

1. William Stallings, Operating System: Internals and Design Principles, Prentice Hall, 8th Edition, 2014, ISBN-10: 0133805913 • ISBN-13: 9780133805918 .
2. Abraham Silberschatz, Peter Baer Galvin and Greg Gagne, Operating System Concepts, John Wiley & Sons , Inc., 9th Edition, 2016, ISBN 978-81-265-5427-0
3. Andrew Tannenbaum, Operating System Design and Implementation, Pearson, 3rd Edition.
4. D.M Dhamdhere, Operating Systems: A Concept Based Approach, Mc-Graw Hill

Reference Books:

1. Maurice J. Bach, “Design of UNIX Operating System”, PHI
2. Achyut Godbole and Atul Kahate, Operating Systems, Mc Graw Hill Education, 3rd Edition
3. The Linux Kernel Book, Remy Card, Eric Dumas, Frank Mevel, Wiley Publications.

Assessment:**Internal Assessment:**

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Lab Code	Lab Name	Credit
CSL401	Analysis of Algorithms Lab	1

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

1. Analyze the complexities of various problems in different domains.
2. Prove the correctness and analyze the running time of the basic algorithms for those classic problems in various domains.
3. Develop the efficient algorithms for the new problem with suitable designing techniques.
4. Implement the algorithms using different strategies.

Prerequisites: Students should be familiar with concepts of Data structure and Discrete structures.

Description:

Minimum 2 experiments should be implemented using any language on each algorithm design strategy (Divide and conquer, dynamic programming, Greedy method, backtracking and branch & bound, string matching).

Suggested Laboratory Experiments:

Sr. No.	Module Name	Suggested Experiment List
1	Introduction to analysis of algorithm Divide and Conquer Approach	Selection sort , insertion sort. Merge sort, Quick sort, Binary search.
2	Dynamic Programming Approach	Multistage graphs, single source shortest path, all pair shortest path, 0/1 knapsack, Travelling salesman problem, Longest common subsequence.
3	Greedy Method Approach	Single source shortest path, Knapsack problem, Job sequencing with deadlines, Minimum cost spanning trees-Kruskal and prim's algorithm, Optimal storage on tapes.
4	Backtracking and Branch-and-bound	8 queen problem (N-queen problem), Sum of subsets, Graph coloring, 15 puzzle problem, Travelling salesman problem.

5	String Matching Algorithms	The naïve string matching Algorithms, The Rabin Karp algorithm, String matching with finite automata, The knuth-Morris-Pratt algorithm.
6	Any two Experiments	This will involve implementation of two algorithms for problems beyond the scope of syllabus. The exact set of algorithms to implement is to be decided by the course instructor.

Text Books:

1. T.H.Coreman , C.E. Leiserson,R.L. Rivest, and C. Stein, “Introduction to algorithms”, 2nd edition , PHI publication 2005.
2. Ellis horowitz , sartaj Sahni , s. Rajsekar. “Fundamentals of computer algorithms” University Press

Reference Books:

1. Sanjoy Dasgupta, Christos Papadimitriou, Umesh Vazirani, “Algorithms”, Tata McGraw- Hill Edition.
2. S. K. Basu, “Design Methods and Analysis of Algorithm”, PHI.
3. Dana Vrajitoru and William Knight, “Practical Analysis of Algorithms”, Springer 2014th Edition.

Term Work:

Laboratory work must contain implementation of minimum 10 experiments. The final certification and acceptance of term work ensures the satisfactory performance of laboratory work and minimum passing marks in term work. The 25 marks of the term work should be divided as below:

25 Marks (total marks) = 15 Marks Lab. Experiments + 05 Marks Assignments (based on theory syllabus) + 05 (Attendance: theory + practical)

Oral & Practical Exam will be based on the experiments implemented in the Laboratory.

Lab Code	Lab Title	Credit
CSL402	Computer Graphics Lab	1

Lab Objectives

- 1 To emphasize on implementation aspect of Computer Graphics Algorithm.
- 2 To prepare students for advanced areas like Animation, image processing ,virtual reality etc

Lab Outcomes : At the end of the course , the students should be able to

- 1 Explore the working principle, utility of various input/ output devices and graphical tools.
- 2 Implement various output and filled area primitive algorithms using C/ OpenGL
- 3 Apply transformation and clipping algorithms on graphical objects.
- 4 Implementation of curve and fractal generation.
- 5 Develop a Graphical application based on learned concept.

Content:

Scan conversions: lines, circles, ellipses. Filling algorithms, clipping algorithms. 2D and 3D transformation. Curves. Visible surface determination. Simple animations Application of these through exercises in C/C++/ Open GL

List of Desirable Experiments:

1. Study and apply basic opengl functions to draw basic primitives. (*)
2. Implement sierpinsky gasket using openGL.
3. Implement DDA Line Drawing algorithms and Bresenham algorithm(*)
4. Implement midpoint Circle algorithm(*)
5. Implement midpoint Ellipse algorithm
6. Implement Area Filling Algorithm: Boundary Fill, Flood Fill ,Scan line Polygon Fill (*)
7. Implement Curve : Bezier for n control points , B Spline (Uniform) (atleast one)(*)
8. Implement Fractal (Koch Curve)
9. Character Generation : Bit Map method and Stroke Method
10. Implement 2D Transformations: Translation, Scaling, Rotation, Reflection, Shear.(*)
11. Implement Line Clipping Algorithm: Cohen Sutherland / Liang Barsky.(*)
12. Implement polygon clipping algorithm(atleast one)
13. Program to represent a 3D object using polygon surfaces and then perform 3D transformation.
14. Program to perform projection of a 3D object on Projection Plane : Parallel and Perspective.(*)

Term Work

1. Term work should consist of at least 12 experiments. (*)→ Practical to be covered necessarily
2. Journal must include at least 2 assignments.
3. Mini Project to perform using C / OpenGL.

Possible Ideas:

- a. Animation using multiple object
- b. Graphics editor with following features :

*Draw basic geometrical entities; apply geometrical transformations, Area filling, Clipping against Clip window, displaying the text, displaying bar / line graphs , pie charts etc.

The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.

Term Work: 25 Marks (Total) = 10 Marks (Experiments)

+ 5 Marks (Mini Project)

+ 5 Marks (Assignments)

+ 5 Marks (Theory + Practical Attendance).

Oral & Practical exam will be based on the above content and CSC404: Computer Graphics.

Lab Code	Lab Name	Credit
CSL403	Processor Architecture Lab	1

Lab Objectives:

1. To implement the operation of the arithmetic unit including the algorithms & implementation of fixed-point and floating-point addition, subtraction, multiplication & division.
2. To study the different ways of communicating with I/O devices and standard I/O interfaces.
3. To design memory subsystem including cache memory
4. To have through understanding of various computer buses

Lab Outcomes: At the end of the course student should be

1. Assemble personal computer
2. Design the basic building blocks of a computer: arithmetic-logic unit, registers, central processing unit, and memory.
3. Implement various algorithms like Booth's algorithm for arithmetic operations
4. Describe various I/O buses with merits and demerits.

Prerequisite: Digital Logic Design and Applications

Content:

Sr. No.	Module	Detailed Content
1	Overview of Computer Architecture & Organization	<ul style="list-style-type: none"> • Computer Anatomy- Memory, Ports, Motherboard and add-on cards • Dismantling and assembling PC
2	Programs on Data Representation and Arithmetic	<ul style="list-style-type: none"> • Ripple carry adder, Carry look-ahead adder, registers, Multiplication • Booths Algorithm, Restoring and Non restoring Division
3	Processor Organization and Architecture	<ul style="list-style-type: none"> • ALU Design, CPU Design • Case Study on multi-core Processors
4	Memory Organization	<ul style="list-style-type: none"> • Memory design, Cache Memory design
5	I/O Organization and Interrupts	<ul style="list-style-type: none"> • Case study on buses like ISA, PCI, USB etc • Interrupt handling using C/Java Programming

Digital Material:

- **Manual to use the simulator for computer organization and architecture.** Developed by the Department of CSE, IIT kharagpur (<http://cse10-iitkgp.virtual-labs.ac.in/>)

Books:

1. William Stallings, “Computer Organization and Architecture: Designing for Performance”, Pearson Publication, 10th Edition, 2013
2. B. Govindarajulu, “Computer Architecture and Organization: Design Principles and Applications”, Second Edition, McGraw-Hill (India),
6. Andrew S. Tanenbaum “Structured Computer Organization”, Pearson, Sixth Edition
7. Morris Mano. “Computer System Architecture” Pearson Publication, 3rd Edition, 2007
8. Kai Hwang, Fayé Alayé Briggs. “Computer architecture and parallel processing”, McGraw-Hill
9. P. Pal Chaudhuri. “Computer Organization and Design” Prentice Hall India, 2004
10. Dr. M. Usha, T.S. Shrikant. “Computer System Architecture and Organization” Wiley India, 2014.

Term Work

Term work should consist of at least 10-12 experiments and 3-4 assignments based on above content and CSC403: Computer Organization and Architecture

The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.

Term Work: 25 Marks (Total) = 10 Marks (Experiments)
+ 5 Marks (Mini Project)
+ 5 Marks (Assignments)
+ 5 Marks (Theory + Practical Attendance).

Oral exam will be based on the above content and CSC403: Computer Organization and Architecture.

Lab Code	Lab Name	Credit
CSL404	Operating System Lab	1

Lab Outcome:

1. Understand basic operating system commands.
2. Understand and explore various system calls.
3. Write shell scripts and shell commands using kernel APIs.
4. Implement and analyze different process scheduling algorithms
5. Implement and analyze different memory management algorithms.
6. Evaluate process management techniques and deadlock handling using simulator.

Descriptions:

Sr. No	Contents
1	Explore the internal commands of linux like ls, chdir, mkdir, chown, chmod, chgrp, ps etc
2	Write shell scripts to do the following: <ul style="list-style-type: none"> ➤ Display top 10 processes in descending order ➤ Display processes with highest memory usage. ➤ Display current logged in user and logname. ➤ Display current shell, home directory, operating system type, current path setting, current working directory. ➤ Display OS version, release number, kernel version. ➤ Illustrate the use of sort, grep, awk, etc.
3	a) Create a child process in Linux using the fork system call. From the child process obtain the process ID of both child and parent by using getpid and getppid system call. Explore wait and waitpid before termination of process. b) Explore the following system calls: open, read, write, close, getpid, setpid, getuid, getgid, getegid, geteuid.
4	Implement basic commands of linux like ls, cp, mv and others using kernel APIs.
5	Write a program to implement any two CPU scheduling algorithms like FCFS, SJF, Round Robin etc.
6	Write a program to implement dynamic partitioning placement algorithms i.e Best Fit, First-Fit, Worst-Fit etc
7	Write a program to implement various page replacement policies.
8	Using the CPU-OS simulator analyze and synthesize the following: <ol style="list-style-type: none"> a. Process Scheduling algorithms. b. Thread creation and synchronization. c. Deadlock prevention and avoidance.

Digital Materials:

1. Download the CPU-OS simulator along with related tutorials from <http://www.teach-sim.com>
2. <http://www.teach-sim.com>

Books:

1. Linux Kernel Book, by Remy Card, Eric Dumas, Frank Mevel, Wiley India
2. Unix Concepts and Applications, Sumitabha Das, McGraw Hill.

Term Work:

- Term work should consist of at least 12 experiments and 2-3 assignments on above content.
- The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
- Term Work: 25 Marks (Total) = 10 Marks (Experiments)
+ 5 Marks (Mini Project)
+ 5 Marks (Assignments)
+ 5 Marks (Theory + Practical Attendance).

Oral & Practical exam will be based on the above content and CSC405: Operating system syllabus.

Lab Code	Lab Name	Credit
CSL405	Open Source Technology Lab	2

Course Outcomes:

1. To understand basic concepts in python and perl.
2. To explore contents of files, directories and text processing with python
3. To develop program for data structure using built in functions in python.
4. To explore django web framework for developing python based web application.
5. To understand file handling and database handling using perl.
6. To explore basics of two way communication between client and server using python and perl

Prerequisites: Knowledge of some programming language like C, Java

Content:

Sr. No	Module Name	Detailed Content
1	Python basics	Data types in python ,Operators in python, Input and Output, Control statement, Arrays in python, String and Character in python, Functions, List and Tuples, Dictionaries Exception, Introduction to OOP, Classes , Objects , Interfaces, Inheritance
2	Advanced Python	Files in Python, Directories, Building Modules, Packages, Text Processing, Regular expression in python.
3	Data Structure in Python	Link List, Stack, Queues, Dequeues
4	Python Integration Primer	Graphical User interface ,Networking in Python , Python database connectivity, Introduction to Django
5	Basics of Perl	Perl Overview, Variables, Control Statements, Subroutines, Objects, Packages and Modules
6	Perl advanced	Working with Files, Data manipulation, Database Systems, Networking

Text Books

1. Core Python Programming, Dr. R. Nageswara Rao, Dreamtech Press
2. Beginning Python: Using Python 2.6 and Python 3.1. James Payne, Wrox publication
3. Perl: The Complete Reference. Second Edition. Martin C. Brown, McGraw-Hill
4. Introduction to computing and problem solving using python , E Balagurusamy, McGraw Hill Education

Reference Book

1. Perl Black Book, 2nd Edition: Steven Holzner, Dreamtech Press
2. Learn Python the Hard Way: (3rd Edition) (Zed Shaw's Hard Way Series)
3. Python Projects , Laura Cassell, Alan Gauld, wrox publication

Digital Material:

1. "The Python Tutorial", <http://docs.python.org/release/3.0.1/tutorial/>
2. Beginning Perl, <https://www.perl.org/books/beginning-perl/>
3. <http://spoken-tutorial.org>
4. www.staredusolutions.org

Suggested experiments using Python:

1. Exploring basics of python like data types (strings, list, array, dictionaries, set, tuples) and control statements.
2. Creating functions, classes and objects using python. Demonstrate exception handling and inheritance.
3. Exploring Files and directories
 - a. Python program to append data to existing file and then display the entire file
 - b. Python program to count number of lines, words and characters in a file.
 - c. Python program to display file available in current directory
4. Creating GUI with python containing widgets such as labels, textbox, radio, checkboxes and custom dialog boxes.
5. Menu driven program for data structure using built in function for link list, stack and queues.
6. Program to demonstrate CRUD(**create, read, update and delete**) operations on database (SQLite/MySQL) using python.
7. Creation of simple socket for basic information exchange between server and client.
8. Creating web application using Django web framework to demonstrate functionality of user login and registration (also validating user detail using regular expression).

Suggested experiments using Perl:

10. Exploring various data type , loops and conditional statement in perl. And Creating functions, packages and modules in perl.
11. Program to demonstrate use of objects and classes in perl.
12. Program to demonstrate file handling, data manipulation and use of regular expression for text processing in perl
13. Program to send email and read content of URL.

Term Work:

Students will submit term work in the form of journal that will include:

1. At least 12-14 programs.
2. One mini-project in a group 2-3 student.
3. Two assignments covering whole syllabus.

Term Work (25) = 15 marks (Experiments & Assignments)

+ 10 marks (Mini Project)

+ 05 marks (Attendance)

Practical and oral examination will be based on suggested practical list and entire syllabus.

University of Mumbai



No. UG/ 50 of 2021

CIRCULAR:-

Attention of the Principals of the Affiliated Colleges, Directors of the recognized Institutions in Science & Technology Faculty is invited to the syllabus directly uploaded by the Academic Authority Unit which was accepted by the Academic Council at its meeting held on 11th May, 2017 **vide** item No.4.193 relating to the revised syllabus as per the (CBCGS) for Bachelor of Engineering (Computer Engineering) Second Year w.e.f. AY 2017-18, Third Year w.e.f. AY 2018-19 and Final Year w.e.f. AY 2019-20 (Rev – 2016) from Academic Year 2016-17.

They are hereby informed that the recommendations made by the Ad-hoc Board of Studies in Computer Engineering at its meeting held on 7th May, 2020 and subsequently made by the Board of Deans at its meeting held on 26th June, 2020 vide item No. 14(11) have been accepted by the Academic Council at its meeting held on 23rd July, 2020 **vide** item No. 4.127 and that in accordance therewith, the revised syllabus (Rev-2019 'C' Scheme) for the B.E. in Computer Engineering (Sem.III & IV) has been brought into force with effect from the academic year 2020-21. (The same is available on the University's website www.mu.ac.in).

MUMBAI – 400 032

21st January, 2021

To

(Dr. B.N.Gaikwad)
I/c REGISTRAR

The Principals of the Affiliated Colleges, and Directors of the recognized Institutions in Science & Technology Faculty. (Circular No. UG/334 of 2017-18 dated 9th January, 2018.)

A.C/4.127/23/07/2020

No. UG/ 50 -A of 2021

MUMBAI-400 032

21st January, 2021

Copy forwarded with Compliments for information to:-

- 1) The Dean, Faculty of Science & Technology,
- 2) The Chairman, Ad-hoc Board of Studies in Computer Engineering,
- 3) The Director, Board of Examinations and Evaluation,
- 4) The Director, Board of Students Development,
- 5) The Co-ordinator, University Computerization Centre,

(Dr. B.N.Gaikwad)
I/c REGISTRAR

Copy to :-

- 1. The Deputy Registrar, Academic Authorities Meetings and Services (AAMS),**
- 2. The Deputy Registrar, College Affiliations & Development Department (CAD),**
- 3. The Deputy Registrar, (Admissions, Enrolment, Eligibility and Migration Department (AEM),**
- 4. The Deputy Registrar, Research Administration & Promotion Cell (RAPC),**
- 5. The Deputy Registrar, Executive Authorities Section (EA),**
- 6. The Deputy Registrar, PRO, Fort, (Publication Section),**
- 7. The Deputy Registrar, (Special Cell),**
- 8. The Deputy Registrar, Fort/ Vidyanagari Administration Department (FAD) (VAD), Record Section,**
- 9. The Director, Institute of Distance and Open Learning (IDOL Admin), Vidyanagari,**

They are requested to treat this as action taken report on the concerned resolution adopted by the Academic Council referred to in the above circular and that on separate Action Taken Report will be sent in this connection.

- 1. P.A to Hon'ble Vice-Chancellor,**
- 2. P.A Pro-Vice-Chancellor,**
- 3. P.A to Registrar,**
- 4. All Deans of all Faculties,**
- 5. P.A to Finance & Account Officers, (F.& A.O),**
- 6. P.A to Director, Board of Examinations and Evaluation,**
- 7. P.A to Director, Innovation, Incubation and Linkages,**
- 8. P.A to Director, Board of Lifelong Learning and Extension (BLLE),**
- 9. The Director, Dept. of Information and Communication Technology (DICT) (CCF & UCC), Vidyanagari,**
- 10. The Director of Board of Student Development,**
- 11. The Director, Department of Students Welfare (DSD),**
- 12. All Deputy Registrar, Examination House,**
- 13. The Deputy Registrars, Finance & Accounts Section,**
- 14. The Assistant Registrar, Administrative sub-Campus Thane,**
- 15. The Assistant Registrar, School of Engg. & Applied Sciences, Kalyan,**
- 16. The Assistant Registrar, Ratnagiri sub-centre, Ratnagiri,**
- 17. The Assistant Registrar, Constituent Colleges Unit,**
- 18. BUCTU,**
- 19. The Receptionist,**
- 20. The Telephone Operator,**
- 21. The Secretary MUASA**

for information.

AC: 23/7/2020
Item No. 4327

UNIVERSITY OF MUMBAI



Syllabus for Approval

Date

Sr. No.	Heading	Particulars
1	Title of the Course	Second Year B.E. Computer Engineering
2	Eligibility for Admission	After Passing First Year Engineering as per the Ordinance 0.6242
3	Passing Marks	40%
4	Ordinances / Regulations (if any)	Ordinance 0.6242
5	No. of Years / Semesters	8 semesters
6	Level	P.G. / U.G. / Diploma / Certificate (Strike out which is not applicable)
7	Pattern	Yearly / Semester (Strike out which is not applicable)
8	Status	New / Revised (Strike out which is not applicable)
9	To be implemented from Academic Year	With effect from Academic Year: 2020-2021

Dr. S. K. Ukarande
Associate Dean
Faculty of Science and Technology
University of Mumbai

Dr. Anuradha Majumdar
Dr. Anuradha Majumdar
Dean
Faculty of Science and Technology
University of Mumbai

UNIVERSITY OF MUMBAI



Bachelor of Engineering

in

Computer Engineering

Second Year with Effect from AY 2020-21

Third Year with Effect from AY 2021-22

Final Year with Effect from AY 2022-23

(REV- 2019 'C' Scheme) from Academic Year 2019 – 20

Under

FACULTY OF SCIENCE & TECHNOLOGY

(As per AICTE guidelines with effect from the academic year 2019–2020)

UNIVERSITY OF MUMBAI**Syllabus for Approval**

Date

Sr. No.	Heading	Particulars
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8	Status	New / Revised (Strike out which is not applicable)
9	To be implemented from Academic Year	With effect from Academic Year: 2020-2021

Dr. S. K. Ukarande
Associate Dean
Faculty of Science and Technology
University of Mumbai

Dr Anuradha Muzumdar
Dean
Faculty of Science and Technology
University of Mumbai

Preamble

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited. In line with this Faculty of Science and Technology (in particular Engineering) of University of Mumbai has taken a lead in incorporating philosophy of outcome based education in the process of curriculum development.

Faculty resolved that course objectives and course outcomes are to be clearly defined for each course, so that all faculty members in affiliated institutes understand the depth and approach of course to be taught, which will enhance learner's learning process. Choice based Credit and grading system enables a much-required shift in focus from teacher-centric to learner-centric education since the workload estimated is based on the investment of time in learning and not in teaching. It also focuses on continuous evaluation which will enhance the quality of education. Credit assignment for courses is based on 15 weeks teaching learning process, however content of courses is to be taught in 13 weeks and remaining 2 weeks to be utilized for revision, guest lectures, coverage of content beyond syllabus etc.

There was a concern that the earlier revised curriculum more focused on providing information and knowledge across various domains of the said program, which led to heavily loading of students in terms of direct contact hours. In this regard, faculty of science and technology resolved that to minimize the burden of contact hours, total credits of entire program will be of 170, wherein focus is not only on providing knowledge but also on building skills, attitude and self learning. Therefore in the present curriculum skill based laboratories and mini projects are made mandatory across all disciplines of engineering in second and third year of programs, which will definitely facilitate self learning of students. The overall credits and approach of curriculum proposed in the present revision is in line with AICTE model curriculum.

The present curriculum will be implemented for Second Year of Engineering from the academic year 2020-21. Subsequently this will be carried forward for Third Year and Final Year Engineering in the academic years 2021-22, 2022-23, respectively.

Dr. S. K. Ukarande
Associate Dean
Faculty of Science and Technology
University of Mumbai

Dr Anuradha Muzumdar
Dean
Faculty of Science and Technology
University of Mumbai

Incorporation and Implementation of Online Contents from NPTEL/ Swayam Platform

The curriculum revision is mainly focused on knowledge component, skill based activities and project based activities. Self learning opportunities are provided to learners. In the revision process this time in particular Revised syllabus of 'C' scheme wherever possible additional resource links of platforms such as NPTEL, Swayam are appropriately provided. In an earlier revision of curriculum in the year 2012 and 2016 in Revised scheme 'A' and 'B' respectively, efforts were made to use online contents more appropriately as additional learning materials to enhance learning of students.

In the current revision based on the recommendation of AICTE model curriculum overall credits are reduced to 171, to provide opportunity of self learning to learner. Learners are now getting sufficient time for self learning either through online courses or additional projects for enhancing their knowledge and skill sets.

The Principals/ HoD's/ Faculties of all the institute are required to motivate and encourage learners to use additional online resources available on platforms such as NPTEL/ Swayam. Learners can be advised to take up online courses, on successful completion they are required to submit certification for the same. This will definitely help learners to facilitate their enhanced learning based on their interest.

Dr. S. K. Ukarande
Associate Dean
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University of Mumbai

Dr Anuradha Muzumdar
Dean
Faculty of Science and Technology
University of Mumbai

Preface by Board of Studies in Computer Engineering

Dear Students and Teachers, we, the members of Board of Studies Computer Engineering, are very happy to present Second Year Computer Engineering syllabus effective from the Academic Year 2020-21 (REV-2019'C' Scheme). We are sure you will find this syllabus interesting and challenging.

Computer Engineering is one of the most sought-after courses amongst engineering students hence there is a continuous requirement of revision of syllabus. The syllabus focuses on providing a sound theoretical background as well as good practical exposure to students in the relevant areas. It is intended to provide a modern, industry-oriented education in Computer Engineering. It aims at producing trained professionals who can successfully acquainted with the demands of the industry worldwide. They obtain skills and experience in up-to-date the knowledge to analysis, design, implementation, validation, and documentation of computer software and systems.

The revised syllabus falls in line with the objectives of affiliating University, AICTE, UGC, and various accreditation agencies by keeping an eye on the technological developments, innovations, and industry requirements.

The salient features of the revised syllabus are:

1. Reduction in credits to 170 is implemented to ensure that students have more time for extracurricular activities, innovations, and research.
2. Introduction of Skill Based Lab and Mini Project to showcase their talent by doing innovative projects that strengthen their profile and increases the chance of employability.
3. Students are encouraged to take up part of course through MOOCs platform SWAYAM

We would like to place on record our gratefulness to the faculty, students, industry experts and stakeholders for having helped us in the formulation of this syllabus.

Board of Studies in Computer Engineering

Prof. Sunil Bhirud	: Chairman
Prof. Madhumita Chatterjee	: Member
Prof. Sunita Patil	: Member
Prof. Leena Raga	: Member
Prof. Subhash Shinde	: Member
Prof. Meera Narvekar	: Member
Prof. Suprtim Biswas	: Member
Prof. Sudhir Sawarkar	: Member
Prof. Dayanand Ingle	: Member
Prof. Satish Ket	: Member

Program Structure for Second Year Computer Engineering
UNIVERSITY OF MUMBAI (With Effect from 2020-2021)
Semester III

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned				
		Theory	Pract.	Tut.	Theory	Pract.	Tut.	Total	
CSC301	Engineering Mathematics-III	3	--	1*	3	--	1	4	
CSC302	Discrete Structures and Graph Theory	3	--	--	3	--	--	3	
CSC303	Data Structure	3	--	--	3	--	--	3	
CSC304	Digital Logic & Computer Architecture	3	--	--	3	--	--	3	
CSC305	Computer Graphics	3	--	--	3	--	--	3	
CSL301	Data Structure Lab	--	2	--	--	1	--	1	
CSL302	Digital Logic & Computer Architecture Lab	--	2	--	--	1	--	1	
CSL303	Computer Graphics Lab	--	2	--	--	1	--	1	
CSL304	Skill base Lab course: Object Oriented Programming with Java	--	2+2*	--	--	2	--	2	
CSM301	Mini Project – 1 A	--	4 ^{\$}	--	--	2	--	2	
Total		15	14	1	15	07	1	23	
Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract & oral	Total
		Internal Assessment			End Sem. Exam	Exam. Duration (in Hrs)			
		Test 1	Test2	Avg					
CSC301	Engineering Mathematics-III	20	20	20	80	3	25	--	125
CSC302	Discrete Structures and Graph Theory	20	20	20	80	3	--	--	100
CSC303	Data Structure	20	20	20	80	3	--	--	100
CSC304	Digital Logic & Computer Architecture	20	20	20	80	3	--	--	100
CSC305	Computer Graphics	20	20	20	80	3	--	--	100
CSL301	Data Structure Lab	--	--	--	--	--	25	25	50
CSL302	Digital Logic & Computer Architecture Lab	--	--	--	--	--	25	--	25
CSL303	Computer Graphics Lab	--	--	--	--	--	25	25	50
CSL304	Skill base Lab course: Object Oriented Programming with Java	--	--	--	--	--	50	25	75
CSM301	Mini Project – 1 A	--	--	--	--	--	25	25	50
Total		--	--	100	400	--	175	100	775

*Should be conducted batch wise and

\$ indicates workload of Learner (Not Faculty), Students can form groups with minimum 2 (Two) and not more than 4 (Four), Faculty Load: 1 hour per week per four groups

Program Structure for Second Year Computer Engineering
UNIVERSITY OF MUMBAI (With Effect from 2020-2021)
Semester IV

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned				
		Theory	Pract.	Tut.	Theory	Pract.	Tut.	Total	
CSC401	Engineering Mathematics-IV	3	--	1*	3	--	1	4	
CSC402	Analysis of Algorithm	3	--	--	3	--	--	3	
CSC403	Database Management System	3	--	--	3	--	--	3	
CSC404	Operating System	3	--	--	3	--	--	3	
CSC405	Microprocessor	3	--	--	3	--	--	3	
CSL401	Analysis of Algorithm Lab	--	2	--	--	1	--	1	
CSL402	Database Management System Lab	--	2	--	--	1	--	1	
CSL403	Operating System Lab	--	2	--	--	1	--	1	
CSL404	Microprocessor Lab	--	2	--	--	1	--	1	
CSL405	Skill Base Lab Course: Python Programming	--	2*+2	--	--	2	--	2	
CSM401	Mini Project 1-B	--	4 [§]	--	--	2	--	2	
Total		15	16	1	15	7	1	24	
Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract & oral	Total
		Internal Assessment			End Sem. Exam.	Exam. Duration (in Hrs)			
		Test 1	Test 2	Avg.					
CSC401	Engineering Mathematics-IV	20	20	20	80	3	25	--	125
CSC402	Analysis of Algorithm	20	20	20	80	3	--	--	100
CSC403	Database Management System	20	20	20	80	3	--	--	100
CSC404	Operating System	20	20	20	80	3	--	--	100
CSC405	Microprocessor	20	20	20	80	3	--	--	100
CSL401	Analysis of Algorithm Lab	--	--	--	--	--	25	25	50
CSL402	Database Management System Lab	--	--	--	--	--	25	25	50
CSL403	Operating System Lab	--	--	--	--	--	25	25	50
CSL404	Microprocessor Lab	--	--	--	--	--	25	--	25
CSL405	Skill Base Lab Course: Python Programming	--	--	--	--	--	25	--	25
CSM401	Mini Project 1-B	--	--	--	--	--	25	25	50
Total		--	--	100	400	--	175	100	775

*Should be conducted batchwise and

§ indicates workload of Learner (Not Faculty), Students can form groups with minimum 2 (Two) and not more than 4 (Four), Faculty Load: 1 hour per week per four groups.

Course Code	Course Name	Credits
CSC301	Engineering Mathematics-III	4

Pre-requisite: Engineering Mathematics-I, Engineering Mathematics-II

Course Objectives: The course aims:

1	To learn the Laplace Transform, Inverse Laplace Transform of various functions, its applications.
2	To understand the concept of Fourier Series, its complex form and enhance the problem-solving skills.
3	To understand the concept of complex variables, C-R equations with applications.
4	To understand the basic techniques of statistics like correlation, regression, and curve fitting for data analysis, Machine learning, and AI.
5	To understand some advanced topics of probability, random variables with their distributions and expectations.

Course Outcomes: On successful completion, of course, learner/student will be able to:

1	Understand the concept of Laplace transform and its application to solve the real integrals in engineering problems.
2	Understand the concept of inverse Laplace transform of various functions and its applications in engineering problems.
3	Expand the periodic function by using the Fourier series for real-life problems and complex engineering problems.
4	Understand complex variable theory, application of harmonic conjugate to get orthogonal trajectories and analytic functions.
5	Apply the concept of Correlation and Regression to the engineering problems in data science, machine learning, and AI.
6	Understand the concepts of probability and expectation for getting the spread of the data and distribution of probabilities.

Module	Detailed Contents	Hours
1	Laplace Transform	7
	1.1 Definition of Laplace transform, Condition of Existence of Laplace transform.	
	1.2 Laplace Transform (L) of standard functions like e^{at} , $\sin(at)$, $\cos(at)$, $\sinh(at)$, $\cosh(at)$ and t^n , $n \geq 0$.	
	1.3 Properties of Laplace Transform: Linearity, First Shifting Theorem, Second Shifting Theorem, Change of Scale, Multiplication by t , Division by t , Laplace Transform of derivatives and integrals (Properties without proof).	
	1.4 Evaluation of real improper integrals by using Laplace Transformation.	
	1.5 Self-learning Topics: Laplace Transform: Periodic functions, Heaviside's Unit Step function, Dirac Delta Function, Special functions (Error and Bessel)	
2	Inverse Laplace Transform	7
	2.1 Definition of Inverse Laplace Transform, Linearity property, Inverse Laplace Transform of standard functions, Inverse Laplace transform using derivatives.	
	2.2 Partial fractions method to find Inverse Laplace transform.	
	2.3 Inverse Laplace transform using Convolution theorem (without proof)	
	2.4 Self-learning Topics: Applications to solve initial and boundary value	

		problems involving ordinary differential equations.	
3	Fourier Series:		7
	3.1	Dirichlet's conditions, Definition of Fourier series and Parseval's Identity (without proof).	
	3.2	Fourier series of periodic function with period 2π and $2l$.	
	3.3	Fourier series of even and odd functions.	
	3.4	Half range Sine and Cosine Series.	
	3.5	Self-learning Topics: Orthogonal and orthonormal set of functions, Complex form of Fourier Series, Fourier Transforms.	
4	Complex Variables:		7
	4.1	Function $f(z)$ of complex variable, Limit, Continuity and Differentiability of $f(z)$, Analytic function: Necessary and sufficient conditions for $f(z)$ to be analytic (without proof).	
	4.2	Cauchy-Riemann equations in Cartesian coordinates (without proof).	
	4.3	Milne-Thomson method: Determine analytic function $f(z)$ when real part (u), imaginary part (v) or its combination (u+v / u-v) is given.	
	4.4	Harmonic function, Harmonic conjugate and Orthogonal trajectories.	
	4.5	Self-learning Topics: Conformal mapping, Linear and Bilinear mappings, cross ratio, fixed points and standard transformations.	
5	Statistical Techniques		6
	5.1	Karl Pearson's coefficient of correlation (r)	
	5.2	Spearman's Rank correlation coefficient (R) (with repeated and non-repeated ranks)	
	5.3	Lines of regression	
	5.4	Fitting of first- and second-degree curves.	
	5.5	Self-learning Topics: Covariance, fitting of exponential curve.	
6	Probability		6
	6.1	Definition and basics of probability, conditional probability.	
	6.2	Total Probability theorem and Bayes' theorem.	
	6.3	Discrete and continuous random variable with probability distribution and probability density function.	
	6.4	Expectation, Variance, Moment generating function, Raw and central moments up to 4 th order.	
	6.5	Self-learning Topics: Skewness and Kurtosis of distribution (data).	

References:	
1	Higher Engineering Mathematics, Dr. B. S. Grewal, Khanna Publication.
2	Advanced Engineering Mathematics, Erwin Kreyszig, Wiley Eastern Limited.
3	Advanced Engineering Mathematics, R. K. Jain and S. R. K. Iyengar, Narosa Publication.
4	Complex Variables and Applications, Brown and Churchill, McGraw-Hill Education.
5	Probability, Statistics and Random Processes, T. Veerarajan, McGraw-Hill Education.
6	Theory and Problems of Fourier Analysis with applications to BVP, Murray Spiegel, Schaum's Outline Series.

Term Work:	
General Instructions:	
1	Batch wise tutorials have to be conducted. The number of students per batch will be as per University pattern for practical.
2	Students must be encouraged to write at least 6 class tutorials on the entire syllabus.
3	A group of 4-6 students should be assigned a self-learning topic. Students should prepare a presentation/problem solving of 10-15 minutes. This will be considered as a mini project in Engineering Mathematics. This project will be graded out of 10 marks depending on the performance of the students.

The distribution of Term Work marks will be as follows:		
1	Attendance (Theory and Tutorial)	05 marks
2	Class Tutorials on entire syllabus	10 marks
3	Mini project	10 marks

Assessment:

Internal Assessment Test:

The assessment consists of two class tests of 20 marks each. The 1st class test (Internal Assessment I) has to be conducted when approximately 40% of the syllabus is completed. The 2nd class test has to be conducted (Internal Assessment II) when an additional 35% syllabus is completed. The duration of each test will be for one hour.

End Semester Theory Examination:

1	The question paper will comprise a total of 6 questions, each carrying 20 marks.
2	Out of the 6 questions, 4 questions have to be attempted.
3	Question 1, based on the entire syllabus, will have 4 sub-questions of 5 marks each and is compulsory.
4	Question 2 to Question 6 will have 3 sub-questions, each of 6, 6, and 8 marks, respectively.
5	Each sub-question in (4) will be from different modules of the syllabus.
6	Weightage of each module will be proportional to the number of lecture hours, as mentioned in the syllabus.

Course Code	Course Name	Credits
CSC302	Discrete Structures and Graph Theory	3

Pre-requisite: Basic Mathematics

Course Objectives: The course aims:

- | | |
|---|---|
| 1 | Cultivate clear thinking and creative problem solving. |
| 2 | Thoroughly train in the construction and understanding of mathematical proofs. Exercise common mathematical arguments and proof strategies. |
| 3 | To apply graph theory in solving practical problems. |
| 4 | Thoroughly prepare for the mathematical aspects of other Computer Engineering courses |

Course Outcomes: On successful completion, of course, learner/student will be able to:

- | | |
|---|---|
| 1 | Understand the notion of mathematical thinking, mathematical proofs and to apply them in problem solving. |
| 2 | Ability to reason logically. |
| 3 | Ability to understand relations, functions, Diagraph and Lattice. |
| 4 | Ability to understand and apply concepts of graph theory in solving real world problems. |
| 5 | Understand use of groups and codes in Encoding-Decoding |
| 6 | Analyze a complex computing problem and apply principles of discrete mathematics to identify solutions |

Module	Detailed Contents	Hours
1	Logic	6
	1.1 Propositional Logic, Predicate Logic, Laws of Logic, Quantifiers, Normal Forms, Inference Theory of Predicate Calculus, Mathematical Induction.	
2	Relations and Functions	6
	2.1 Basic concepts of Set Theory	
	2.2 Relations: Definition, Types of Relations, Representation of Relations, Closures of Relations, Warshall's algorithm, Equivalence relations and Equivalence Classes	
	2.3 Functions: Definition, Types of functions, Composition of functions, Identity and Inverse function	
3	Posets and Lattice	5
	3.1 Partial Order Relations, Poset, Hasse Diagram, Chain and Anti chains, Lattice, Types of Lattice, Sub lattice	
4	Counting	6
	4.1 Basic Counting Principle-Sum Rule, Product Rule, Inclusion-Exclusion Principle, Pigeonhole Principle	
	4.2 Recurrence relations, Solving recurrence relations	
5	Algebraic Structures	8
	5.1 Algebraic structures with one binary operation: Semi group, Monoid, Groups, Subgroups, Abelian Group, Cyclic group, Isomorphism	
	5.2 Algebraic structures with two binary operations: Ring	
	5.3 Coding Theory: Coding, binary information and error detection, decoding and error correction	
6	Graph Theory	8
	Types of graphs, Graph Representation, Sub graphs, Operations on Graphs, Walk, Path, Circuit, Connected Graphs, Disconnected Graph, Components, Homomorphism and Isomorphism of Graphs, Euler and Hamiltonian Graphs, Planar Graph, Cut Set, Cut Vertex,	

	Applications.	
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Textbooks:	
1	Bernad Kolman, Robert Busby, Sharon Cutler Ross, Nadeem-ur-Rehman, “Discrete Mathematical Structures”, Pearson Education.
2	C. L. Liu “Elements of Discrete Mathematics”, second edition 1985, McGraw-Hill Book Company. Reprinted 2000.
3	K. H. Rosen, “Discrete Mathematics and applications”, fifth edition 2003, Tata McGraw Hill Publishing Company
References:	
1	Y N Singh, “Discrete Mathematical Structures”, Wiley-India.
2	J. L. Mott, A. Kandel, T. P. Baker, “Discrete Mathematics for Computer Scientists and Mathematicians”, Second Edition 1986, Prentice Hall of India.
3	J. P. Trembley, R. Manohar “Discrete Mathematical Structures with Applications to Computer Science”, Tata McGraw Hill Publishing Company
4	Seymour Lipschutz, Marc Lars Lipson, “Discrete Mathematics” Schaum’s Outline, McGraw Hill Education.
5	Narsing Deo, “Graph Theory with applications to engineering and computer science”, PHI Publications.
6	P. K. Bisht, H. S. Dhami, “Discrete Mathematics”, Oxford press.

Assessment:	
Internal Assessment Test:	
The assessment consists of two class tests of 20 marks each. The 1 st class test (Internal Assessment I) has to be conducted when approximately 40% of the syllabus is completed. The 2 nd class test has to be conducted (Internal Assessment II) when an additional 40% syllabus is completed. The duration of each test will be for one hour.	
End Semester Theory Examination:	
1	The question paper will comprise a total of 6 questions, each carrying 20 marks.
2	Out of the 6 questions, 4 questions have to be attempted.
3	Question 1, based on the entire syllabus, will have 4 sub-questions of 5 marks each and is compulsory.
4	Question 2 to Question 6 will have 3 sub-questions, each of 6, 6, and 8 marks, respectively.
5	Each sub-question in (4) will be from different modules of the syllabus.
6	Weightage of each module will be proportional to the number of lecture hours, as mentioned in the syllabus.

Useful Links	
1	https://www.edx.org/learn/discrete-mathematics
2	https://www.coursera.org/specializations/discrete-mathematics
3	https://nptel.ac.in/courses/106/106/106106094/
4	https://swayam.gov.in/nd1_noc19_cs67/preview

Course Code	Course Name	Credit
CSC303	Data Structure	03

Pre-requisite: C Programming	
Course Objectives: The course aims:	
1	To understand the need and significance of Data structures as a computer Professional.
2	To teach concept and implementation of linear and Nonlinear data structures.
3	To analyze various data structures and select the appropriate one to solve a specific real-world problem.
4	To introduce various techniques for representation of the data in the real world.
5	To teach various searching techniques.
Course Outcomes:	
1	Students will be able to implement Linear and Non-Linear data structures.
2	Students will be able to handle various operations like searching, insertion, deletion and traversals on various data structures.
3	Students will be able to explain various data structures, related terminologies and its types.
4	Students will be able to choose appropriate data structure and apply it to solve problems in various domains.
5	Students will be able to analyze and Implement appropriate searching techniques for a given problem.
6	Students will be able to demonstrate the ability to analyze, design, apply and use data structures to solve engineering problems and evaluate their solutions.

Module	Detailed Content	Hours
1	Introduction to Data Structures	2
	1.1 Introduction to Data Structures, Concept of ADT, Types of Data Structures-Linear and Nonlinear, Operations on Data Structures.	
2	Stack and Queues	8
	2.1 Introduction, ADT of Stack, Operations on Stack, Array Implementation of Stack, Applications of Stack-Well form-ness of Parenthesis, Infix to Postfix Conversion and Postfix Evaluation, Recursion.	
	2.2 Introduction, ADT of Queue, Operations on Queue, Array Implementation of Queue, Types of Queue-Circular Queue, Priority Queue, Introduction of Double Ended Queue, Applications of Queue.	
3	Linked List	10
	3.1 Introduction, Representation of Linked List, Linked List v/s Array, Types of Linked List - Singly Linked List, Circular Linked List, Doubly Linked List, Operations on Singly Linked List and Doubly Linked List, Stack and Queue using Singly Linked List, Singly Linked List Application-Polynomial Representation and Addition.	
4	Trees	11
	4.1 Introduction, Tree Terminologies, Binary Tree, Binary Tree Representation, Types of Binary Tree, Binary Tree Traversals, Binary Search Tree, Operations on Binary Search Tree, Applications of Binary Tree-Expression Tree, Huffman Encoding, Search Trees-AVL, rotations in AVL Tree, operations on AVL Tree, Introduction of B Tree, B+ Tree.	
5	Graphs	4

	5.1	Introduction, Graph Terminologies, Representation of Graph, Graph Traversals-Depth First Search (DFS) and Breadth First Search (BFS), Graph Application-Topological Sorting.	
6		Searching Techniques	4
	6.1	Linear Search, Binary Search, Hashing-Concept, Hash Functions, Collision resolution Techniques	

Textbooks:

1	Aaron M Tenenbaum, Yedidyah Langsam, Moshe J Augenstein, “Data Structures Using C”, Pearson Publication.
2	Reema Thareja, “Data Structures using C”, Oxford Press.
3	Richard F. Gilberg and Behrouz A. Forouzan, “Data Structures: A Pseudocode Approach with C”, 2 nd Edition, CENGAGE Learning.
4	Jean Paul Tremblay, P. G. Sorenson, “Introduction to Data Structure and Its Applications”, McGraw-Hill Higher Education
5	Data Structures Using C, ISRD Group, 2 nd Edition, Tata McGraw-Hill.

References:

1	Prof. P. S. Deshpande, Prof. O. G. Kakde, “C and Data Structures”, DreamTech press.
2	E. Balagurusamy, “Data Structure Using C”, Tata McGraw-Hill Education India.
3	Rajesh K Shukla, “Data Structures using C and C++”, Wiley-India
4	GAV PAI, “Data Structures”, Schaum’s Outlines.
5	Robert Kruse, C. L. Tondo, Bruce Leung, “Data Structures and Program Design in C”, Pearson Edition

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first-class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1	Question paper will consist of 6 questions, each carrying 20 marks.
2	The students need to solve a total of 4 questions.
3	Question No.1 will be compulsory and based on the entire syllabus.
4	Remaining question (Q.2 to Q.6) will be selected from all the modules.

Useful Links

1	https://nptel.ac.in/courses/106/102/106102064/
2	https://www.coursera.org/specializations/data-structures-algorithms
3	https://www.edx.org/course/data-structures-fundamentals
4	https://swayam.gov.in/nd1_noc19_cs67/preview

Course Code	Course Name	Credit
CSC304	Digital Logic & Computer Organization and Architecture	3

Pre-requisite: Knowledge on number systems	
Course Objective:	
1	To have the rough understanding of the basic structure and operation of basic digital circuits and digital computer.
2	To discuss in detail arithmetic operations in digital system.
3	To discuss generation of control signals and different ways of communication with I/O devices.
4	To study the hierarchical memory and principles of advanced computing.
Course Outcome:	
1	To learn different number systems and basic structure of computer system.
2	To demonstrate the arithmetic algorithms.
3	To understand the basic concepts of digital components and processor organization.
4	To understand the generation of control signals of computer.
5	To demonstrate the memory organization.
6	To describe the concepts of parallel processing and different Buses.

Module	Detailed Content	Hours
1	Computer Fundamentals	5
	1.1 Introduction to Number System and Codes	
	1.2 Number Systems: Binary, Octal, Decimal, Hexadecimal,	
	1.3 Codes: Grey, BCD, Excess-3, ASCII, Boolean Algebra.	
	1.4 Logic Gates: AND, OR, NOT, NAND, NOR, EX-OR	
	1.5 Overview of computer organization and architecture.	
	1.6 Basic Organization of Computer and Block Level functional Units, Von-Neumann Model.	
2	Data Representation and Arithmetic algorithms	8
	2.1 Binary Arithmetic: Addition, Subtraction, Multiplication, Division using Sign Magnitude, 1's and 2's compliment, BCD and Hex Arithmetic Operation.	
	2.2 Booths Multiplication Algorithm, Restoring and Non-restoring Division Algorithm.	
	2.3 IEEE-754 Floating point Representation.	
3	Processor Organization and Architecture	6
	3.1 Introduction: Half adder, Full adder, MUX, DMUX, Encoder, Decoder(IC level).	
	3.2 Introduction to Flip Flop: SR, JK, D, T (Truth table).	
	3.3 Register Organization, Instruction Formats, Addressing modes, Instruction Cycle, Interpretation and sequencing.	
4	Control Unit Design	6
	4.1 Hardwired Control Unit: State Table Method, Delay Element Methods.	
	4.2 Microprogrammed Control Unit: Micro Instruction-Format, Sequencing and execution, Micro operations, Examples of microprograms.	
5	Memory Organization	6
	5.1 Introduction and characteristics of memory, Types of RAM and ROM, Memory Hierarchy, 2-level Memory Characteristic,	
	5.2 Cache Memory: Concept, locality of reference, Design problems based on	

		mapping techniques, Cache coherence and write policies. Interleaved and Associative Memory.	
6		Principles of Advanced Processor and Buses	8
	6.1	Basic Pipelined Data path and control, data dependencies, data hazards, branch hazards, delayed branch, and branch prediction, Performance measures-CPI, Speedup, Efficiency, throughput, Amdhal's law.	
	6.2	Flynn's Classification, Introduction to multicore architecture.	
	6.3	Introduction to buses: ISA, PCI, USB. Bus Contention and Arbitration.	

Textbooks:

1	R. P. Jain, "Modern Digital Electronic", McGraw-Hill Publication, 4 th Edition.
2	William Stallings, "Computer Organization and Architecture: Designing and Performance", Pearson Publication 10 TH Edition.
3	John P Hayes, "Computer Architecture and Organization", McGraw-Hill Publication, 3 RD Edition.
4	Dr. M. Usha and T. S. Shrikanth, "Computer system Architecture and Organization", Wiley publication.

References:

1	Andrew S. Tanenbaum, "Structured Computer Organization", Pearson Publication.
2	B. Govindarajalu, "Computer Architecture and Organization", McGraw-Hill Publication.
3	Malvino, "Digital computer Electronics", McGraw-Hill Publication, 3 rd Edition.
4	Smruti Ranjan Sarangi, "Computer Organization and Architecture", McGraw-Hill Publication.

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1	Question paper will comprise of 6 questions, each carrying 20 marks.
2	The students need to solve total 4 questions.
3	Question No.1 will be compulsory and based on entire syllabus.
4	Remaining question (Q.2 to Q.6) will be selected from all the modules.

Useful Links

1	https://www.classcentral.com/course/swayam-computer-organization-and-architecture-a-pedagogical-aspect-9824
2	https://nptel.ac.in/courses/106/103/106103068/
3	https://www.coursera.org/learn/comparch
4	https://www.edx.org/learn/computer-architecture

Course Code	Course Name	Credits
CSC305	Computer Graphics	3

Prerequisite: Knowledge of C Programming and Basic Mathematics.

Course Objectives

1	To equip students with the fundamental knowledge and basic technical competence in the field of Computer Graphics.
2	To emphasize on implementation aspect of Computer Graphics Algorithms.
3	To prepare the student for advance areas and professional avenues in the field of Computer Graphics

Course Outcomes: At the end of the course, the students should be able to

1	Describe the basic concepts of Computer Graphics.
2	Demonstrate various algorithms for basic graphics primitives.
3	Apply 2-D geometric transformations on graphical objects.
4	Use various Clipping algorithms on graphical objects
5	Explore 3-D geometric transformations, curve representation techniques and projections methods.
6	Explain visible surface detection techniques and Animation.

Module		Detailed Content	Hours
1		Introduction and Overview of Graphics System:	02
	1.1	Definition and Representative uses of computer graphics, Overview of coordinate system, Definition of scan conversion, rasterization and rendering.	
	1.2	Raster scan & random scan displays, Architecture of raster graphics system with display processor, Architecture of random scan systems.	
2		Output Primitives:	10
	2.1	Scan conversions of point, line, circle and ellipse: DDA algorithm and Bresenham algorithm for line drawing, midpoint algorithm for circle, midpoint algorithm for ellipse drawing (Mathematical derivation for above algorithms is expected)	
	2.2	Aliasing, Antialiasing techniques like Pre and post filtering, super sampling, and pixel phasing).	
	2.3	Filled Area Primitive: Scan line Polygon Fill algorithm, inside outside tests, Boundary Fill and Flood fill algorithm.	
3		Two Dimensional Geometric Transformations	6
	3.1	Basic transformations: Translation, Scaling, Rotation	
	3.2	Matrix representation and Homogeneous Coordinates	
	3.3	Composite transformation	
	3.4	Other transformations: Reflection and Shear	
4		Two-Dimensional Viewing and Clipping	7
	4.1	Viewing transformation pipeline and Window to Viewport coordinate transformation	
	4.2	Clipping operations: Point clipping, Line clipping algorithms: Cohen-Sutherland, Liang: Barsky, Polygon Clipping Algorithms: Sutherland-Hodgeman, Weiler-Atherton.	
5		Three Dimensional Geometric Transformations, Curves and Fractal Generation	8
	5.1	3D Transformations: Translation, Rotation, Scaling and Reflection	

	5.2	Composite transformations: Rotation about an arbitrary axis	
	5.3	Projections – Parallel, Perspective. (Matrix Representation)	
	5.4	Bezier Curve, B-Spline Curve, Fractal-Geometry: Fractal Dimension, Koch Curve.	
6		Visible Surface Detection and Animation	6
	6.1	Visible Surface Detection: Classification of Visible Surface Detection algorithm, Back Surface detection method, Depth Buffer method, Area Subdivision method	
	6.2	Animation: Introduction to Animation, Traditional Animation Techniques, Principles of Animation, Key framing: Character and Facial Animation, Deformation, Motion capture	

Textbooks:

1	Hearn & Baker, “Computer Graphics C version”, 2nd Edition, Pearson Publication
2	James D. Foley, Andries van Dam, Steven K Feiner, John F. Hughes, “Computer Graphics Principles and Practice in C”, 2 nd Edition, Pearson Publication
3	Samit Bhattacharya, “Computer Graphics”, Oxford Publication

References:

1	D. Rogers, “Procedural Elements for Computer Graphics”, Tata McGraw-Hill Publications.
2	Zhigang Xiang, Roy Plastock, “Computer Graphics”, Schaum’s Outlines McGraw-Hill Education
3	Rajesh K. Maurya, “Computer Graphics”, Wiley India Publication.
4	F. S. Hill, “Computer Graphics using OpenGL”, Third edition, Pearson Publications.

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first-class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1	Question paper will comprise of 6 questions, each carrying 20 marks.
2	The students need to solve total 4 questions.
3	Question No.1 will be compulsory and based on entire syllabus.
4	Remaining question (Q.2 to Q.6) will be selected from all the modules

Useful Links

1	https://www.classcentral.com/course/interactivegraphics-2067
2	https://swayam.gov.in/nd2_ntr20_ed15/preview
3	https://nptel.ac.in/courses/106/106/106106090/
4	https://www.edx.org/course/computer-graphics-2

Lab Code	Lab Name	Credit
CSL301	Data Structures Lab	1

Prerequisite: C Programming Language.

Lab Objectives:

- | | |
|---|--|
| 1 | To implement basic data structures such as arrays, linked lists, stacks and queues |
| 2 | Solve problem involving graphs, and trees |
| 3 | To develop application using data structure algorithms |
| 4 | Compute the complexity of various algorithms. |

Lab Outcomes:

- | | |
|---|--|
| 1 | Students will be able to implement linear data structures & be able to handle operations like insertion, deletion, searching and traversing on them. |
| 2 | Students will be able to implement nonlinear data structures & be able to handle operations like insertion, deletion, searching and traversing on them |
| 3 | Students will be able to choose appropriate data structure and apply it in various problems |
| 4 | Students will be able to select appropriate searching techniques for given problems. |

Suggested Experiments: Students are required to complete at least 10 experiments.

Star (*) marked experiments are compulsory.

Sr. No.	Name of the Experiment
1*	Implement Stack ADT using array.
2*	Convert an Infix expression to Postfix expression using stack ADT.
3*	Evaluate Postfix Expression using Stack ADT.
4	Applications of Stack ADT.
5*	Implement Linear Queue ADT using array.
6*	Implement Circular Queue ADT using array.
7	Implement Priority Queue ADT using array.
8*	Implement Singly Linked List ADT.
9*	Implement Circular Linked List ADT.
10	Implement Doubly Linked List ADT.
11*	Implement Stack / Linear Queue ADT using Linked List.
12*	Implement Binary Search Tree ADT using Linked List.
13*	Implement Graph Traversal techniques: a) Depth First Search b) Breadth First Search
14	Applications of Binary Search Technique.

Useful Links:

1	www.leetcode.com
2	www.hackerrank.com
3	www.cs.usfca.edu/~galles/visualization/Algorithms.html
4	www.codechef.com

Term Work:

- | | |
|---|--|
| 1 | Term work should consist of 10 experiments. |
| 2 | Journal must include at least 2 assignments. |
| 3 | The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work. |
| 4 | Total 25 Marks (Experiments: 15-marks, Attendance Theory & Practical: 05-marks, Assignments: 05-marks) |

Oral & Practical exam

Based on the entire syllabus of CSL301 and CSC303

Lab Code	Lab Name	Credit
CSL302	Digital Logic & Computer Organization and Architecture Lab	1

Prerequisite: C Programming Language.

Lab Objectives:

- | | |
|---|--|
| 1 | To implement operations of the arithmetic unit using algorithms. |
| 2 | Design and simulate different digital circuits. |
| 3 | To design memory subsystem including cache memory. |
| 4 | To demonstrate CPU and ALU design. |

Lab Outcomes:

- | | |
|---|--|
| 1 | To understand the basics of digital components |
| 2 | Design the basic building blocks of a computer: ALU, registers, CPU and memory |
| 3 | To recognize the importance of digital systems in computer architecture |
| 4 | To implement various algorithms for arithmetic operations. |

List of Experiments:

Sr. No.	Name of the Experiment
1	To verify the truth table of various logic gates using ICs.
2	To realize the gates using universal gates
3	Code conversion.
4	To realize half adder and full adder.
5	To implement logic operation using MUX IC.
6	To implement logic operation decoder IC.
7	Study of flip flop IC.
8	To implement ripple carry adder.
9	To implement carry look ahead adder.
10	To implement Booth's algorithm.
11	To implement restoring division algorithm.
12	To implement non restoring division algorithm.
13	To implement ALU design.
14	To implement CPU design.
15	To implement memory design.
16	To implement cache memory design.

Note:

- | | |
|---|--|
| 1 | Any Four experiments from Exp. No. 1 to Exp. No. 7 using hardware. |
| 2 | Any Six experiments from Exp. No. 8 to Exp. No. 16 using Virtual Lab, except Exp. No 10,11 and 12. |
| 3 | Exp. No. 10 to Exp. No. 12 using Programming language. |

Digital Material:

- | | |
|---|---|
| 1 | Manual to use Virtual Lab simulator for Computer Organization and Architecture developed by the Department of CSE, IIT Kharagpur. |
| 2 | Link http://cse10-iitkgp.virtual-labs.ac.in/ |

Term Work:

- | | |
|---|--|
| 1 | Term work should consist of 10 experiments. |
| 2 | Journal must include at least 2 assignments on content of theory and practical of "Digital Logic & Computer Organization and Architecture" |
| 3 | The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work. |

4	Total 25 Marks (Experiments: 15-marks, Attendance Theory& Practical: 05-marks, Assignments: 05-marks)
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Course Code	Lab Name	Credits
CSL303	Computer Graphics Lab	1

Prerequisite: C Programming Language.

Lab Objectives:

- | | |
|---|--|
| 1 | Understand the need of developing graphics application |
| 2 | Learn algorithmic development of graphics primitives like line, circle, polygon etc. |
| 3 | Learn the representation and transformation of graphical images and pictures |

Lab Outcomes: At the end of the course, the students should be able to

- | | |
|---|--|
| 1 | Implement various output and filled area primitive algorithms |
| 2 | Apply transformation, projection and clipping algorithms on graphical objects. |
| 3 | Perform curve and fractal generation methods. |
| 4 | Develop a Graphical application/Animation based on learned concept |

Content:

Scan conversions: lines, circles, ellipses. Filling algorithms, clipping algorithms. 2D and 3D transformation Curves Visible surface determination. Simple animations Application of these through exercises in C/C++

List of Suggested Experiments:

Sr. No.	Name of the Experiment
1	Implement DDA Line Drawing algorithm (dotted/dashed/thick)
2	Implement Bresenham's Line algorithm(dotted/dashed/thick)
3	Implement midpoint Circle algorithm.
4	Implement midpoint Ellipse algorithm.
5	Implement Area Filling Algorithm: Boundary Fill, Flood Fill.
6	Implement Scan line Polygon Filling algorithm.
7	Implement Curve: Bezier for n control points, B Spline (Uniform)(at least one)
8	Implement Fractal generation method (anyone)
9	Character Generation: Bit Map method and Stroke Method
10	Implement 2D Transformations: Translation, Scaling, Rotation, Reflection, Shear.
11	Implement Line Clipping Algorithm: Cohen Sutherland / Liang Barsky.
12	Implement polygon clipping algorithm (at least one)
13	Program to perform 3D transformation.
14	Perform projection of a 3D object on Projection Plane: Parallel and Perspective.
15	Perform Animation (such as Rising Sun, Moving Vehicle, Smileys, Screen saver etc.)

Term Work:

- | | |
|---|--|
| 1 | Term work should consist of 10 experiments. |
| 2 | Journal must include at least 2 assignments |
| 3 | Mini Project to perform using C /C++/Java/OpenGL/Blender/ any other tool (2/3 students per group). Possible Ideas: Animation using multiple objects, Game development, Graphics editor: Like Paint brush, Text editor etc. |
| 4 | The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work. |
| 5 | Total 25 Marks (Experiments: 10-marks, Attendance Theory& Practical: 05-marks, Assignments: 05-marks, Mini Project: 5-marks) |

Oral & Practical exam

Based on the above contents and entire syllabus of CSC305

Lab Code	Lab Name	Credits
CSL304	Skill based Lab Course: Object Oriented Programming with Java	2

Prerequisite: Structured Programming Approach

Lab Objectives:

1	To learn the basic concepts of object-oriented programming
2	To study JAVA programming language
3	To study various concepts of JAVA programming like multithreading, exception Handling, packages, etc.
4	To explain components of GUI based programming.

Lab Outcomes: At the end of the course, the students should be able to

1	To apply fundamental programming constructs.
2	To illustrate the concept of packages, classes and objects.
3	To elaborate the concept of strings, arrays and vectors.
4	To implement the concept of inheritance and interfaces.
5	To implement the concept of exception handling and multithreading.
6	To develop GUI based application.

Module		Detailed Content	Hours
1		Introduction to Object Oriented Programming	2
	1.1	OOP concepts: Objects, class, Encapsulation, Abstraction, Inheritance, Polymorphism, message passing.	
	1.2	Java Virtual Machine	
	1.3	Basic programming constructs: variables, data types, operators, unsigned right shift operator, expressions, branching and looping.	
2		Class, Object, Packages and Input/output	6
	2.1	Class, object, data members, member functions Constructors, types, static members and functions Method overloading Packages in java, types, user defined packages Input and output functions in Java, Buffered reader class, scanner class	
3		Array, String and Vector	3
	3.1	Array, Strings, String Buffer, Vectors	
4		Inheritance	4
	4.1	Types of inheritance, Method overriding, super, abstract class and abstract method, final, Multiple inheritance using interface, extends keyword	
5		Exception handling and Multithreading	5
	5.1	Exception handling using try, catch, finally, throw and throws, Multiple try and catch blocks, user defined exception Thread lifecycle, thread class methods, creating threads using extends and implements keyword.	
6		GUI programming in JAVA	6
	6.1	Applet and applet life cycle, creating applets, graphics class functions, parameter passing to applet, Font and color class. Event handling using event class AWT: working with windows, using AWT controls for GUI design Swing class in JAVA	

	Introduction to JDBC, JDBC-ODBC connectivity, JDBC architecture.	
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Textbooks:	
1	Herbert Schildt, 'JAVA: The Complete Reference', Ninth Edition, Oracle Press.
2	E. Balagurusamy, 'Programming with Java', McGraw Hill Education.
References:	
1	Ivor Horton, "Beginning JAVA", Wiley India.
2	Dietal and Dietal, "Java: How to Program", 8 th Edition, PHI .
3	"JAVA Programming", Black Book, Dreamtech Press.
4	"Learn to Master Java programming", Staredu solutions
Digital material:	
1	www.nptelvideos.in
2	www.w3schools.com
3	www.tutorialspoint.com
4	https://starcertification.org/Certifications/Certificate/securejava

Suggested List of Programming Assignments/laboratory Work:	
Sr. No.	Name of the Experiment
1	Programs on Basic programming constructs like branching and looping
2	Program on accepting input through keyboard.
3	Programs on class and objects
4	Program on method and constructor overloading.
5	Program on Packages
6	Program on 2D array, strings functions
7	Program on String Buffer and Vectors
8	Program on types of inheritance
9	Program on Multiple Inheritance
10	Program on abstract class and abstract methods.
11	Program using super and final keyword
12	Program on Exception handling
13	Program on user defined exception
14	Program on Multithreading
15	Program on Graphics class
16	Program on applet class
17	Program to create GUI application
18	Mini Project based on the content of the syllabus (Group of 2-3 students)

Term Work:	
1	Term work should consist of 15 experiments.
2	Journal must include at least 2 assignments
3	Mini Project based on the content of the syllabus (Group of 2-3 students)
4	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
5	Total 50-Marks (Experiments: 15-marks, Attendance: 05-marks, Assignments: 05-marks, Mini Project: 20-marks, MCQ as a part of lab assignments: 5-marks)

Oral & Practical exam	
Based on the entire syllabus of CSL 304: Skill based Lab Course: Object Oriented Programming with Java	

Course code	Course Name	Credits
CSM301	Mini Project A	02

Objectives	
1	To acquaint with the process of identifying the needs and converting it into the problem.
2	To familiarize the process of solving the problem in a group.
3	To acquaint with the process of applying basic engineering fundamentals to attempt solutions to the problems.
4	To inculcate the process of self-learning and research.
Outcome: Learner will be able to...	
1	Identify problems based on societal /research needs.
2	Apply Knowledge and skill to solve societal problems in a group.
3	Develop interpersonal skills to work as member of a group or leader.
4	Draw the proper inferences from available results through theoretical/experimental/simulations.
5	Analyze the impact of solutions in societal and environmental context for sustainable development.
6	Use standard norms of engineering practices
7	Excel in written and oral communication.
8	Demonstrate capabilities of self-learning in a group, which leads to lifelong learning.
9	Demonstrate project management principles during project work.
Guidelines for Mini Project	
1	Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
2	Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor/head of department/internal committee of faculties.
3	Students shall submit implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini project.
4	A logbook to be prepared by each group, wherein group can record weekly work progress, guide/supervisor can verify and record notes/comments.
5	Faculty supervisor may give inputs to students during mini project activity; however, focus shall be on self-learning.
6	Students in a group shall understand problem effectively, propose multiple solution and select best possible solution in consultation with guide/ supervisor.
7	Students shall convert the best solution into working model using various components of their domain areas and demonstrate.
8	The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai.
9	With the focus on the self-learning, innovation, addressing societal problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality to be carried out in two semesters by all the groups of the students. i.e. Mini Project 1 in semester III and IV. Similarly, Mini Project 2 in semesters V and VI.
10	However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on case by case basis.

Term Work	
The review/ progress monitoring committee shall be constituted by head of departments of each institute. The progress of mini project to be evaluated on continuous basis, minimum two reviews in each semester.	
In continuous assessment focus shall also be on each individual student, assessment based on individual's contribution in group activity, their understanding and response to questions.	
Distribution of Term work marks for both semesters shall be as below:	
	Marks
1	Marks awarded by guide/supervisor based on logbook
2	Marks awarded by review committee
3	Quality of Project report
	10
	10
	05
Review / progress monitoring committee may consider following points for assessment based on either one year or half year project as mentioned in general guidelines	
One-year project:	
1	In first semester entire theoretical solution shall be ready, including components/system selection and cost analysis. Two reviews will be conducted based on presentation given by students group. <ul style="list-style-type: none"> • First shall be for finalization of problem • Second shall be on finalization of proposed solution of problem.
2	In second semester expected work shall be procurement of component's/systems, building of working prototype, testing and validation of results based on work completed in an earlier semester. <ul style="list-style-type: none"> • First review is based on readiness of building working prototype to be conducted. • Second review shall be based on poster presentation cum demonstration of working model in last month of the said semester.
Half-year project:	
1	In this case in one semester students' group shall complete project in all aspects including, <ul style="list-style-type: none"> • Identification of need/problem • Proposed final solution • Procurement of components/systems • Building prototype and testing
2	Two reviews will be conducted for continuous assessment, <ul style="list-style-type: none"> • First shall be for finalization of problem and proposed solution • Second shall be for implementation and testing of solution.
Assessment criteria of Mini Project.	
Mini Project shall be assessed based on following criteria;	
1	Quality of survey/ need identification
2	Clarity of Problem definition based on need.
3	Innovativeness in solutions
4	Feasibility of proposed problem solutions and selection of best solution
5	Cost effectiveness
6	Societal impact
7	Innovativeness
8	Cost effectiveness and Societal impact
9	Full functioning of working model as per stated requirements

10	Effective use of skill sets
11	Effective use of standard engineering norms
12	Contribution of an individual's as member or leader
13	Clarity in written and oral communication
	In one year, project , first semester evaluation may be based on first six criteria's and remaining may be used for second semester evaluation of performance of students in mini project.
	In case of half year project all criteria's in generic may be considered for evaluation of performance of students in mini project.
Guidelines for Assessment of Mini Project Practical/Oral Examination:	
1	Report should be prepared as per the guidelines issued by the University of Mumbai.
2	Mini Project shall be assessed through a presentation and demonstration of working model by the student project group to a panel of Internal and External Examiners preferably from industry or research organizations having experience of more than five years approved by head of Institution.
3	Students shall be motivated to publish a paper based on the work in Conferences/students competitions.
Mini Project shall be assessed based on following points;	
1	Quality of problem and Clarity
2	Innovativeness in solutions
3	Cost effectiveness and Societal impact
4	Full functioning of working model as per stated requirements
5	Effective use of skill sets
6	Effective use of standard engineering norms
7	Contribution of an individual's as member or leader
8	Clarity in written and oral communication

Course Code	Course Name	Credits
CSC401	Engineering Mathematics-IV	4

Pre-requisite: Engineering Mathematics-I, Engineering Mathematics-II, Engineering Mathematics-III, Binomial Distribution.

Course Objectives: The course aims to learn:

- 1 Matrix algebra to understand engineering problems.
- 2 Line and Contour integrals and expansion of a complex valued function in a power series.
- 3 Z-Transforms and Inverse Z-Transforms with its properties.
- 4 The concepts of probability distributions and sampling theory for small samples.
- 5 Linear and Non-linear programming problems of optimization.

Course Outcomes: On successful completion, of course, learner/student will be able to:

- 1 Apply the concepts of eigenvalues and eigenvectors in engineering problems.
- 2 Use the concepts of Complex Integration for evaluating integrals, computing residues & evaluate various contour integrals.
- 3 Apply the concept of Z- transformation and inverse in engineering problems.
- 4 Use the concept of probability distribution and sampling theory to engineering problems.
- 5 Apply the concept of Linear Programming Problems to optimization.
- 6 Solve Non-Linear Programming Problems for optimization of engineering problems.

Module	Detailed Contents	Hours
1	Linear Algebra (Theory of Matrices)	7
	1.1 Characteristic Equation, Eigenvalues and Eigenvectors, and properties (without proof)	
	1.2 Cayley-Hamilton Theorem (without proof), verification and reduction of higher degree polynomials	
	1.3 Similarity of matrices, diagonalizable and non-diagonalizable matrices	
	1.4 Self-learning Topics: Derogatory and non-derogatory matrices, Functions of Square Matrix, Linear Transformations, Quadratic forms.	
2	Complex Integration	7
	2.1 Line Integral, Cauchy's Integral theorem for simple connected and multiply connected regions (without proof), Cauchy's Integral formula (without proof).	
	2.2 Taylor's and Laurent's series (without proof).	
	2.3 Definition of Singularity, Zeroes, poles of $f(z)$, Residues, Cauchy's Residue Theorem (without proof)	
	2.4 Self-learning Topics: Application of Residue Theorem to evaluate real integrations.	
3	Z Transform	5
	3.1 Definition and Region of Convergence, Transform of Standard Functions: $\{k^n a^k\}, \{a^{ k }\}, \{k^n C. a^k\}, \{c^k \sin(\alpha k + \beta)\}, \{c^k \sinh ak\}, \{c^k \cosh ak\}$.	
	3.2 Properties of Z Transform: Change of Scale, Shifting Property, Multiplication, and Division by k, Convolution theorem.	
	3.3 Inverse Z transform: Partial Fraction Method, Convolution Method.	
	3.4 Self-learning Topics: Initial value theorem, Final value theorem, Inverse of Z Transform by Binomial Expansion	
4	Probability Distribution and Sampling Theory	7
	4.1 Probability Distribution: Poisson and Normal distribution	

	4.2	Sampling distribution, Test of Hypothesis, Level of Significance, Critical region, One-tailed, and two-tailed test, Degree of freedom.	
	4.3	Students' t-distribution (Small sample). Test the significance of mean and Difference between the means of two samples. Chi-Square Test: Test of goodness of fit and independence of attributes, Contingency table.	
	4.4	Self-learning Topics: Test significance for Large samples, Estimate parameters of a population, Yate's Correction.	
5	Linear Programming Problems		6
	5.1	Types of solutions, Standard and Canonical of LPP, Basic and Feasible solutions, slack variables, surplus variables, Simplex method.	
	5.2	Artificial variables, Big-M method (Method of penalty)	
	5.3	Duality, Dual of LPP and Dual Simplex Method	
	5.4	Self-learning Topics: Sensitivity Analysis, Two-Phase Simplex Method, Revised Simplex Method.	
6	Nonlinear Programming Problems		7
	6.1	NLPP with one equality constraint (two or three variables) using the method of Lagrange's multipliers	
	6.2	NLPP with two equality constraints	
	6.3	NLPP with inequality constraint: Kuhn-Tucker conditions	
	6.4	Self-learning Topics: Problems with two inequality constraints, Unconstrained optimization: One-dimensional search method (Golden Search method, Newton's method). Gradient Search method	

References:

1	Erwin Kreyszig, "Advanced Engineering Mathematics", John Wiley & Sons.
2	R. K. Jain and S. R. K. Iyengar, "Advanced Engineering Mathematics", Narosa.
3	Brown and Churchill, "Complex Variables and Applications", McGraw-Hill Education.
4	T. Veerarajan, "Probability, Statistics and Random Processes", McGraw-Hill Education.
5	Hamdy A Taha, "Operations Research: An Introduction", Pearson.
6	S.S. Rao, "Engineering Optimization: Theory and Practice", Wiley-Blackwell.
7	Hira and Gupta, "Operations Research", S. Chand Publication.

Term Work:

General Instructions:

1	Batch wise tutorial shave to be conducted. The number of students per batch will be as per University pattern for practical.
2	Students must be encouraged to write at least 6 class tutorials on the entire syllabus.
3	A group of 4-6 students should be assigned a self-learning topic. Students should prepare a presentation/problem solving of 10-15 minutes. This will be considered as a mini project in Engineering Mathematics. This project will be graded out of 10 marks depending on the performance of the students.

The distribution of Term Work marks will be as follows:

1	Attendance (Theory and Tutorial)	05 marks
2	Class Tutorials on entire syllabus	10 marks
3	Mini project	10 marks

Assessment:

Internal Assessment Test:

The assessment consists of two class tests of 20 marks each. The 1st class test (Internal Assessment I) has to be conducted when approximately 40% of the syllabus is completed. The 2nd class test has to be conducted (Internal Assessment II) when an additional 35% syllabus is

completed. The duration of each test will be for one hour.

End Semester Theory Examination:

1	The question paper will comprise a total of 6 questions, each carrying 20 marks.
2	Out of the 6 questions, 4 questions have to be attempted.
3	Question 1, based on the entire syllabus, will have 4 sub-questions of 5 marks each and is compulsory.
4	Question 2 to Question 6 will have 3 sub-questions, each of 6, 6, and 8 marks, respectively.
5	Each sub-question in (4) will be from different modules of the syllabus.
6	Weightage of each module will be proportional to the number of lecture hours, as mentioned in the syllabus.

Course Code	Course Name	Credit
CSC402	Analysis of Algorithms	3

Prerequisite: Data structure concepts, Discrete structures

Course Objectives:

- | | |
|---|---|
| 1 | To provide mathematical approaches for Analysis of Algorithms |
| 2 | To understand and solve problems using various algorithmic approaches |
| 3 | To analyze algorithms using various methods |

Course Outcomes: At the end of the course learner will be able to

- | | |
|---|---|
| 1 | Analyze the running time and space complexity of algorithms. |
| 2 | Describe, apply and analyze the complexity of divide and conquer strategy. |
| 3 | Describe, apply and analyze the complexity of greedy strategy. |
| 4 | Describe, apply and analyze the complexity of dynamic programming strategy. |
| 5 | Explain and apply backtracking, branch and bound. |
| 6 | Explain and apply string matching techniques. |

Module		Detailed Contents	Hours
1		Introduction	8
	1.1	Performance analysis, space, and time complexity Growth of function, Big-Oh, Omega Theta notation Mathematical background for algorithm analysis. Complexity class: Definition of P, NP, NP-Hard, NP-Complete Analysis of selection sort, insertion sort.	
	1.2	Recurrences: The substitution method, Recursion tree method, Master method	
2		Divide and Conquer Approach	6
	2.1	General method, Merge sort, Quick sort, Finding minimum and maximum algorithms and their Analysis, Analysis of Binary search.	
3		Greedy Method Approach	6
	3.1	General Method, Single source shortest path: Dijkstra Algorithm Fractional Knapsack problem, Job sequencing with deadlines, Minimum cost spanning trees: Kruskal and Prim's algorithms	
4		Dynamic Programming Approach	9
	4.1	General Method, Multistage graphs, Single source shortest path: Bellman Ford Algorithm All pair shortest path: Floyd Warshall Algorithm, Assembly-line scheduling Problem 0/1 knapsack Problem, Travelling Salesperson problem, Longest common subsequence	
5		Backtracking and Branch and bound	6
	5.1	General Method, Backtracking: N-queen problem, Sum of subsets, Graph coloring	
	5.2	Branch and Bound: Travelling Salesperson Problem, 15 Puzzle problem	
6		String Matching Algorithms	4
	6.1	The Naïve string-matching algorithm, The Rabin Karp algorithm, The Knuth-Morris-Pratt algorithm	

Textbooks:

- | | |
|---|--|
| 1 | T. H. Cormen, C.E. Leiserson, R. L. Rivest, and C. Stein, "Introduction to algorithms", 2 nd Edition, PHI Publication 2005. |
| 2 | Ellis Horowitz, Sartaj Sahni, S. Rajsekar. "Fundamentals of computer algorithms" University Press. |

References:

1	Sanjoy Dasgupta, Christos Papadimitriou, Umesh Vazirani, “Algorithms”, Tata McGraw-Hill Edition.
2	S. K. Basu, “Design Methods and Analysis of Algorithm”, PHI

Assessment:**Internal Assessment:**

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links

1	https://nptel.ac.in/courses/106/106/106106131/
2	https://swayam.gov.in/nd1_noc19_cs47/preview
3	https://www.coursera.org/specializations/algorithms
4	https://www.mooc-list.com/tags/algorithms

Course Code:	Course Title	Credit
CSC403	Database Management System	3

Prerequisite: Data Structures	
Course Objectives:	
1	Develop entity relationship data model and its mapping to relational model
2	Learn relational algebra and Formulate SQL queries
3	Apply normalization techniques to normalize the database
4	Understand concept of transaction, concurrency control and recovery techniques.
Course Outcomes:	
1	Recognize the need of database management system
2	Design ER and EER diagram for real life applications
3	Construct relational model and write relational algebra queries.
4	Formulate SQL queries
5	Apply the concept of normalization to relational database design.
6	Describe the concept of transaction, concurrency and recovery.

Module	Content	Hrs
1	Introduction Database Concepts	3
	1.1 Introduction, Characteristics of databases, File system v/s Database system, Data abstraction and data Independence, DBMS system architecture, Database Administrator	
2	Entity–Relationship Data Model	6
	2.1 The Entity-Relationship (ER) Model: Entity types: Weak and strong entity sets, Entity sets, Types of Attributes, Keys, Relationship constraints: Cardinality and Participation, Extended Entity-Relationship (EER) Model: Generalization, Specialization and Aggregation	
3	Relational Model and relational Algebra	8
	3.1 Introduction to the Relational Model, relational schema and concept of keys. Mapping the ER and EER Model to the Relational Model, Relational Algebra-operators, Relational Algebra Queries.	
4	Structured Query Language (SQL)	6
	4.1 Overview of SQL, Data Definition Commands, Integrity constraints: key constraints, Domain Constraints, Referential integrity , check constraints, Data Manipulation commands, Data Control commands, Set and string operations, aggregate function-group by, having, Views in SQL, joins, Nested and complex queries, Triggers	
5	Relational-Database Design	6
	5.1 Pitfalls in Relational-Database designs, Concept of normalization, Function Dependencies, First Normal Form, 2NF, 3NF, BCNF.	
6	Transactions Management and Concurrency and Recovery	10
	6.1 Transaction concept, Transaction states, ACID properties, Transaction Control Commands, Concurrent Executions, Serializability-Conflict and View, Concurrency Control: Lock-based, Timestamp-based protocols, Recovery System: Log based recovery, Deadlock handling	

Textbooks:	
1	Korth, Silberchatz, Sudarshan, Database System Concepts, 6 th Edition, McGraw Hill
2	Elmasri and Navathe, Fundamentals of Database Systems, 5 th Edition, Pearson Education
3	Raghu Ramkrishnan and Johannes Gehrke, Database Management Systems, TMH
References:	
1	Peter Rob and Carlos Coronel, Database Systems Design, Implementation and Management, Thomson Learning, 5 th Edition.
2	Dr. P.S. Deshpande, SQL and PL/SQL for Oracle 10g, Black Book, Dreamtech Press.
3	G. K. Gupta, Database Management Systems, McGraw Hill, 2012

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links	
1	https://nptel.ac.in/courses/106/105/106105175/
2	https://swayam.gov.in/nd1_noc19_cs46/preview
3	https://www.classcentral.com/course/swayam-database-management-system-9914
4	https://www.mooc-list.com/tags/dbms

Course Code	Course Name	Credit
CSC404	Operating System	03

Prerequisites: Data structures and Computer architecture

Course Objectives:

1	1. To introduce basic concepts and functions of operating systems.
2	2. To understand the concept of process, thread and resource management.
3	3. To understand the concepts of process synchronization and deadlock.
4	4. To understand various Memory, I/O and File management techniques.

Course Outcome:

1	Understand the objectives, functions and structure of OS
2	Analyze the concept of process management and evaluate performance of process scheduling algorithms.
3	Understand and apply the concepts of synchronization and deadlocks
4	Evaluate performance of Memory allocation and replacement policies
5	Understand the concepts of file management.
	Apply concepts of I/O management and analyze techniques of disk scheduling.

Module	Detailed Content	Hours
1	Operating system Overview	4
	1.1 Introduction, Objectives, Functions and Evolution of Operating System	
	1.2 Operating system structures: Layered, Monolithic and Microkernel	
	1.3 Linux Kernel, Shell and System Calls	
2	Process and Process Scheduling	9
	2.1 Concept of a Process, Process States, Process Description, Process Control Block.	
	2.2 Uniprocessor Scheduling-Types: Preemptive and Non-preemptive scheduling algorithms (FCFS, SJF, SRTN, Priority, RR)	
	2.3 Threads: Definition and Types, Concept of Multithreading	
3	Process Synchronization and Deadlocks	9
	3.1 Concurrency: Principles of Concurrency, Inter-Process Communication, Process Synchronization.	
	3.2 Mutual Exclusion: Requirements, Hardware Support (TSL), Operating System Support (Semaphores), Producer and Consumer problem.	
	3.3 Principles of Deadlock: Conditions and Resource, Allocation Graphs, Deadlock Prevention, Deadlock Avoidance: Banker's Algorithm, Deadlock Detection and Recovery, Dining Philosophers Problem.	
4	Memory Management	9
	4.1 Memory Management Requirements, Memory Partitioning: Fixed, Partitioning, Dynamic Partitioning, Memory Allocation Strategies: Best-Fit, First Fit, Worst Fit, Paging and Segmentation, TLB	
	4.2 Virtual Memory: Demand Paging, Page Replacement Strategies: FIFO, Optimal, LRU, Thrashing	
5	File Management	4

	5.1	Overview, File Organization and Access, File Directories, File Sharing	
6		I/O management	4
	6.1	I/O devices, Organization of the I/O Function, Disk Organization, I/O Management and Disk Scheduling: FCFS, SSTF, SCAN, CSCAN, LOOK, C-LOOK.	

Textbooks:

1	William Stallings, Operating System: Internals and Design Principles, Prentice Hall, 8 th Edition, 2014, ISBN-10: 0133805913 • ISBN-13: 9780133805918.
2	Abraham Silberschatz, Peter Baer Galvin and Greg Gagne, Operating System Concepts, John Wiley & Sons, Inc., 9 th Edition, 2016, ISBN 978-81-265-5427-0

References:

1	Achyut Godbole and Atul Kahate, Operating Systems, McGraw Hill Education, 3 rd Edition
2	Andrew Tannenbaum, Operating System Design and Implementation, Pearson, 3 rd Edition.
3	Maurice J. Bach, “Design of UNIX Operating System”, PHI
4	Sumitabha Das, “UNIX: Concepts and Applications”, McGraw Hill, 4 th Edition

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1	Question paper will comprise of 6 questions, each carrying 20 marks.
2	The students need to solve total 4 questions.
3	Question No.1 will be compulsory and based on entire syllabus.
4	Remaining question (Q.2 to Q.6) will be selected from all the modules

Useful Links

1	https://swayam.gov.in/nd1_noc19_cs50/preview
2	https://nptel.ac.in/courses/117/106/117106113/
3	https://www.classcentral.com/course/swayam-introduction-to-operating-systems-6559

Course Code	Course Name	Credits
CSC405	Microprocessor	3

Prerequisites: Digital Logic and Computer Architecture

Course objectives:

- | | |
|---|--|
| 1 | To equip students with the fundamental knowledge and basic technical competence in the field of Microprocessors. |
| 2 | To emphasize on instruction set and logic to build assembly language programs. |
| 3 | To prepare students for higher processor architectures and embedded systems |

Course outcomes: On successful completion of course, learner will be able to:

- | | |
|---|--|
| 1 | Describe core concepts of 8086 microprocessor. |
| 2 | Interpret the instructions of 8086 and write assembly and Mixed language programs. |
| 3 | Identify the specifications of peripheral chip. |
| 4 | Design 8086 based system using memory and peripheral chips. |
| 5 | Appraise the architecture of advanced processors |
| 6 | Understand hyperthreading technology |

Module	Detailed Contents	Hours
1	The Intel Microprocessors 8086 Architecture	8
	1.1 8086CPU Architecture,	
	1.2 Programmer's Model	
	1.3 Functional Pin Diagram	
	1.4 Memory Segmentation	
	1.5 Banking in 8086	
	1.6 Demultiplexing of Address/Data bus	
	1.7 Functioning of 8086 in Minimum mode and Maximum mode	
	1.8 Timing diagrams for Read and Write operations in minimum and maximum mode	
	1.9 Interrupt structure and its servicing	
2	Instruction Set and Programming	6
	2.1 Addressing Modes	
	2.2 Instruction set-Data Transfer Instructions, String Instructions, Logical Instructions, Arithmetic Instructions, Transfer of Control Instructions, Processor Control Instructions	
	2.3 Assembler Directives and Assembly Language Programming, Macros, Procedures	
3	Memory and Peripherals interfacing	8
	3.1 Memory Interfacing - RAM and ROM Decoding Techniques – Partial and Absolute	
	3.2 8255-PPI-Block diagram, CWR, operating modes, interfacing with 8086.	
	3.3 8257-DMAC-Block diagram, DMA operations and transfer modes.	
	3.4 Programmable Interrupt Controller 8259-Block Diagram, Interfacing the 8259 in single and cascaded mode.	
4	Intel 80386DX Processor	7
	4.1 Architecture of 80386 microprocessor	
	4.2 80386 registers–General purpose Registers, EFLAGS and Control	

		registers	
	4.3	Real mode, Protected mode, virtual 8086 mode	
	4.4	80386 memory management in Protected Mode – Descriptors and selectors, descriptor tables, the memory paging mechanism	
5	Pentium Processor		6
	5.1	Pentium Architecture	
	5.2	Superscalar Operation,	
	5.3	Integer & Floating-Point Pipeline Stages,	
	5.4	Branch Prediction Logic,	
	5.5	Cache Organization and	
	5.6	MESI protocol	
6	Pentium 4		4
	6.1	Comparative study of 8086, 80386, Pentium I, Pentium II and Pentium III	
	6.2	Pentium 4: Net burst micro architecture.	
	6.3	Instruction translation look aside buffer and branch prediction	
	6.4	Hyper threading technology and its use in Pentium 4	

Textbooks:

1	John Uffenbeck, “8086/8088 family: Design Programming and Interfacing”, PHI.
2	Yu-Cheng Liu, Glenn A. Gibson, “Microcomputer System: The 8086/8088 Family, Architecture, Programming and Design”, Prentice Hall
3	Walter A. Triebel, “The 80386DX Microprocessor: hardware, Software and Interfacing”, Prentice Hall
4	Tom Shanley and Don Anderson, “Pentium Processor System Architecture”, Addison-Wesley.
5	K. M. Bhurchandani and A. K. Ray, “Advanced Microprocessors and Peripherals”, McGraw Hill

References:

1	Barry B. Brey, “Intel Microprocessors”, 8 th Edition, Pearson Education India
2	Douglas Hall, “Microprocessor and Interfacing”, Tata McGraw Hill.
3	Intel Manual
4	Peter Abel, “IBM PC Assembly language and Programming”, 5 th Edition, PHI
5	James Antonakons, “The Pentium Microprocessor”, Pearson Education

Assessment:

Internal Assessment Test:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1	Question paper will comprise of 6 questions, each carrying 20 marks.
2	The students need to solve total 4 questions.
3	Question No.1 will be compulsory and based on entire syllabus.
4	Remaining question (Q.2 to Q.6) will be selected from all the modules.

Useful Links

1	https://swayam.gov.in/nd1_noc20_ee11/preview
2	https://nptel.ac.in/courses/108/105/108105102/
3	https://www.classcentral.com/course/swayam-microprocessors-and-microcontrollers-9894
4	https://www.mooc-list.com/tags/microprocessors

Course Name	Lab Name	Credit
CSL401	Analysis of Algorithms Lab	1

Prerequisite: Basic knowledge of programming and data structure

Lab Objectives:

1	To introduce the methods of designing and analyzing algorithms
2	Design and implement efficient algorithms for a specified application
3	Strengthen the ability to identify and apply the suitable algorithm for the given real-world problem.
4	Analyze worst-case running time of algorithms and understand fundamental algorithmic problems.

Lab Outcomes: At the end of the course, the students will be able to

1	Implement the algorithms using different approaches.
2	Analyze the complexities of various algorithms.
3	Compare the complexity of the algorithms for specific problem.

Description	
Implementation can be in any language.	
Suggested Practical List:	
Sr No	Suggested Experiment List
1	Introduction
1.1	Selection sort, Insertion sort
2	Divide and Conquer Approach
2.1	Finding Minimum and Maximum, Merge sort, Quick sort, Binary search
3	Greedy Method Approach
3.1	Single source shortest path- Dijkstra Fractional Knapsack problem Job sequencing with deadlines Minimum cost spanning trees-Kruskal and Prim's algorithm
4	Dynamic Programming Approach
4.1	Single source shortest path- Bellman Ford All pair shortest path- Floyd Warshall 0/1 knapsack Travelling salesperson problem Longest common subsequence
5	Backtracking and Branch and bound
5.1	N-queen problem Sum of subsets Graph coloring
6	String Matching Algorithms
6.1	The Naïve string-matching Algorithms The Rabin Karp algorithm The Knuth-Morris-Pratt algorithm

Term Work:	
1	Term work should consist of 10 experiments.
2	Journal must include at least 2 assignments on content of theory and practical of “Analysis of Algorithms”
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance Theory& Practical: 05-marks, Assignments: 05-marks)
Oral & Practical exam	
	Based on the entire syllabus of CSC402: Analysis of Algorithms

Lab Code	Lab Name	Credit
CSL402	Database Management system Lab	1

Prerequisite: Discrete Structures

Lab Objectives:

- | | |
|---|--|
| 1 | To explore design and develop of relational model |
| 2 | To present SQL and procedural interfaces to SQL comprehensively |
| 3 | To introduce the concepts of transactions and transaction processing |

Lab Outcomes: At the end of the course, the students will be able to

- | | |
|---|--|
| 1 | Design ER /EER diagram and convert to relational model for the realworld application. |
| 2 | Apply DDL, DML, DCL and TCL commands |
| 3 | Write simple and complex queries |
| 4 | UsePL / SQL Constructs. |
| 5 | Demonstrate the concept of concurrent transactions execution and frontend-backend connectivity |

Suggested List of Experiments

Sr. No.	Title of Experiment
1	Identify the case study and detail statement of problem. Design an Entity-Relationship (ER) / Extended Entity-Relationship (EER) Model.
2	Mapping ER/EER to Relational schema model.
3	Create a database using Data Definition Language (DDL) and apply integrity constraints for the specified System
4	Apply DML Commands for the specified system
5	Perform Simple queries, string manipulation operations and aggregate functions.
6	Implement various Join operations.
7	Perform Nested and Complex queries
8	Perform DCL and TCL commands
9	Implement procedure and functions
10	Implementation of Views and Triggers.
11	Demonstrate Database connectivity
12	Implementation and demonstration of Transaction and Concurrency control techniques using locks.

Term Work:

- | | |
|---|--|
| 1 | Term work should consist of 10 experiments. |
| 2 | Journal must include at least 2 assignments on content of theory and practical of “Database Management System” |
| 3 | The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work. |
| 4 | Total 25 Marks (Experiments: 15-marks, Attendance Theory& Practical: 05-marks, Assignments: 05-marks) |

Oral & Practical exam

Course Code	Course Name	Credit
CSL403	Operating System Lab	01
Based on the entire syllabus of CSC403: Database Management System		

Prerequisite: Knowledge on Operating system principles

Lab Objectives:

- 1 To gain practical experience with designing and implementing concepts of operating systems such as system calls, CPU scheduling, process management, memory management, file systems and deadlock handling using C language in Linux environment.
- 2 To familiarize students with the architecture of Linux OS.
- 3 To provide necessary skills for developing and debugging programs in Linux environment.
- 4 To learn programmatically to implement simple operation system mechanisms

Lab Outcomes: At the end of the course, the students will be able to

- 1 Demonstrate basic Operating system Commands, Shell scripts, System Calls and API wrt Linux
- 2 Implement various process scheduling algorithms and evaluate their performance.
- 3 Implement and analyze concepts of synchronization and deadlocks.
- 4 Implement various Memory Management techniques and evaluate their performance.
- 5 Implement and analyze concepts of virtual memory.
- 6 Demonstrate and analyze concepts of file management and I/O management techniques.

Suggested List of Experiments

Sr. No.	Content
1	Explore Linux Commands
	1.1 Explore usage of basic Linux Commands and system calls for file, directory and process management. For eg: (mkdir, chdir, cat, ls, chown, chmod, chgrp, ps etc. system calls: open, read, write, close, getpid, setpid, getuid, getgid, getegid, geteuid. sort, grep, awk, etc.)
2	Linux shell script
	2.1 Write shell scripts to do the following: a. Display OS version, release number, kernel version b. Display top 10 processes in descending order c. Display processes with highest memory usage. d. Display current logged in user and log name. Display current shell, home directory, operating system type, current path setting, current working directory.
3	Linux- API
3.1	Implement any one basic commands of linux like ls, cp, mv and others using kernel APIs.
4	Linux- Process
4.1	a. Create a child process in Linux using the fork system call. From the child process obtain the process ID of both child and parent by using getpid and getppid system call. b. Explore wait and waitpid before termination of process.
5	Process Management: Scheduling

	5.1	a. Write a program to demonstrate the concept of non-preemptive scheduling algorithms. b. Write a program to demonstrate the concept of preemptive scheduling algorithms
6		Process Management: Synchronization
	6.1	a. Write a C program to implement solution of Producer consumer problem through Semaphore
7		Process Management: Deadlock
	7.1	a. Write a program to demonstrate the concept of deadlock avoidance through Banker's Algorithm b. Write a program demonstrate the concept of Dining Philosopher's Problem
8		Memory Management
	8.1	a. Write a program to demonstrate the concept of MVT and MFT memory management techniques b. Write a program to demonstrate the concept of dynamic partitioning placement algorithms i.e. Best Fit, First Fit, Worst-Fit etc.
9		Memory Management: Virtual Memory
	9.1	a. Write a program to demonstrate the concept of demand paging for simulation of Virtual Memory implementation b. Write a program in C demonstrate the concept of page replacement policies for handling page faults eg: FIFO, LRU etc.
10		File Management & I/O Management
	10.1	a. Write a C program to simulate File allocation strategies typically sequential, indexed and linked files b. Write a C program to simulate file organization of multi-level directory structure. c. Write a program in C to do disk scheduling - FCFS, SCAN, C-SCAN

Term Work:	
1	Term work should consist of 10 experiments covering all modules.
2	Journal must include at least 2 assignments on content of theory and practical of "Database Management System"
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance Theory& Practical: 05-marks, Assignments: 05-marks)
Oral & Practical exam	
	Based on the entire syllabus of CSC405: Operating System.

Lab Code	Lab Name	Credits
CSL404	Microprocessor Lab	1

Prerequisite: Basic knowledge digital integrated circuits

Lab Objectives:

- 1 To emphasize on use of Assembly language program.
- 2 To prepare students for advanced subjects like embedded system and IOT.

Lab Outcomes: At the end of the course, the students will be able to

- 1 Use appropriate instructions to program microprocessor to perform various task
- 2 Develop the program in assembly/ mixed language for Intel 8086 processor
- 3 Demonstrate the execution and debugging of assembly/ mixed language program

Suggested List of Experiments:

Sr. No.	Title of Experiments
1	Use of programming tools (Debug/TASM/MASM/8086kit) to perform basic arithmetic operations on 8-bit/16-bit data
2	Code conversion (Hex to BCD and BCD to Hex)/ (ASCII to BCD and BCD to ASCII)
3	Assembly programming for 16-bit addition, subtraction, multiplication and division (menu based)
4	Assembly program based on string instructions (overlapping/non-overlapping block transfer/ string search/ string length)
5	Assembly program to display the contents of the flag register.
6	Any Mixed Language programs.
7	Assembly program to find the GCD/ LCM of two numbers
8	Assembly program to sort numbers in ascending/ descending order
9	Any program using INT 10H
10	Assembly program to find minimum/ maximum number from a given array.
11	Assembly Program to display a message in different color with blinking
12	Assembly program using procedure.
13	Assembly program using macro.
14	Program and interfacing using 8255.
15	Program and interfacing of ADC/ DAC/ Stepper motor.

Term Work:

- 1 Term work should consist of 10 experiments, out of these at least one experiment on hardware interfacing.
- 2 Journal must include at least 2 assignments on content of theory and practical of "Microprocessor"
- 3 The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
- 4 Total 25 Marks (Experiments: 15-marks, Attendance Theory& Practical: 05-marks, Assignments: 05-marks)

Oral & Practical exam

Based on the entire syllabus of CSL501and CSC501syllabus.

Lab Code	Lab Name	Credit
CSL405	Skill Base Lab Course: Python Programming	2

Prerequisite: Knowledge of some programming language like C, Java

Lab Objectives:

1	Basics of Python programming
2	Decision Making, Data structure and Functions in Python
3	Object Oriented Programming using Python
4	Web framework for developing

Lab Outcomes: At the end of the course, the students will be able to

1	To understand basic concepts in python.
2	To explore contents of files, directories and text processing with python
3	To develop program for data structure using built in functions in python.
4	To explore django web framework for developing python-based web application.
5	To understand Multithreading concepts using python.

Module		Detailed Content	Hours
1		Python basics	5
	1.1	Data types in python, Operators in python, Input and Output, Control statement, Arrays in python, String and Character in python, Functions, List and Tuples, Dictionaries Exception, Introduction to OOP, Classes, Objects, Interfaces, Inheritance	
2		Advanced Python	4
	2.1	Files in Python, Directories, Building Modules, Packages, Text Processing, Regular expression in python.	
3		Data Structure in Python	3
	3.1	Link List, Stack, Queues, Dequeues	
4		Python Integration Primer	4
	4.1	Graphical User interface, Networking in Python, Python database connectivity, Introduction to Django	
5		Multithreading	4
	5.1	Thread and Process, Starting a thread, Threading module, Synchronizing threads, Multithreaded Priority Queue	
6		NumPy and Pandas	6
	6.1	Creating NumPy arrays, Indexing and slicing in NumPy, creating multidimensional arrays, NumPy Data types, Array Attribute, Indexing and Slicing, Creating array views copies, Manipulating array shapes I/O	
	6.2	Basics of Pandas, Using multilevel series, Series and Data Frames, Grouping, aggregating, Merge Data Frames	

Textbooks:

1	Dr. R. Nageswara Rao, "Core Python Programming", Dreamtech Press
2	Beginning Python: Using Python 2.6 and Python 3.1. James Payne, Wrox Publication
3	Anurag Gupta, G. P. Biswas, "Python Programming", McGraw-Hill
4	E. Balagurusamy, "Introduction to computing and problem-solving using python", McGraw Hill Education

References:

1	Learn Python the Hard Way, 3 rd Edition, Zed Shaw's Hard Way Series
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2	Laura Cassell, Alan Gauld, “Python Projects”, Wrox Publication
Digital material:	
1	"The Python Tutorial", http://docs.python.org/release/3.0.1/tutorial/
2	Beginning Perl, https://www.perl.org/books/beginning-perl/
3	http://spoken-tutorial.org
4	https://starcertification.org/Certifications/Certificate/python

Suggested experiments using Python:	
Sr. No.	Title of Experiments
1	Exploring basics of python like data types (strings, list, array, dictionaries, set, tuples) and control statements.
2	Creating functions, classes and objects using python. Demonstrate exception handling and inheritance.
3	Exploring Files and directories a. Python program to append data to existing file and then display the entire file b. Python program to count number of lines, words and characters in a file. c. Python program to display file available in current directory
4	Creating GUI with python containing widgets such as labels, textbox, radio, checkboxes and custom dialog boxes.
5	Menu driven program for data structure using built in function for link list, stack and queue.
6	Program to demonstrate CRUD (create, read, update and delete) operations on database (SQLite/ MySQL) using python.
7	Creation of simple socket for basic information exchange between server and client.
8	Creating web application using Django web framework to demonstrate functionality of user login and registration (also validating user detail using regular expression).
9	Programs on Threading using python.
10	Exploring basics of NumPy Methods.
11	Program to demonstrate use of NumPy: Array objects.
12	Program to demonstrate Data Series and Data Frames using Pandas.
13	Program to send email and read content of URL.

Term Work:	
1	Term work should consist of 12 experiments.
2	Journal must include at least 2 assignments
3	Mini Project based on the content of the syllabus (Group of 2-3 students)
4	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
5	Total 25 Marks (Journal: 10-marks, Attendance: 05-marks, and Mini Project: 10-marks)

Course code	Course Name	Credits
CSM401	Mini Project B	02

Objectives	
1	To acquaint with the process of identifying the needs and converting it into the problem.
2	To familiarize the process of solving the problem in a group.
3	To acquaint with the process of applying basic engineering fundamentals to attempt solutions to the problems.
4	To inculcate the process of self-learning and research.
Outcome: Learner will be able to...	
1	Identify problems based on societal /research needs.
2	Apply Knowledge and skill to solve societal problems in a group.
3	Develop interpersonal skills to work as member of a group or leader.
4	Draw the proper inferences from available results through theoretical/experimental/simulations.
5	Analyze the impact of solutions in societal and environmental context for sustainable development.
6	Use standard norms of engineering practices
7	Excel in written and oral communication.
8	Demonstrate capabilities of self-learning in a group, which leads to lifelong learning.
9	Demonstrate project management principles during project work.
Guidelines for Mini Project	
1	Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
2	Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor/head of department/internal committee of faculties.
3	Students shall submit implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini project.
4	A logbook to be prepared by each group, wherein group can record weekly work progress, guide/supervisor can verify and record notes/comments.
5	Faculty supervisor may give inputs to students during mini project activity; however, focus shall be on self-learning.
6	Students in a group shall understand problem effectively, propose multiple solution and select best possible solution in consultation with guide/ supervisor.
7	Students shall convert the best solution into working model using various components of their domain areas and demonstrate.
8	The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai.
9	With the focus on the self-learning, innovation, addressing societal problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality to be carried out in two semesters by all the groups of the students. i.e. Mini Project 1 in semester III and IV. Similarly, Mini Project 2 in semesters V and VI.
10	However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on case by case basis.

Term Work	
The review/ progress monitoring committee shall be constituted by head of departments of each institute. The progress of mini project to be evaluated on continuous basis, minimum two reviews in each semester.	
In continuous assessment focus shall also be on each individual student, assessment based on individual's contribution in group activity, their understanding and response to questions.	
Distribution of Term work marks for both semesters shall be as below:	
Marks	
1	Marks awarded by guide/supervisor based on logbook
2	Marks awarded by review committee
3	Quality of Project report
05	
Review / progress monitoring committee may consider following points for assessment based on either one year or half year project as mentioned in general guidelines	
One-year project:	
1	In first semester entire theoretical solution shall be ready, including components/system selection and cost analysis. Two reviews will be conducted based on presentation given by students group. <ul style="list-style-type: none"> • First shall be for finalization of problem • Second shall be on finalization of proposed solution of problem.
2	In second semester expected work shall be procurement of component's/systems, building of working prototype, testing and validation of results based on work completed in an earlier semester. <ul style="list-style-type: none"> • First review is based on readiness of building working prototype to be conducted. • Second review shall be based on poster presentation cum demonstration of working model in last month of the said semester.
Half-year project:	
1	In this case in one semester students' group shall complete project in all aspects including, <ul style="list-style-type: none"> • Identification of need/problem • Proposed final solution • Procurement of components/systems • Building prototype and testing
2	Two reviews will be conducted for continuous assessment, <ul style="list-style-type: none"> • First shall be for finalization of problem and proposed solution • Second shall be for implementation and testing of solution.
Assessment criteria of Mini Project.	
Mini Project shall be assessed based on following criteria;	
1	Quality of survey/ need identification
2	Clarity of Problem definition based on need.
3	Innovativeness in solutions
4	Feasibility of proposed problem solutions and selection of best solution
5	Cost effectiveness
6	Societal impact
7	Innovativeness

8	Cost effectiveness and Societal impact
9	Full functioning of working model as per stated requirements
10	Effective use of skill sets
11	Effective use of standard engineering norms
12	Contribution of an individual's as member or leader
13	Clarity in written and oral communication
	In one year, project , first semester evaluation may be based on first six criteria's and remaining may be used for second semester evaluation of performance of students in mini project.
	In case of half year project all criteria's in generic may be considered for evaluation of performance of students in mini project.

Guidelines for Assessment of Mini Project Practical/Oral Examination:

1	Report should be prepared as per the guidelines issued by the University of Mumbai.
2	Mini Project shall be assessed through a presentation and demonstration of working model by the student project group to a panel of Internal and External Examiners preferably from industry or research organizations having experience of more than five years approved by head of Institution.
3	Students shall be motivated to publish a paper based on the work in Conferences/students competitions.

Mini Project shall be assessed based on following points;

1	Quality of problem and Clarity
2	Innovativeness in solutions
3	Cost effectiveness and Societal impact
4	Full functioning of working model as per stated requirements
5	Effective use of skill sets
6	Effective use of standard engineering norms
7	Contribution of an individual's as member or leader
8	Clarity in written and oral communication

UNIVERSITY OF MUMBAI

No. UG/39 of 2018-19

CIRCULAR:-

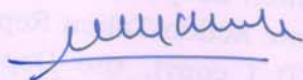
Attention of the Principals of the affiliated Colleges and Directors of the recognized Institutions in Science & Technology Faculty is invited to this office Circular No. UG/241 of 2010, dated 12th August, 2010 relating to syllabus of the Bachelor of Engineering (B.E.) degree course.

They are hereby informed that the recommendations made by the Ad-hoc Board of Studies in Computer Engineering at its meeting held on 9th April, 2018 have been accepted by the Academic Council at its meeting held on 5th May, 2018 **vide** item No. 4.51 and that in accordance therewith, the revised syllabus as per the (CBCS) for the T.E. & B.E. in Computer Engineering (Sem - V to VIII) has been brought into force with effect from the academic year 2018-19 and 2019-2020, accordingly. (The same is available on the University's website www.mu.ac.in).

MUMBAI - 400 032

22nd June, 2018

To


(Dr. Dinesh Kamble)
I/c REGISTRAR

The Principals of the affiliated Colleges & Directors of the recognized Institutions in Science & Technology Faculty. (Circular No. UG/334 of 2017-18 dated 9th January, 2018.)

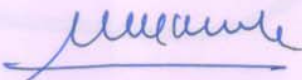
A.C/4.51/05/05/2018

No. UG/ 39 -A of 2018

MUMBAI-400 032 22nd June, 2018

Copy forwarded with Compliments for information to:-

- 1) The I/c Dean, Faculty of Science & Technology,
- 2) The Chairman, Ad-hoc Board of Studies in Computer Engineering,
- 3) The Director, Board of Examinations and Evaluation,
- 4) The Director, Board of Students Development,
- 5) The Co-Ordinator, University Computerization Centre,


(Dr. Dinesh Kamble)
I/c REGISTRAR

AC –
Item No.

UNIVERSITY OF MUMBAI



Revised syllabus (Rev- 2016) from Academic Year 2016 -17

Under

FACULTY OF TECHNOLOGY

Computer Engineering

Second Year with Effect from **AY 2017-18**

Third Year with Effect from **AY 2018-19**

Final Year with Effect from **AY 2019-20**

As per **Choice Based Credit and Grading System**
with effect from the AY 2016–17

Co-ordinator, Faculty of Technology's Preamble:

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited. In line with this Faculty of Technology of University of Mumbai has taken a lead in incorporating philosophy of outcome based education in the process of curriculum development.

Faculty of Technology, University of Mumbai, in one of its meeting unanimously resolved that, each Board of Studies shall prepare some Program Educational Objectives (PEO's) and give freedom to affiliated Institutes to add few (PEO's). It is also resolved that course objectives and course outcomes are to be clearly defined for each course, so that all faculty members in affiliated institutes understand the depth and approach of course to be taught, which will enhance learner's learning process. It was also resolved that, maximum senior faculty from colleges and experts from industry to be involved while revising the curriculum. I am happy to state that, each Board of studies has adhered to the resolutions passed by Faculty of Technology, and developed curriculum accordingly. In addition to outcome based education, semester based credit and grading system is also introduced to ensure quality of engineering education.

Choice based Credit and Grading system enables a much-required shift in focus from teacher-centric to learner-centric education since the workload estimated is based on the investment of time in learning and not in teaching. It also focuses on continuous evaluation which will enhance the quality of education. University of Mumbai has taken a lead in implementing the system through its affiliated Institutes and Faculty of Technology has devised a transparent credit assignment policy and adopted ten points scale to grade learner's performance. Credit assignment for courses is based on 15 weeks teaching learning process, however content of courses is to be taught in 12-13 weeks and remaining 2-3 weeks to be utilized for revision, guest lectures, coverage of content beyond syllabus etc.

Choice based Credit and grading system is implemented from the academic year 2016-17 through optional courses at department and institute level. This will be effective for SE, TE and BE from academic year 2017-18, 2018-19 and 2019-20 respectively.

Dr. S. K. Ukarande
Co-ordinator,
Faculty of Technology,
Member - Academic Council
University of Mumbai, Mumbai

Chairman's Preamble:

Engineering education in India is expanding and is set to increase manifold. The major challenge in the current scenario is to ensure quality to the stakeholders along with expansion. To meet this challenge, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education and reflects the fact that in achieving recognition, the institution or program of study is committed and open to external review to meet certain minimum specified standards. The major emphasis of this accreditation process is to measure the outcomes of the program that is being accredited. Program outcomes are essentially a range of skills and knowledge that a student will have at the time of graduation from the program. In line with this Faculty of Technology of University of Mumbai has taken a lead in incorporating the philosophy of outcome based education in the process of curriculum development.

As the Chairman, Board of Studies in Computer Engineering of the University of Mumbai, I am happy to state here that, the Program Educational Objectives for Undergraduate Program were finalized in a brainstorming session, which was attended by more than 85 members from different affiliated Institutes of the University. They are either Heads of Departments or their senior representatives from the Department of Computer Engineering. The Program Educational Objectives finalized for the undergraduate program in Computer Engineering are listed below;

1. To prepare the Learner with a sound foundation in the mathematical, scientific and engineering fundamentals.
2. To motivate the Learner in the art of self-learning and to use modern tools for solving real life problems.
3. To equip the Learner with broad education necessary to understand the impact of Computer Science and Engineering in a global and social context.
4. To encourage, motivate and prepare the Learner's for Lifelong- learning.
5. To inculcate professional and ethical attitude, good leadership qualities and commitment to social responsibilities in the Learner's thought process.

In addition to Program Educational Objectives, for each course of the program, objectives and expected outcomes from a learner's point of view are also included in the curriculum to support the philosophy of outcome based education. I strongly believe that even a small step taken in the right direction will definitely help in providing quality education to the major stakeholders.

Dr. Subhash K. Shinde
Chairman, Board of Studies in Computer Engineering,
University of Mumbai, Mumbai.

Program Structure B.E. Computer Engineering, (Rev. 2016) w.e.f. AY 2018-19

T. E. Computer Engineering (Semester-V)

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC501	Microprocessor	4	-	-	4	-	-	4
CSC502	Database Management System	4	-	-	4	-	-	4
CSC503	Computer Network	4	-	-	4	-	-	4
CSC504	Theory of Computer Science	3+1@	-	-	4	-	-	4
CSDLO 501X	Department Level Optional Course -I	4	-	-	4	-	-	4
CSL501	Microprocessor Lab	-	2	-	-	1	-	1
CSL502	Computer Network Lab	-	2	-	-	1	-	1
CSL503	Database & Info. System Lab	-	2	-	-	1	-	1
CSL504	Web Design Lab	-	2+2*	-	-	2	-	2
CSL505	Business Comm. & Ethics	-	2+2*	-	-	2	-	2
	Total	20	14	-	20	7	-	27

@ 1 hour to be taken tutorial as class wise.

*2 hours shown as Practical's to be taken class wise and other 2 hours to be taken as batch wise

Course Code	Course Name	Examination Scheme							Total
		Theory					TW	Oral & Pract	
		Internal Assessment			End Sem. Exam	Exam Duration (in Hrs)			
		Test 1	Test 2	Avg.					
CSC501	Microprocessor	20	20	20	80	3	-	-	100
CSC502	Database Management System	20	20	20	80	3	-	-	100
CSC503	Computer Network	20	20	20	80	3	-	-	100
CSC504	Theory of Computer Science	20	20	20	80	3	-	-	100
CSDLO 501X	Department Level Optional Course -I	20	20	20	80	3	--	-	100
CSL501	Microprocessor Lab	-	-	-	-	-	25	25	50
CSL502	Computer Network Lab	-	-	-	-	-	25	25	50
CSL503	Database & Info. System Lab	-	-	-	-	-	25	25	50
CSL504	Web Design Lab	-	-	-	-	-	25	25	50
CSL505	Business Comm. & Ethics	-	-	-	-	-	50	-	50
	Total	100	100	100	400	-	150	100	750

Program Structure B.E. Computer Engineering, (Rev. 2016) w.e.f. AY 2018-19

T. E. Computer Engineering (Semester-VI)

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC601	Software Engineering	4	-	-	4	-	-	4
CSC602	System Programming & Compiler Construction	4	-	-	4	-	-	4
CSC603	Data Warehousing & Mining	4	-	-	4	-	-	4
CSC604	Cryptography & System Security	4	-	-	4	-	-	4
CSDLO 601X	Department Level Optional Course -II	4	-	-	4	-	-	4
CSL601	Software Engineering Lab	-	2	-	-	1	-	1
CSL602	System software Lab	-	2	-	-	1	-	1
CSL603	Data Warehousing & Mining Lab	-	2	-	-	1	-	1
CSL604	System Security Lab	-	2	-	-	1	-	1
CSP605	Mini-Project	-	4	-	-	2	-	2
	Total	20	12	-	20	6	-	26

Course Code	Course Name	Examination Scheme								
		Theory					TW	Oral	Oral & Pract	Total
		Internal Assessment			End Sem. Exam	Exam Duration (in Hrs)				
		Test 1	Test 2	Avg.						
CSC601	Software Engineering	20	20	20	80	3	-	-	-	100
CSC602	System Programming & Compiler Construction	20	20	20	80	3	-	-	-	100
CSC603	Data Warehousing & Mining	20	20	20	80	3	-	-	-	100
CSC604	Cryptography & System Security	20	20	20	80	3	-	-	-	100
CSDLO 601X	Department Level Optional Course -II	20	20	20	80	3	-	-	-	100
CSL601	Software Engineering Lab	-	-	-	-	-	25	25	--	50
CSL602	System Software Lab	-	-	-	-	-	25	--	25	50
CSL603	Data Warehousing & Mining Lab	-	-	-	-	-	25	--	25	50
CSL604	System Security Lab	-	-	-	-	-	25	---	25	50
CSP605	Mini-Project	-	-	-	-	-	25	---	25	50
	Total	100	100	100	400	-	125	25	100	750

Program Structure B.E. Computer Engineering, (Rev. 2016) w.e.f. AY 2019-20
B. E. Computer Engineering (Semester-VII)

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC701	Digital Signal & Image Processing	4	-	-	4	-	-	4
CSC702	Mobile Communication & Computing	4	-	-	4	-	-	4
CSC703	Artificial Intelligence & Soft Computing	4	-	-	4	-	-	4
CSDLO 701X	Department Level Optional Course -III	4	-	-	4	-	-	4
ILO701X	Institute Level Optional Course-I	3	-	-	3	-	-	3
CSL701	Digital Signal & Image Processing Lab	-	2	-	-	1	-	1
CSL702	Mobile App. Development. Tech. Lab	-	2	-	-	1	-	1
CSL703	Artificial Intelligence & Soft Computing Lab	-	2	-	-	1	-	1
CSL704	Computational Lab-I	-	2	-	-	1	-	1
CSP705	Major Project-I	-	6	-	-	3	-	3
	Total	19	14	-	19	7	-	26

Course Code	Course Name	Examination Scheme								
		Theory					TW	Oral	Oral & Pract	Total
		Internal Assessment			End Sem. Exam	Exam Duration (in Hrs)				
		Test 1	Test 2	Avg.						
CSC701	Digital Signal & Image Processing	20	20	20	80	3	-	--	-	100
CSC702	Mobile Communication & Computing	20	20	20	80	3	-	--	-	100
CSC703	Artificial Intelligence & Soft Computing	20	20	20	80	3	-	--	-	100
CSDLO 701X	Department Level Optional Course -III	20	20	20	80	3	-	--	-	100
ILO701X	Institute Level Optional Course-I	20	20	20	80	3	--	--	-	100
CSL701	Digital Signal & Image Processing Lab	-	-	-	-	-	25	--	--	25
CSL702	Mobile App. Development. Tech. Lab	-	-	-	-	-	25	--	25	50
CSL703	Artificial Intelligence & Soft Computing Lab	--	-	-	-	--	25	25	--	50
CSL704	Computational Lab-I						25	--	25	50
CSP705	Major Project-I	-	-	-	-	-	50	-	25	75
	Total	100	100	100	400		150	25	75	750

Program Structure B.E. Computer Engineering, (Rev. 2016) w.e.f. AY 2019-20

B. E. Computer Engineering (Semester-VIII)

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC801	Human Machine Interaction	4	-	-	4	-	-	4
CSC802	Distributed Computing	4	-	-	4	-	-	4
CSDLO 801X	Department Level Optional Course -IV	4	-	-	4	-	-	4
ILO801X	Institute Level Optional Course-II	3	-	-	3	-	-	3
CSL801	Human Machine Interaction Lab	-	2	-	-	1	-	1
CSL802	Distributed Computing Lab	-	2	-	-	1	-	1
CSL803	Cloud Computing Lab	-	4	-	-	2	-	2
CSL804	Computational Lab-II	-	2	-	-	1	-	1
CSP805	Major Project-II	-	12	-	-	6	-	6
	Total	15	22	-	15	11	-	26

Course Code	Course Name	Examination Scheme								
		Theory					TW	Oral	Oral & Pract	Total
		Internal Assessment			End Sem. Exam	Exam Duration (in				
		Test 1	Test 2	Avg.						
CSC801	Human Machine Interaction	20	20	20	80	3	-	-	-	100
CSC802	Distributed Computing	20	20	20	80	3	-	-	-	100
CSDLO 801X	Department Level Optional Course -IV	20	20	20	80	3	-	-	-	100
ILO801X	Institute Level Optional Course-II	20	20	20	80	3	-	-	-	100
CSC801	Human Machine Interaction Lab						25	25	-	50
CSL802	Distributed Computing Lab	-	-	-	-	-	25	25	-	50
CSL803	Cloud Computing Lab	-	-	-	-	-	50	--	25	75
CSL804	Computational Lab-II	-	-	-	-	-	50	--	25	75
CSP805	Major Project-II						50	--	50	100
	Total	80	80	80	320	--	200	50	100	750

Course Code	Course Name	Credits
CSC501	Microprocessor	4

Course objectives:

1. To equip students with the fundamental knowledge and basic technical competence in the field of Microprocessors.
2. To emphasize on instruction set and logic to build assembly language programs.
3. To prepare students for higher processor architectures and Embedded systems

Course outcomes: On successful completion of course learner will be able to:

1. Describe architecture of x86 processors.
2. Interpret the instructions of 8086 and write assembly and Mixed language programs.
3. Explain the concept of interrupts
4. Identify the specifications of peripheral chip
5. Design 8086 based system using memory and peripheral chips
6. Appraise the architecture of advanced processors

Prerequisite: Digital Electronics and Logic Design

Module No.	Unit No.	Topics	Hrs.
1.0		The Intel Microprocessors 8086/8088 Architecture	10
	1.1	<ul style="list-style-type: none"> • 8086/8088 CPU Architecture, Programmer's Model • Functional Pin Diagram • Memory Segmentation • Banking in 8086 • Demultiplexing of Address/Data bus • Study of 8284 Clock Generator • Study of 8288 Bus Controller • Functioning of 8086 in Minimum mode and Maximum mode • Timing diagrams for Read and Write operations in minimum and maximum mode 	
2.0		Instruction Set and Programming	12
	2.1	<ul style="list-style-type: none"> • Addressing Modes • Instruction set – Data Transfer Instructions, String Instructions, Logical Instructions, Arithmetic Instructions, Transfer of Control Instructions, Processor Control Instructions • Assembler Directives and Assembly Language Programming, Macros, Procedures • Mixed Language Programming with C Language and Assembly Language. • Programming based on DOS and BIOS Interrupts (INT 21H, INT 10H) 	
3.0		8086 Interrupts	6
	3.1	<ul style="list-style-type: none"> • Types of interrupts • Interrupt Service Routine • Interrupt Vector Table • Servicing of Interrupts by 8086 microprocessor • Programmable Interrupt Controller 8259 – Block Diagram, Interfacing the 8259 in single and cascaded mode, Operating modes, programs for 8259 using ICWs and OCWs 	

4.0		Peripherals and their interfacing with 8086	12
	4.1	Memory Interfacing - RAM and ROM Decoding Techniques – Partial and Absolute	
	4.2	8255-PPI – Block diagram, Functional PIN Diagram, CWR, operating modes, interfacing with 8086.	
	4.3	8253 PIT - Block diagram, Functional PIN Diagram, CWR, operating modes, interfacing with 8086.	
	4.4	8257-DMAC – Block diagram, Functional PIN Diagram, Register organization, DMA operations and transfer modes	
5.0		Intel 80386DX Processor	6
	5.1	<ul style="list-style-type: none"> • Architecture of 80386 microprocessor • 80386 registers – General purpose Registers, EFLAGS and Control registers • Real mode, Protected mode, virtual 8086 mode • 80386 memory management in Protected Mode – Descriptors and selectors, descriptor tables, the memory paging mechanism 	
6.0		Pentium Processor	6
	6.1	Pentium Architecture Superscalar Operation, Integer & Floating Point Pipeline Stages, Branch Prediction Logic, Cache Organisation and MESI Model	
		Total	52

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
1. The students need to solve total 4 questions.
2. Question No.1 will be compulsory and based on entire syllabus.
3. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Text Books:

1. 8086/8088 family: Design Programming and Interfacing: John Uffenbeck , PHI.
2. Advanced Microprocessors and Peripherals: K M Bhurchandani, A k Ray McGraw Hill
3. The 80386DX Microprocessor: hardware, Software and Interfacing, Walter A Triebel, Prentice Hall
4. Pentium Processor System Architecture: Tom Shanley & Don Anderson, Addison-Wesley.

Reference Books:

1. Intel Microprocessors: Barry B. Brey, 8th Edition, Pearson Education India
2. Microprocessor and Interfacing: Douglas Hall, Tata McGraw Hill.
3. Advanced MS DOS Programming – Ray Duncan BPB
4. Intel 80386 Datasheets
5. IBM PC Assembly language and Programming: Peter Abel, 5th edition, PHI
6. The Pentium Microprocessor, James Antonakons, Pearson Education

Course Code	Course Name	Credits
CSC502	Database Management System	4

Course objectives:

1. Learn and practice data modelling using the entity-relationship and developing database designs.
2. Understand the use of Structured Query Language (SQL) and learn SQL syntax.
3. Apply normalization techniques to normalize the database
4. Understand the needs of database processing and learn techniques for controlling the consequences of concurrent data access.

Course outcomes: On successful completion of course learner will be able to:

1. Understand the fundamentals of a database systems
2. Design and draw ER and EER diagram for the real life problem.
3. Convert conceptual model to relational model and formulate relational algebra queries.
4. Design and querying database using SQL.
5. Analyze and apply concepts of normalization to relational database design.
6. Understand the concept of transaction, concurrency and recovery.

Prerequisite:

Basic knowledge of Data structure.

Module No.	Unit No.	Topics	Hrs.
1.0		Introduction Database Concepts:	4
	1.1	<ul style="list-style-type: none"> ● Introduction, Characteristics of databases ● File system v/s Database system ● Users of Database system 	
	1.2	<ul style="list-style-type: none"> ● Data Independence ● DBMS system architecture ● Database Administrator 	
2.0		Entity–Relationship Data Model	8
	2.1	<ul style="list-style-type: none"> ● The Entity-Relationship (ER) Model: Entity types : Weak and strong entity sets, Entity sets, Types of Attributes, Keys, Relationship constraints : Cardinality and Participation, Extended Entity-Relationship (EER) Model : Generalization, Specialization and Aggregation 	
3.0		Relational Model and relational Algebra	8
	3.1	<ul style="list-style-type: none"> ● Introduction to the Relational Model, relational schema and concept of keys. ● Mapping the ER and EER Model to the Relational Model 	
	3.2	<ul style="list-style-type: none"> ● Relational Algebra – unary and set operations, Relational Algebra Queries. 	
4.0		Structured Query Language (SQL)	12
	4.1	<ul style="list-style-type: none"> ● Overview of SQL 	

		<ul style="list-style-type: none"> Data Definition Commands, Data Manipulation commands, Data Control commands, Transaction Control Commands. 	
	4.2	<ul style="list-style-type: none"> Set and string operations, aggregate function - group by, having. Views in SQL, joins , Nested and complex queries, Integrity constraints :- key constraints, Domain Constraints, Referential integrity , check constraints 	
	4.3	<ul style="list-style-type: none"> Triggers 	
5.0		Relational–Database Design	8
	5.1	<ul style="list-style-type: none"> Pitfalls in Relational-Database designs , Concept of normalization Function Dependencies , First Normal Form, 2nd , 3rd , BCNF, multi valued dependencies , 4NF. 	
6.0		Transactions Management and Concurrency	12
	6.1	<ul style="list-style-type: none"> Transaction concept, Transaction states, ACID properties Concurrent Executions, Serializability – Conflict and View, Concurrency Control: Lock-based, Timestamp-based protocols. 	
	6.2	<ul style="list-style-type: none"> Recovery System: Failure Classification, Log based recovery, ARIES, Checkpoint, Shadow paging. Deadlock handling 	
		Total	52

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Text Books:

1. G. K. Gupta “Database Management Systems”, McGraw – Hill.
2. Korth, Silberchatz, Sudarshan, “Database System Concepts”, 6th Edition, McGraw – Hill
3. Elmasri and Navathe, “Fundamentals of Database Systems”, 5th Edition, Pearson education.
4. Peter Rob and Carlos Coronel, “Database Systems Design, Implementation and Management”, Thomson Learning, 5th Edition.

Reference Books:

1. Dr. P.S. Deshpande, SQL and PL/SQL for Oracle 10g, Black Book, Dreamtech Press.
2. Gillenson, Paulraj Ponniah, “Introduction to Database Management”, Wiley Publication.
3. Sharaman Shah, “Oracle for Professional”, SPD.
4. Raghu Ramkrishnan and Johannes Gehrke, “ Database Management Systems ”, TMH.

Course Code	Course Name	Credits
CSC 503	Computer Network	4

Course objective:

1. To introduce concepts and fundamentals of data communication and computer networks.
2. To explore the inter-working of various layers of OSI.
3. To explore the issues and challenges of protocols design while delving into TCP/IP protocol suite.
4. To assess the strengths and weaknesses of various routing algorithms.
5. To understand the transport layer and various application layer protocols.

Course Outcomes:

On successful completion of course learner will be able to:

1. Demonstrate the concepts of data communication at physical layer and compare ISO - OSI model with TCP/IP model.
2. Demonstrate the knowledge of networking protocols at data link layer.
3. Design the network using IP addressing and subnetting / supernetting schemes.
4. Analyze various routing algorithms and protocols at network layer.
5. Analyze transport layer protocols and congestion control algorithms.
6. Explore protocols at application layer .

Prerequisite: Digital Communication Fundamentals

Module No.	Unit No.	Topics	Hrs.
1	Introduction to Networking		06
	1.1	Introduction to computer network, network application, network software and hardware components (Interconnection networking devices), Network topology, protocol hierarchies, design issues for the layers, connection oriented and connectionless services	
	1.2	Reference models: Layer details of OSI, TCP/IP models. Communication between layer.	
2	Physical Layer		06
	2.1	Introduction to Communication System, digital Communication, Electromagnetic Spectrum	
	2.2	Guided Transmission Media: Twisted pair, Coaxial, Fiber optics. Unguided media (Wireless Transmission): Radio Waves, Microwave, Bluetooth, Infrared, Circuit and Packet Switching	

3	Data Link Layer		10
	3.1	DLL Design Issues (Services, Framing, Error Control, Flow Control), Error Detection and Correction(Hamming Code, CRC, Checksum) , Elementary Data Link protocols , Stop and Wait, Sliding Window(Go Back N, Selective Repeat), HDLC	
	3.2	Medium Access Control sublayer Channel Allocation problem, Multiple access Protocol(Aloha, Carrier Sense Multiple Access (CSMA/CD), Local Area Networks - Ethernet (802.3)	
4	Network layer		14
	4.1	4.1 Network Layer design issues, Communication Primitives: Unicast, Multicast, Broadcast. IPv4 Addressing (classfull and classless), Subnetting, Supernetting design problems ,IPv4 Protocol, Network Address Translation (NAT)	
	4.2	Routing algorithms : Shortest Path (Dijkstra's), Link state routing, Distance Vector Routing	
	4.3	Protocols - ARP,RARP, ICMP, IGMP	
	4.4	Congestion control algorithms: Open loop congestion control, Closed loop congestion control, QoS parameters, Token & Leaky bucket algorithms	
5	Transport Layer		10
	5.1	The Transport Service: Transport service primitives, Berkeley Sockets, Connection management (Handshake), UDP, TCP, TCP state transition, TCP timers	
	5.2	TCP Flow control (sliding Window), TCP Congestion Control: Slow Start	
6	Application Layer		06
	6.1	DNS: Name Space, Resource Record and Types of Name Server. HTTP, SMTP, Telnet, FTP, DHCP	

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining questions (Q.2 to Q.6) will be selected from all the modules.

Textbooks:

1. A.S. Tanenbaum, “Computer Networks”, Pearson Education, (4e)
2. B.A. Forouzan, “Data Communications and Networking”, TMH (5e)
3. James F. Kurose, Keith W. Ross, “Computer Networking, A Top-Down Approach Featuring the Internet”, Addison Wesley, (6e)

References:

1. S.Keshav: An Engineering Approach To Computer Networking, Pearson
2. Natalia Olifer& Victor Olifer,“Computer Networks:Principles, Technologies & Protocols for Network Design”, Wiley India, 2011.
3. Larry L.Peterson, Bruce S.Davie, Computer Networks: A Systems Approach, Second Edition (The Morgan Kaufmann Series in Networking).

Course Code	Course Name	Credits
CSC504	Theory of Computer Science	4

Course Objectives:

1. Acquire conceptual understanding of fundamentals of grammars and languages.
2. Build concepts of theoretical design of deterministic and non-deterministic finite automata and push down automata.
3. Develop understanding of different types of Turing machines and applications.
4. Understand the concept of Undecidability.

Course Outcomes: On successful completion of course learner will be able to:

1. Identify the central concepts in theory of computation and differentiate between deterministic and nondeterministic automata, also obtain equivalence of NFA and DFA.
2. Infer the equivalence of languages described by finite automata and regular expressions.
3. Devise regular, context free grammars while recognizing the strings and tokens.
4. Design pushdown automata to recognize the language.
5. Develop an understanding of computation through Turing Machine.
6. Acquire fundamental understanding of decidability and undecidability.

Prerequisite: Discrete Mathematics

Module No.	Unit No.	Topics	Theory Hrs.	Tutorial Hrs.
1.0		Basic Concepts and Finite Automata	09	03
	1.1	<ul style="list-style-type: none"> Alphabets, Strings, Languages, Closure properties. Finite Automata (FA) and Finite State machine (FSM). 		
	1.2	<ul style="list-style-type: none"> Deterministic Finite Automata (DFA) and Nondeterministic Finite Automata (NFA): Definitions, transition diagrams and Language recognizers NFA to DFA Conversion Equivalence between NFA with and without ϵ- transitions Minimization of DFA FSM with output: Moore and Mealy machines, Equivalence Applications and limitations of FA 		
2.0		Regular Expressions and Languages	06	02
	2.1	<ul style="list-style-type: none"> Regular Expression (RE) Equivalence of RE and FA, Arden's Theorem RE Applications 		
	2.2	<ul style="list-style-type: none"> Regular Language (RL) Closure properties of RLs Decision properties of RLs Pumping lemma for RLs 		
3.0		Grammars	08	03
	3.1	<ul style="list-style-type: none"> Grammars and Chomsky hierarchy 		
	3.2	<ul style="list-style-type: none"> Regular Grammar (RG) 		

		<ul style="list-style-type: none"> • Equivalence of Left and Right linear grammar • Equivalence of RG and FA 		
	3.3	Context Free Grammars (CFG) <ul style="list-style-type: none"> • Definition, Sentential forms, Leftmost and Rightmost derivations, Parse tree, Ambiguity. • Simplification and Applications. • Normal Forms: Chomsky Normal Forms (CNF) and Greibach Normal Forms (GNF). • CFLs - Pumping lemma, Closure properties 		
4.0		Pushdown Automata(PDA)	04	01
	4.1	<ul style="list-style-type: none"> • Definition, Transitions ,Language of PDA • Language acceptance by final state and empty stack • PDA as generator, decider and acceptor of CFG. • Deterministic PDA , Non-Deterministic PDA • Application of PDA. 		
5.0		Turing Machine (TM)	09	03
	5.1	<ul style="list-style-type: none"> • Definition, Transitions • Design of TM as generator, decider and acceptor. • Variants of TM: Multitrack, Multitape • Universal TM. • Equivalence of Single and Multi Tape TMs. • Applications, Power and Limitations of TMs. • Context Sensitivity and Linear Bound Automata. 		
6.0		Undecidability	03	01
	6.1	<ul style="list-style-type: none"> • Decidability and Undecidability, • Recursive and Recursively Enumerable Languages. • Halting Problem, • Rice's Theorem, • Post Correspondence Problem, 		
		Total	39	13

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Text Books:

1. John E. Hopcroft, Rajeev Motwani, Jeffery D. Ullman, "Introduction to Automata Theory, Languages and Computation", Pearson Education.
2. Michael Sipser, "Theory of Computation", Cengage learning.
3. Vivek Kulkarni, "Theory of Computation", Oxford University Press, India.

Reference Books:

1. J. C. Martin, "Introduction to Languages and the Theory of Computation", Tata McGraw Hill.
2. Kavi Mahesh, "Theory of Computation: A Problem Solving Approach", Wiley-India.

Course Code	Course Name	Credits
CSDLO5011	Multimedia System	4

Course objectives:

1. To introduce students about basic fundamentals and key aspects of Multimedia system.
2. To provide knowledge of compression techniques of different multimedia components
3. To help students to understand multimedia communication standards along with technology environment
4. To provide an opportunity to gain hands-on experience in building multimedia applications.

Course outcomes: Learner will be able to

1. To identify basics of multimedia and multimedia system architecture.
2. To understand different multimedia components.
3. To explain file formats for different multimedia components.
4. To analyze the different compression algorithms.
5. To describe various multimedia communication techniques.
6. To apply different security techniques in multimedia environment.

Prerequisite: Computer Fundamentals and Graphics.

Module No.	Unit No.	Topics	Hrs.
1	Introduction to Multimedia		8
	1.1	Overview	
	1.2	Objects and Elements of Multimedia	
	1.3	Applications of Multimedia	
	1.4	Multimedia Systems Architecture – IMA, Workstation, Network	
	1.5	Types of Medium (Perception, Representation-..)	
	1.6	Interaction Techniques	
	1.7	I/O devices - Salient features (Electronic Pen , Scanner, Digital Camera, Printers, plotters), Storage Media (Jukebox, DVD), Multimedia Databases	
2	Text & Digital Image		10
	Text		
	2.1	Visual Representation, Digital Representation.	
	2.2	File Formats: RTF, TIFF.	
	2.3	Compression Techniques : Huffman Coding, RLE, CCITT group 3 1D	

	Digital Image		
	2.4	Digital Image Representation (2D format, resolution) Types of Images (monochrome, gray, color), examples of images (X-Ray, fractal, synthetic, acoustic).	
	2.5	File formats: BMP, JPG	
	2.6	Compression Techniques: fundamentals (coding, interpixel and psychovisual redundancies),Types – lossless and lossy, Lossless Compression Algorithms– Shannon-Fano, CCITT group 4 2D, Lossy Compression Algorithm – JPEG	
3	Digital Audio		8
	3.1	Basic Sound Concepts: computer representation of sound,	
	3.2	File Formats – WAV, MPEG Audio	
	3.3	Compression: PCM, DM, DPCM	
4	Digital Video		8
	4.1	Digitization of Video, types of video signals (component, composite and S-video),	
	4.2	File Formats: MPEG Video, H.261	
	4.3	Compression: MPEG	
5	Multimedia Network Communication and Representation		10
	5.1	Quality of Service	
	5.2	Multimedia over IP (RTP, RTSP, RTCP,RSVP)	
	5.3	Representation- Authoring systems and user interface	
6	Multimedia Security		8
	6.1	Requirements and properties	
	6.2	Mechanisms – Digital Signatures, Steganographic methods	
	6.3	Sample applications – unidirectional distributed systems, information systems and conference systems	
		Total	52

Text Books:

1. Multimedia System Design, Prabhat K. Andleigh& Kiran Thakrar, PHI.
2. Multimedia Communication Systems: Techniques, Standards & Networks, K. R. Rao, Zoran S. Bojkovic&Dragorad A. Milovanovic, TMH.
3. Multimedia Systems, K. Buford, PHI.
4. Fundamentals of Multimedia, Ze-Nian Li & Mark S. Drew, PHI.

Reference Books:

1. Multimedia Computing Communications & Applications, Ralf Steinmetz & Klara Nahrstedt, Pearson.
2. Digital Image processing, Rafael C. Gonzalez, Richard E. Woods, Pearson.
3. Multimedia Applications, Ralf Steinmetz & Klara Nahrstedt, Springer International Edition

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Suggested List of Experiments:

1. Create a new file format to store a multimedia data.
2. Implement a compression technique and check the efficiency on different inputs.
3. To develop a theme based multimedia presentation
4. To add a digital signature onto a document
5. To perform steganography of text onto an image and check the efficiency with different inputs.

** Perform laboratory work of this course in 'CSL504: Web Design Lab' as experiments or mini project.

Course Code	Course Name	Credits
CSDL05012	Advanced Operating Systems	4

Course Objectives:

1. To understand design issues of Advanced Operating systems.
2. To understand the architecture, kernel and file management of Unix operating system.
3. To understand basic concepts and need of Distributed operating systems.
4. To understand concepts and working of different advanced Operating systems like Multiprocessor OS, Real time OS, Mobile OS.

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

1. Demonstrate understanding of design issues of Advanced operating systems and compare different types of operating systems.
2. Analyse design aspects and data structures used for file subsystem, memory subsystem and process subsystem of Unix OS.
3. Demonstrate understanding of different architectures used in Multiprocessor OS and analyse the design and data structures used in Multiprocessor operating systems.
4. Differentiate between threads and processes and compare different processor scheduling algorithms used in Multiprocessor OS
5. Classify Real Time OS and analyse various real time scheduling algorithms.
6. Explore architectures and design issues of Mobile OS, Virtual OS, Cloud OS.

Prerequisite: Operating Systems

Module	Unit	Detailed Content	Hrs
1		Introduction	04
		Functions of operating systems, Design approaches: layered, kernel based and virtual machine approach, types of advanced operating systems (NOS, DOS, Multiprocessor OS, Mobile OS, RTOS, Cloud OS)	
2		Unix Kernel and File Management	14
	2.1	System Structure, User Perspective, Architecture of Unix Operating System	
	2.2	Buffer cache: Header, Buffer Pool, Retrieving, Reading and Writing Buffer	
	2.3	File Representation: inodes: Structure of file Directories, Path conversion to inode, superblock, inode assignment, allocation of disk blocks	
3		Unix Process and Memory management	12
	3.1	Detailed design of Process Structure: Kernel Data structures for process, Structure of Uarea and Process table, Process states and Transitions	
	3.2	Context of a Process: Static and Dynamic area of context, Saving the Context Layout of System Memory, Regions, Mapping regions	

		with Process, page table and mapping virtual address to physical address.	
4		Distributed Operating system concepts	06
		Goals, Distributed Computing Models, Hardware Concepts, Software Concepts, Architecture of DOS. Design Issues: Transparency, Flexibility, Scalability, Reliability, Performance, fault tolerance	
5		Multiprocessor Operating System	08
	5.1	Introduction, Basic multiprocessor system architectures, design issues, Threads, Process synchronization: the test and set instruction, the swap instruction, implementation of the process wait	
	5.2	Processor scheduling: Issues, Co-scheduling, Smart scheduling, Affinity Based scheduling	
6		Real Time Operating Systems and Mobile OS	08
	6.1	Characteristics of Real Time operating Systems, Classification of Real Time Operating Systems, Scheduling in RTOS: Clock driven: cyclic, Event driven: EDF and rate monotonic scheduling.	
	6.2	Mobile OS: Architecture, Android OS, iOS, Virtual OS, Cloud OS and their design issues	

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

- Question paper will comprise of 6 questions, each carrying 20 marks.
- The students need to solve total 4 questions.
- Question No.1 will be compulsory and based on entire syllabus.
- Remaining question (Q.2 to Q.6) will be selected from all the modules.

Text Books:

1. The Design of the UNIX Operating System, PHI, by Maurice J. Bach.
2. Distributed Computing 2nd Edition, Mahajan and Seema Shah, Oxford.
3. Advanced Concepts in Operating Systems, Mukesh Singhal, Niranjana G Shivaratri.
4. Mobile Computing by Rajkamal, 1st edition, Oxford.
5. Real Time Operating System, Jane W.S. Liu, Pearson.

Reference Books:

1. Andrew S. Tanenbaum and Maarten Van Steen, "Distributed Systems: Principles and Paradigms, 2nd edition, Pearson Education.
2. "Real-Time Systems: Theory and Practice", Rajib Mall, Pearson Education India, 2006.

Course Code	Course Name	Credit
CSDLO5013	Advanced Algorithm	4

Course Objectives:

1. To provide mathematical approach for Analysis of Algorithms.
2. To teach advanced data structures.
3. To solve complex problems in real life applications.

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

1. Describe analysis techniques for algorithms.
2. Identify appropriate data structure and design techniques for different problems
3. Identify appropriate algorithm to be applied for the various application like geometric modeling, robotics, networking, etc.
4. Appreciate the role of probability and randomization in the analysis of algorithm
5. Analyze various algorithms.
6. Differentiate polynomial and non deterministic polynomial algorithms.

Prerequisites: Data structures, Discrete mathematics and Analysis of Algorithm

Sr. No.	Module	Detailed Content	Hours
1	Fundamental of Algorithms	Introduction- Complexity- complexity of recursive algorithms, finding complexity by tree method, master method, proving technique (contradiction, mathematical induction). Amortized analysis- aggregate analysis, accounting analysis, potential analysis dynamic tables	08
2	Probabilistic Analysis and Randomized Algorithm	The hiring problem Indicator random variables Randomized algorithms Probabilistic analysis and further uses of indicator random variable	08
3	Advanced Data Structure	Introduction to trees and heap Red-Black Trees: properties of red-black trees , Operations on Red-black trees Binomial Heaps: Binomial trees and binomial heaps, Operation on Binomial heaps Analysis of all above operations	12
4	Maximum Flow	Flow networks , the ford Fulkerson method ,max bipartite matching , push Relabel Algorithm , The relabel to front algorithm	08

5	Computational Geometry	Line Segment properties, Determining whether any pair of segment intersects, finding the convex hull, Finding the closest pair of points.	08
6	NP-Completeness And Approximation Algorithms	NP-Completeness: NP-Completeness and reducibility, NP-Completeness proofs, NP-Complete problems-The vertex-cover problem, The travelling salesman problem	08

Text Books:

1. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein, “Introduction to Algorithms”, PHI, India Second Edition.
2. Horowitz, Sahani and Rajsekar, “Fundamentals of Computer Algorithms”, Galgotia.
3. Harsh Bhasin, “Algorithms – Design and Analysis”, Oxford, 2015.

Reference Books:

1. Rajeev Motwani, Prabhakar Raghavan, “ Randomized Algorithm”, Cambridge University
2. S. K. Basu, “Design Methods and Analysis of Algorithm”, PHI
3. Vijay V. Vajirani, “Approximation Algorithms”, Springer.

Internal Assessment:

Assessment consists of two tests out of which; one (T1) should be compulsory class test (on at least 02 Modules) and the other (T2) is either a class test or assignments on live problems or course project

Theory Examination:

1. Question paper will comprise of total six questions.
2. All question carry equal marks
3. Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only Four question need to be solved.

In question paper weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.

Lab Code	Lab Name	Credits
CSL501	Microprocessor Lab	1

Lab Objective:

1. To emphasize on use of Assembly language program.
2. To prepare students for advanced subjects like embedded system and IOT.

Lab Outcome:

1. Use appropriate instructions to program microprocessor to perform various task
2. Develop the program in assembly/ mixed language for Intel 8086 processor
3. Demonstrate the execution and debugging of assembly/ mixed language program

Description:

A microprocessor is the most important unit within a computer system. It is responsible for processing the unique set of instructions and processes. It is a controlling unit of a computer, capable of performing Arithmetic Logical Unit (ALU) operations and communicating with the other devices connected to it. Typical microprocessor operations include adding, subtracting, comparing two numbers, and fetching numbers from one area to another. These operations are the result of a set of instructions that are part of the microprocessor design. When computer is turned on, the microprocessor gets the first instruction from the basic input/output system that comes with the computer as part of its memory. After that, either the BIOS, or the operating system that BIOS loads into computer memory, or an application program provides instructions to perform.

Suggested List of Experiments:

Sr. No.	Title of Experiments
1	Use of programming tools (Debug/TASM/MASM/8086kit) to perform basic arithmetic operations on 8bit/16 bit data
2	Code conversion (Hex to BCD, BCD to Hex, ASCII to BCD, BCD to ASCII)
3	Assembly programming for 16-bit addition, subtraction, multiplication and division (menu based)
4	Assembly program based on string instructions (overlapping/ non-overlapping block transfer/ string search/ string length)
5	Assembly program to display the contents of the flag register.
6	Mixed Language program to shift a number for given number of times
7	Assembly program to find the GCD/ LCM of two numbers
8	Assembly program to sort numbers in ascending/ descending order

9	Mixed Language program to increment, decrement the size of the cursor and also to disable it.
10	Assembly program to find minimum/ maximum no. from a given array.
11	Program for device driver (printer/mouse/keyboard)
12	Program based on 32 bit architecture (e.g. Switching from real mode to protected mode using DPMS driver, 32bit multiplication)
13	Assembly program to find factorial of number using procedure
14	Program and interfacing using 8255/ 8253
15	Program and interfacing of ADC/ DAC/ Stepper motor

Term Work:

Term should consist of at least 10 experiments.

Journal must include –

- At least one experiment with use of macros/ procedures
- At least five experiments with use of DOS, BIOS interrupts
- At least two assignments

At least one experiment on hardware interfacing is desirable

The final certification and acceptance of term work ensures satisfactory performance of laboratory work and minimum marks in term work.

Term Work: 25 marks (Total) = 15 Marks (Experiments) + 5 Marks (Assignments) + 5 Marks (Theory + Practical Attendance)

Oral & Practical exam will be based on the CSL501 and CSC501 syllabus.

Lab Code	Lab Name	Credits
CSL 502	Computer Network Lab	1

Lab Objective:

To practically explore OSI layers and understand the usage of simulation tools.

Lab Outcomes:

On successful completion of course learner will be able to

1. Design and setup networking environment in Linux.
2. Use Network tools and simulators such as NS2, Wireshark etc. to explore networking algorithms and protocols.
3. Implement programs using core programming APIs for understanding networking concepts.

Description

The experiments are expected to be performed in Linux environment.

Suggested List of Experiments

Sr. No	Title of Experiments
1.	Setup a network and configure IP addressing, subnetting, masking. (Eg. CISCO Packet Tracer, Student Ed.)
2.	Use basic networking commands in Linux (ping, tracert, nslookup, netstat, ARP, RARP, ip, ifconfig, dig, route)
3.	Build a simple network topology and configure it for static routing protocol using packet tracer.
4.	Perform network discovery using discovery tools (eg. mrtg)
5.	Use Wireshark to understand the operation of TCP/IP layers : <ul style="list-style-type: none"> ● Ethernet Layer : Frame header, Frame size etc. ● Data Link Layer : MAC address, ARP (IP and MAC address binding) ● Network Layer : IP Packet (header, fragmentation), ICMP (Query and Echo) ● Transport Layer: TCP Ports, TCP handshake segments etc. ● Application Layer: DHCP, FTP, HTTP header formats
6.	CRC/ Hamming code implementation.
7.	Stop and wait protocol/ sliding window (selective repeat / Go back N)
8.	Use simulator (Eg. NS2) to understand functioning of ALOHA, CSMA/CD.
9.	<ol style="list-style-type: none"> a. Set up multiple IP addresses on a single LAN. b. Using nestat and route commands of Linux, do the following:

	<ul style="list-style-type: none"> ● View current routing table ● Add and delete routes ● Change default gateway <p>c. Perform packet filtering by enabling IP forwarding using IPtables in Linux.</p>
10.	Implementation of DVR/ LSR in NS2/(any other simulator)
11.	Socket programming using TCP or UDP
12.	Simulate congestion control (leaky bucket / token bucket).
13.	Perform File Transfer and Access using FTP
14.	Perform Remote login using Telnet server

Term Work:

Laboratory work should be based on above syllabus of suggested list having minimum 10 experiments, covering all layers.

Experiments ----- (15) Marks
Assignments ----- (05) Marks
Attendance (Theory + Practical) ----- (05) Marks
Total ----- (25) Marks

Oral & Practical exam will be based on the **above and CSC 503 : Computer Network.**

Lab Code	Lab Name	Credits
CSL503	Database & Information System Lab	1

Lab Outcome: On successful completion of course learner will be able to:

1. Design and draw ER and EER diagram for the real life problem with software tool.
2. Create and update database and tables with different DDL and DML statements.
3. Apply /Add integrity constraints and able to provide security to data.
4. Implement and execute Complex queries.
5. Apply triggers and procedures for specific module/task
6. Handle concurrent transactions and able to access data through front end (using JDBC ODBC connectivity.)

Description:

- The below suggested experiments needs to be performed by a group of **3/4 students**.
- Select any database management system and conduct all experiments based on the same topic.

Suggested List of Experiments:

Sr. No.	Title of Experiments
1	Identify the case study and detail statement of problem. Design an Entity-Relationship (ER) / Extended Entity-Relationship (EER) Model.
2	Mapping ER/EER to Relational schema model.
3	Create and populate database using Data Definition Language (DDL) and DML Commands for you're the specified System.
4	Apply Integrity Constraints for the specified system.
5	Perform Simple queries, string manipulation operations.
6	Nested queries and Complex queries
7	Perform Join operations
8	Views and Triggers
9	Functions , cursor and procedure.
10	Transaction and Concurrency control
11	Mini project- Creating a Two-tier client-server database applications using JDBC

Assignment: Perform Normalization -1NF, 2NF, 3NF

Term Work:

Laboratory work will be based on DBMS syllabus with minimum 10 experiments to be incorporated.

Experiments should be completed by students on the given time duration

Experiments ----- (10) Marks

Mini Project----- (10) Marks

Attendance (Theory + Practical) ----- (05) Marks

Total ----- (25) Marks

Practical and Oral :

Practical and oral Exam should be conducted for the Lab, on Database Management System subject for given list of experiments .

Implementation -----(15) Marks
Oral -----(10) Marks
Total -----(25) Marks

****Oral & Practical exam** will be based on the above and CSC502: ‘DBMS’ syllabus

Text Books:

1. G. K. Gupta :”Database Management Systems”, McGraw – Hill.
2. Korth, Slberchatz,Sudarshan, :”Database System Concepts”, 6th Edition, McGraw – Hill
3. Elmasri and Navathe, “ Fundamentals of Database Systems”, 5thEdition, PEARSON
4. Peter Rob and Carlos Coronel, “ Database Systems Design, Implementation and Management”, Thomson Learning, 5th Edition.

Reference Books :

1. Dr. P.S. Deshpande, SQL and PL/SQL for Oracle 10g,Black Book, Dreamtech Press
2. PaulrajPonniah, “ Introduction to Database Management”,Wiley publication
3. Raghu Ramkrishnan and Johannes Gehrke, “ Database Management Systems”,TMH
4. Debabrata Sahoo “Database Management Systems” Tata McGraw Hill, Schaum’s Outline

Course Code	Course Name	Credits
CSL504	Web Design Lab	2

Course objectives:

1. To design and create web pages using HTML5 and CSS3.
2. To Create web pages and provide client side validation.
3. To create dynamic web pages using server side scripting.
4. To use MVC framework for web application development.

Course outcomes: On completion of course learner will be able to:

1. Understand the core concepts and features of Web Technology
2. Design static web pages using HTML5 and CSS3
3. Apply the concept of client side validation and design dynamic web pages using JavaScript and JQuery.
4. Evaluate client and server side technologies and create Interactive web pages using PHP , AJAX with database connectivity using MySQL.
5. Understand the basics of XML, DTD and XSL and develop web pages using XML / XSLT.
6. Analyze end user requirements and Create web application using appropriate web technologies and web development framework

Prerequisite: Data Structures, Basics of Programming Languages

Module No.	Unit No.	Topics	Hrs.
1.0		INTRODUCTION TO WWW	2
	1.1	Internet Standards – Introduction to WWW – WWW Architecture – SMTP – POP3 – File Transfer Protocol	
	1.2	Overview of HTTP, HTTP request – response — Generation of dynamic web pages- W3C Validator, How web works - Setting up the environment (LAMP/XAMP/WAMP server)	
2.0		CLIENT SIDE PROGRAMMING	6
	2.1	Markup Language (HTML): Introduction to HTML and HTML5 - Formatting and Fonts –Commenting Code – Anchors – Backgrounds – Images – Hyperlinks	
	2.2	Lists – Tables – Frames - HTML Forms and controls.	
	2.3	Cascading Style Sheet (CSS): The need for CSS, Introduction to CSS 3 – Basic syntax and structure ,CSS Properties-Inline Styles – Embedding Style Sheets	
2.4	Linking External Style Sheets – Backgrounds –Box Model(Introduction , Border Properties, Padding Properties, Margin Properties), Manipulating text - Margins and Padding - Positioning using CSS., Creating page Layout and Site Designs		
3.0		INTRODUCTION TO JAVASCRIPT	6
	3.1	Introduction - Core features - Data types and Variables - Operators, Expressions, and Statements, Functions - Objects - Array, Date and Math related Objects	
	3.2	Document Object Model - Event Handling Controlling Windows &	

		Frames and Documents Form handling and validations.	
	3.3	Advanced JavaScript - Browser Management and Media Management – Classes – Constructors – Object-Oriented Techniques in JavaScript	
	3.4	Object constructor and Prototyping - Sub classes and Super classes – JSON - jQuery and AJAX., Rich Internet Application with AJAX, JQuery Framework	
		SERVER SIDE PROGRAMMING	
4.0	4.1	Introduction - Programming basics - Print/echo - Variables and constants – Strings and Arrays	8
	4.2	Operators, Control structures and looping structures – Functions – Reading Data in Web Pages	
	4.3	Embedding PHP within HTML - Establishing connectivity with MySQL database, cookies, sessions and Authentication	
	4.4	AJAX with PHP - AJAX with Databases	
		XML	
5.0	5.1	Dynamic page generation (adding interactivity, styles, using HTML, DHTML, XHTML, CSS, Java Script), XML –DTD(Document Type Definition) - XML Schema	4
	5.2	XML –DTD(Document Type Definition) - XML Schema - Document Object Model - Presenting XML - Using XML Parsers: DOM and SAX,XSL-eXtensible Style sheet Language	
6.0		WEB DEVELOPMENT FRAMEWORK	2
	6.1	Introduction to Composer - MVC Architecture	
	6.2	Web Application Development using web development framework :-Introduction to Laravel, Development of Web pages using Laravel., Example web applications – Interactive websites, web based information systems , blogs, social networking sites etc.	
		Total	28

Text Books:

1. Ralph Moseley , M.T. Savliya ,” Developing Web Applications”, Willy India, Second Edition, ISBN: 978-81-265-3867-6
2. “Web Technology Black Book”, Dremtech Press, First Ediction, 978-7722-997
3. Robin Nixon, "Learning PHP, MySQL, JavaScript, CSS & HTML5" Third Edition, O'REILLY,2014.
(http://www.ebooksbucket.com/uploads/itprogramming/javascript/Learning_PHP_MySQL_Javascript_CSS_HTML5_Robin_Nixon_3e.pdf)
4. Professional Rich Internet Applications: AJAX and Beyond, Dana Moore, Raymond Budd, Edward Benson, Wiley publications.
<https://ebooks-it.org/0470082801-ebook.htm>

Reference Books:

1. Harvey & Paul Deitel& Associates, Harvey Deitel and Abbey Deitel, “Internet and World Wide Web - How To Program”, Fifth Edition, Pearson Education, 2011.
2. Achyut S Godbole and AtulKahate, “Web Technologies”, Second Edition, Tata McGraw Hill, 2012.
3. Thomas A Powell, Fritz Schneider, “JavaScript: The Complete Reference”, Third Edition, Tata McGraw Hill, 2013.

4. David Flanagan, “JavaScript: The Definitive Guide, Sixth Edition”, O'Reilly Media, 2011
5. Steven Holzner, “The Complete Reference - PHP”, Tata McGraw Hill, 2008
6. Mike Mcgrath, “PHP & MySQL in easy Steps”, Tata McGraw Hill, 2012.

Digital Material:

1. www.nptelvideos.in
2. www.w3schools.com
3. <http://spoken-tutorial.org>

Term work Assessment:

Term work will consist of lab experiments testing all the technologies included in syllabus and a **Mini project** solving an appropriate problem using the above technology.

Module	Detailed Contents	Lab Sessions
1	Installation and Setting of LAMP / WAMP / XAMP	1
2	Create Simple web page using HTML5	1
3	Design and Implement web page using CSS3 and HTML5	1
4	Form Design and Client Side Validation using : a. Javascript and HTML5 b. Javascript and JQuery	2
5	Develop simple web page using PHP	1
6	Develop interactive web pages using PHP with database connectivity MYSQL	2
7	Develop XML web page using DTD, XSL	1
8	Implement a webpage using Ajax and PHP	1
9	Hosting the website with Domain Registration Process.	1
10	Design a Web application using Laravel Framework	3

****Setting up /buying the web host management system for hosting of mini project is recommended.**

Term Work: The distribution of marks for term work shall be as follows:

- Lab Assignments : 10 Marks
- Mini Project : 10 Marks
- Attendance : 05 Marks

Practical & Oral Examination:

Practical & Oral examination is to be conducted by pair of internal and external examiners based on the above syllabus.

Course Code	Course Name	Credits
CSL505	Business Communication & Ethics	02

Course Objectives:

1. To inculcate professional and ethical attitude at the work place
2. To enhance effective communication and interpersonal skills
3. To build multidisciplinary approach towards all life tasks
4. To hone analytical and logical skills for problem-solving.

Course Outcomes: Learner will be able to...

1. Design a technical document using precise language, suitable vocabulary and apt style.
2. Develop the life skills/interpersonal skills to progress professionally by building stronger relationships.
3. Demonstrate awareness of contemporary issues knowledge of professional and ethical responsibilities.
4. Apply the traits of a suitable candidate for a job/higher education, upon being trained in the techniques of holding a group discussion, facing interviews and writing resume/SOP.
5. Deliver formal presentations effectively implementing the verbal and non-verbal skills

Module	Detailed Contents	Hrs.
01	Report Writing	05
1.1	Objectives of Report Writing	
1.2	Language and Style in a report	
1.3	Types: Informative and Interpretative (Analytical, Survey and Feasibility) and Formats of reports(Memo, Letter, Short and Long Report)	
02	Technical Writing	03
2.1	Technical Paper Writing(IEEE Format)	
2.2	Proposal Writing	
03	Introduction to Interpersonal Skills	09
3.1	Emotional Intelligence	
3.2	Leadership and Motivation	
3.3	Team Building	
3.4	Assertiveness	
3.5	Conflict Resolution and Negotiation Skills	
3.6	Time Management	
3.7	Decision Making	
04	Meetings and Documentation	02
4.1	Strategies for conducting effective meetings	
4.2	Notice, Agenda and Minutes of a meeting	
4.3	Business meeting etiquettes	
05	Introduction to Corporate Ethics	02
5.1	Professional and work ethics (responsible use of social media Facebook, WA, Twitter etc.)	
5.2	Introduction to Intellectual Property Rights	
5.4	Ethical codes of conduct in business and corporate activities (Personal ethics, conflicting values, choosing a moral response and making ethical decisions)	

06	Employment Skills	07
6.1	Group Discussion	
6.2	Resume Writing	
6.3	Interview Skills	
6.4	Presentation Skills	
6.5	Statement of Purpose	
		28

Assessment:

List of Assignments

1. Report Writing(Theory)
2. Technical Proposal
3. Technical Paper Writing(Paraphrasing a published IEEE Technical Paper)
4. Interpersonal Skills(Group activities and Role plays)
5. Interpersonal Skills(Documentation in the form of soft copy or hard copy)
6. Meetings and Documentation(Notice, Agenda, Minutes of Mock Meetings)
7. Corporate ethics(Case studies, Role plays)
8. Writing Resume and Statement of Purpose

Term Work

Term work shall consist of all assignments from the list. The distribution of marks for term work shall be as follows:

Book Report	10 marks
Assignments:	10 marks
Project Report Presentation:	15 marks
Group Discussion:	10 marks
Attendance:	05 marks

References:

1. Fred Luthans, "Organizational Behavior", Mc GrawHill,
2. Lesiker and Petit, "Report Writing for Business ", McGrawHill
3. R. Subramaniam, "Professional Ethics" Oxford University Press
4. Huckin and Olsen, "Technical Writing and Professional Communication ", McGraw
5. Raman and Sharma, Fundamentals of Technical Communication, Oxford University Press
6. Hill Wallace and Masters, "Personal Development for Life and Work", Thomson Learning.
7. Heta Murphy, "Effective Business Communication ", McGraw Hill, edition
8. R.C Sharma and Krishna Mohan, "Business Correspondence and Report Writing",
9. Raman Sharma, "Communication Skills", Oxford University Press
10. B N Ghosh, "Managing Soft Skills for Personality Development", Tata McGraw Hill
11. Dufrene, Sinha, "BCOM", Cengage Learning, 2nd edition
12. Bell. Smith, "Management Communication" Wiley India Edition, 3rd edition.
13. Dr. K. Alex, "Soft Skills", S Chand and Company
14. Robbins Stephens P., "Organizational Behavior", Pearson Education
15. <https://grad.ucla.edu/asis/agep/advsoystem.pdf>

Course Code	Course Name	Credits
CSC601	Software Engineering	4

Course objectives:

The main objective of the course is to introduce to the students about the product that is to be engineered and the processes that provides a framework for the engineering methodologies and practices.

1. To provide the knowledge of software engineering discipline.
2. To apply analysis, design and testing principles to software project development.
3. To demonstrate and evaluate real time projects with respect to software engineering principles.

Course outcomes:

On successful completion of course, learners will be able to:

1. Understand and demonstrate basic knowledge in software engineering.
2. Identify requirements, analyze and prepare models.
3. Plan, schedule and track the progress of the projects.
4. Design & develop the software projects.
5. Identify risks, manage the change to assure quality in software projects.
6. Apply testing principles on software project and understand the maintenance concepts.

Prerequisite:

1. Concepts of Object Oriented Programming & Methodology
2. Knowledge of developing applications with front end & back end connectivity.

Course syllabus:

Module No.	Unit No.	Topics	Hrs.
1.0		Introduction To Software Engineering and Process Models	08
	1.1	Nature of Software, Software Engineering, Software Process, Capability Maturity Model (CMM)	
	1.2	Generic Process Model, Prescriptive Process Models: The Waterfall Model, V-model, Incremental Process Models, Evolutionary Process Models, Concurrent Models, Agile process, Agility Principles, Extreme Programming (XP), Scrum, Kanban model	
2.0		Requirements Analysis and Modelling	08
	2.1	Requirement Elicitation, Software requirement specification (SRS), Developing Use Cases (UML)	
	2.2	Requirement Model – Scenario-based model, Class-based model, Behavioural model.	
3.0		Project Scheduling and Tracking	08
	3.1	Management Spectrum, 3Ps (people, product and process)	
	3.2	Process and Project metrics	

	3.3	Software Project Estimation: LOC, FP, Empirical Estimation Models - COCOMO II Model, Specialized Estimation Techniques	
	3.4	Project scheduling: Defining a Task Set for the Software Project, Timeline charts, Tracking the Schedule, Earned Value Analysis	
4.0		Software Design	10
	4.1	Design Principles, Design Concepts, Effective Modular Design – Cohesion and Coupling	
	4.2	Architectural Design	
	4.3	Component-level design	
	4.4	User Interface Design	
5.0		Software Risk, Configuration Management & Quality Assurance	08
	5.1	Risk Identification, Risk Assessment, Risk Projection, RMMM	
	5.2	Software Configuration management, SCM repositories, SCM process	
	5.3	Software Quality Assurance Task and Plan, Metrics, Software Reliability, Formal Technical Review (FTR), Walkthrough	
6.0		Software Testing and Maintenance	10
	6.1	Strategic Approach to Software Testing, Unit testing, Integration testing Verification, Validation Testing, System Testing	
	6.2	Software Testing Fundamentals, White-Box Testing , Basis Path Testing, Control Structure Testing, Black-Box Testing,	
	6.3	Software maintenance and its types, Software Re-engineering, Reverse Engineering	
		Total	52

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 06 questions, each carrying 20 marks.
2. The students need to solve total 04 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining questions (Q.2 to Q.6) will be selected from all the modules.

Text Books:

1. Roger Pressman, "Software Engineering: A Practitioner's Approach", McGraw-Hill Publications
2. Ian Sommerville, "Software Engineering", Pearson Education (9th edition)
3. Ali Behfroz and Fredeick J.Hudson, "Software Engineering Fundamentals", Oxford University Press

Reference Books:

1. Ugrasen Suman, "Software Engineering – Concepts and Practices", Cengage Learning
2. Pankaj Jalote, "An integrated approach to Software Engineering", Springer/Narosa
3. Jibitesh Mishra and Ashok Mohanty, "Software Engineering", Pearson
4. Rajib Mall, "Fundamentals of Software Engineering", Prentice Hall India

Course Code	Course Name	Credits
CSC602	System Programming And Compiler Construction	4

Course objectives:

1. To understand the role and functioning of various system programs over application program.
2. To understand basic concepts and designing of assembler, Macro processor and role of static and dynamic loaders and linkers.
3. To understand the need to follow the syntax in writing an application program and to learn the how the analysis phase of compiler is designed to understand the programmer's requirements without ambiguity.
4. To synthesize the analysis phase outcomes to produce the object code that is efficient in terms of space and execution time.

Course outcomes: On successful completion of course learner will be able to:

1. Identify the relevance of different system programs.
2. Describe the various data structures and passes of assembler design.
3. Identify the need for different features and designing of macros.
4. Distinguish different loaders and linkers and their contribution in developing efficient user applications.
5. Construct different parsers for given context free grammars.
6. Justify the need synthesis phase to produce object code optimized in terms of high execution speed and less memory usage

Prerequisite: Data Structures, Theoretical computer science, Operating system. Computer Organization and Architecture, Microprocessor

Module No.	Unit No.	Topics	Hrs.
1	Introduction to System Software	Concept of System Software, Goals of system softwares, system program and system programming, Introduction to various system programs such as Assembler, Macro processor, Loader, Linker, Compiler, Interpreter, Device Drivers, Operating system, Editors, Debuggers.	2
2	Assemblers	Elements of Assembly Language programming, Assembly scheme, pass structure of assembler, Assembler Design: Two pass assembler Design and single pass Assembler Design for Hypothetical / X86 family processor, data structures used.	10
3	Macros and Macro Processor	Introduction, Macro definition and call, Features of Macro facility: Simple, parameterized, conditional and nested. Design of single pass macro processor, data structures used.	8
4	Loaders and Linkers	Introduction, functions of loaders, Relocation and Linking concept, Different loading schemes: Relocating loader, Direct Linking Loader, Dynamic linking and loading.	8

5	Compilers: Analysis Phase	<p>Introduction to compilers, Phases of compilers:</p> <p>Lexical Analysis- Role of Finite State Automata in Lexical Analysis, Design of Lexical analyser, data structures used .</p> <p>Syntax Analysis- Role of Context Free Grammar in Syntax analysis, Types of Parsers: Top down parser- LL(1), Bottom up parser- Operator precedence parser, SLR</p> <p>Semantic Analysis, Syntax directed definitions.</p>	12
6	Compilers: Synthesis phase	<p>Intermediate Code Generation: Types of Intermediate codes: Syntax tree, Postfix notation, Three address codes: Triples and Quadruples.</p> <p>Code Optimization: Need and sources of optimization, Code optimization techniques: Machine Dependent and Machine Independent.</p> <p>Code Generation: Issues in the design of code generator, code generation algorithm. Basic block and flow graph.</p>	12

Text Books:

1. D. M Dhamdhare: Systems programming, Tata McGraw Hill
2. A. V. Aho, R. Shethi, Monica Lam , J.D. Ulman : Compilers Principles, Techniques and Tools , Pearson Education , Second Edition.
3. J. J. Donovan: Systems Programming Tata McGraw Hill Publishing Company

Reference Books:

1. Lex &yacc, 2nd Edition by John R. Levine, Tony Mason & Doug Brown O'Reilly
2. Compiler construction D,M.Dhamdhare second edition MACMILLAM.
3. Compiler construction : principles and practices , Kenneth C.Louden ,CENGAGE Learning
4. System software : An introduction to system programming , Leland L. Beck, Pearson

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSC603	Data Warehousing and Mining	4

Course objectives:

1. To identify the scope and essentiality of Data Warehousing and Mining.
2. To analyze data, choose relevant models and algorithms for respective applications.
3. To study spatial and web data mining.
4. To develop research interest towards advances in data mining.

Course outcomes: On successful completion of course learner will be able to:

1. Understand Data Warehouse fundamentals, Data Mining Principles
2. Design data warehouse with dimensional modelling and apply OLAP operations.
3. Identify appropriate data mining algorithms to solve real world problems
4. Compare and evaluate different data mining techniques like classification, prediction, clustering and association rule mining
5. Describe complex data types with respect to spatial and web mining.
6. Benefit the user experiences towards research and innovation.

Prerequisite: Basic database concepts, Concepts of algorithm design and analysis.

Module No.	Topics	Hrs.
1.0	Introduction to Data Warehouse and Dimensional modelling: Introduction to Strategic Information, Need for Strategic Information, Features of Data Warehouse, Data warehouses versus Data Marts, Top-down versus Bottom-up approach. Data warehouse architecture, metadata, E-R modelling versus Dimensional Modelling, Information Package Diagram, STAR schema, STAR schema keys, Snowflake Schema, Fact Constellation Schema, Factless Fact tables, Update to the dimension tables, Aggregate fact tables.	8
2.0	ETL Process and OLAP: Major steps in ETL process, Data extraction: Techniques, Data transformation: Basic tasks, Major transformation types, Data Loading: Applying Data, OLTP Vs OLAP, OLAP definition, Dimensional Analysis, Hypercubes, OLAP operations: Drill down, Roll up, Slice, Dice and Rotation, OLAP models : MOLAP, ROLAP.	8
3.0	Introduction to Data Mining, Data Exploration and Preprocessing: Data Mining Task Primitives, Architecture, Techniques, KDD process, Issues in Data Mining, Applications of Data Mining, Data Exploration :Types of Attributes, Statistical Description of Data, Data Visualization, Data Preprocessing: Cleaning, Integration, Reduction: Attribute subset selection, Histograms, Clustering and Sampling, Data Transformation & Data Discretization: Normalization, Binning, Concept hierarchy generation, Concept Description: Attribute oriented Induction for Data Characterization.	10

4.0	Classification, Prediction and Clustering: Basic Concepts, Decision Tree using Information Gain, Induction: Attribute Selection Measures, Tree pruning, Bayesian Classification: Naive Bayes, Classifier Rule - Based Classification: Using IF-THEN Rules for classification, Prediction: Simple linear regression, Multiple linear regression Model Evaluation & Selection: Accuracy and Error measures, Holdout, Random Sampling, Cross Validation, Bootstrap, Clustering: Distance Measures, Partitioning Methods (<i>k</i> -Means, <i>k</i> -Medoids), Hierarchical Methods(Agglomerative, Divisive)	12
5.0	Mining Frequent Patterns and Association Rules: Market Basket Analysis, Frequent Item sets, Closed Item sets, and Association Rule, Frequent Pattern Mining, Efficient and Scalable Frequent Item set Mining Methods: Apriori Algorithm, Association Rule Generation, Improving the Efficiency of Apriori, FP growth, Mining frequent Itemsets using Vertical Data Format, Introduction to Mining Multilevel Association Rules and Multidimensional Association Rules	8
6.0	Spatial and Web Mining: Spatial Data, Spatial Vs. Classical Data Mining, Spatial Data Structures, Mining Spatial Association and Co-location Patterns, Spatial Clustering Techniques: CLARANS Extension, Web Mining: Web Content Mining, Web Structure Mining, Web Usage mining, Applications of Web Mining	6
Total		52

Text Books:

1. PaulrajPonniah, "Data Warehousing: Fundamentals for IT Professionals", Wiley India.
2. Han, Kamber, "Data Mining Concepts and Techniques", Morgan Kaufmann 3rd edition.
3. ReemaTheraja "Data warehousing", Oxford University Press.
4. M.H. Dunham, "Data Mining Introductory and Advanced Topics", Pearson Education.

Reference Books:

1. Ian H. Witten, Eibe Frank and Mark A. Hall " Data Mining ", 3rd Edition Morgan kaufmann publisher.
2. Pang-Ning Tan, Michael Steinbach and Vipin Kumar, Introduction to Data Mining", Person Publisher.
3. R. Chattamvelli, "Data Mining Methods" 2nd Edition NarosaPublishing House.

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSC604	Cryptography and System Security	4

Course Objectives:

1. To introduce classical encryption techniques and concepts of modular arithmetic and number theory.
2. To explore the working principles and utilities of various cryptographic algorithms including secret key cryptography, hashes and message digests, and public key algorithms
3. To explore the design issues and working principles of various authentication protocols, PKI standards and various secure communication standards including Kerberos, IPsec, and SSL/TLS and email.
4. To develop the ability to use existing cryptographic utilities to build programs for secure communication.

Course Outcomes: At the end of the course learner will able to

1. Understand system security goals and concepts, classical encryption techniques and acquire fundamental knowledge on the concepts of modular arithmetic and number theory.
2. Understand, compare and apply different encryption and decryption techniques to solve problems related to confidentiality and authentication
3. Apply the knowledge of cryptographic checksums and evaluate the performance of different message digest algorithms for verifying the integrity of varying message sizes.
4. Apply different digital signature algorithms to achieve authentication and design secure applications
5. Understand network security basics, analyze different attacks on networks and evaluate the performance of firewalls and security protocols like SSL, IPsec, and PGP.
6. Analyze and apply system security concept to recognize malicious code.

Detailed Syllabus:

Module No	Unit No	Detailed Content	Hrs
1	Introduction & Number Theory		10
	1.1	Security Goals, Services, Mechanisms and attacks, The OSI security architecture, Network security model, Classical Encryption techniques, Symmetric cipher model, mono-alphabetic and poly-alphabetic substitution techniques: Vigenere cipher, playfair cipher, Hill cipher, transposition techniques: keyed and keyless transposition ciphers, steganography.	
	1.2	Modular Arithmetic and Number Theory:- Euclid's algorithm--Prime numbers-Fermat's and Euler's theorem- Testing for primality -The Chinese remainder theorem, Discrete logarithms.	
2	Symmetric and Asymmetric key Cryptography and key Management		12

	2.1	Block cipher principles, block cipher modes of operation, DES, Double DES, Triple DES, Advanced Encryption Standard (AES), Stream Ciphers: RC5 algorithm.	
	2.2	Public key cryptography: Principles of public key cryptosystems-The RSA algorithm, The knapsack algorithm, ElGamal Algorithm.	
	2.3	Key management techniques: using symmetric and asymmetric algorithms and trusted third party. Diffie Hellman Key exchange algorithm.	
	Hashes, Message Digests and Digital Certificates		06
3	3.1	Cryptographic hash functions, Properties of secure hash function, MD5, SHA-1, MAC, HMAC, CMAC.	
	3.2	Digital Certificate: X.509, PKI	
	Authentication Protocols & Digital signature schemes		08
4	4.1	User Authentication and Entity Authentication, One-way and mutual authentication schemes, Needham Schroeder Authentication protocol, Kerberos Authentication protocol.	
	4.2	Digital Signature Schemes – RSA, ElGamal and Schnorr signature schemes.	
	Network Security and Applications		10
	5.1	Network security basics: TCP/IP vulnerabilities (Layer wise), Packet Sniffing, ARP spoofing, port scanning, IP spoofing, TCP syn flood, DNS Spoofing.	
5	5.2	Denial of Service: Classic DOS attacks, Source Address spoofing, ICMP flood, SYN flood, UDP flood, Distributed Denial of Service, Defenses against Denial of Service Attacks.	
	5.3	Internet Security Protocols: SSL, IPSEC, Secure Email: PGP, Firewalls, IDS and types, Honey pots	
	System Security		06
6	6.1	Software Vulnerabilities: Buffer Overflow, Format string, cross-site scripting, SQL injection, Malware: Viruses, Worms, Trojans, Logic Bomb, Bots, Rootkits.	

Text Books:

1. William Stallings, Cryptography and Network Security, Principles and Practice, 6th Edition, Pearson Education, March 2013
2. Behrouz A. Ferouzan, "Cryptography & Network Security", Tata Mc Graw Hill
3. Bernard Menezes, "Cryptography & Network Security", Cengage Learning.
4. Network Security Bible, Eric Cole, Second Edition, Wiley.

Reference Books:

1. Applied Cryptography, Protocols Algorithms and Source Code in C, Bruce Schneier, Wiley.
2. Cryptography and Network Security, Atul Kahate, Tata Mc Graw Hill.

Assessment:**Internal Assessment:**

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

Theory Examination:

1. Question paper will comprise of total six questions.
2. All question carry equal marks
3. Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only Four question need to be solved.

In question paper weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.

Course Code	Course Name	Credits
CSDLO6021	Machine Learning	04

Course Objectives:

- 1 To introduce students to the basic concepts and techniques of Machine Learning.
- 2 To become familiar with regression methods, classification methods, clustering methods.
- 3 To become familiar with Dimensionality reduction Techniques.

Course Outcomes: Students will be able to-

1. Gain knowledge about basic concepts of Machine Learning
2. Identify machine learning techniques suitable for a given problem
3. Solve the problems using various machine learning techniques
4. Apply Dimensionality reduction techniques.
5. Design application using machine learning techniques

Pre-requisites: Data Structures, Basic Probability and Statistics, Algorithms

Module No.	Unit No.	Topics	Hrs.
1		Introduction to Machine Learning Machine Learning, Types of Machine Learning, Issues in Machine Learning, Application of Machine Learning, Steps in developing a Machine Learning Application.	6
2		Introduction to Neural Network Introduction – Fundamental concept – Evolution of Neural Networks – Biological Neuron, Artificial Neural Networks, NN architecture, Activation functions, McCulloch-Pitts Model.	8
3		Introduction to Optimization Techniques: Derivative based optimization- Steepest Descent, Newton method. Derivative free optimization- Random Search, Down Hill Simplex	6
4		Learning with Regression and trees: Learning with Regression : Linear Regression, Logistic Regression. Learning with Trees: Decision Trees, Constructing Decision Trees using Gini Index, Classification and Regression Trees (CART).	10
5		Learning with Classification and clustering:	14
	5.1	Classification: Rule based classification, classification by Bayesian Belief networks, Hidden Markov Models. Support Vector Machine: Maximum Margin Linear Separators, Quadratic Programming solution to finding maximum margin separators, Kernels for learning non-linear functions.	
	5.2	Clustering: Expectation Maximization Algorithm, Supervised learning	

		after clustering, Radial Basis functions.	
6		Dimensionality Reduction: Dimensionality Reduction Techniques, Principal Component Analysis, Independent Component Analysis, Single value decomposition	8
		Total	52

Text Books:

1. Peter Harrington “Machine Learning In Action”, DreamTech Press
2. Ethem Alpaydin, “Introduction to Machine Learning”, MIT Press
3. Tom M.Mitchell “Machine Learning” McGraw Hill
4. Stephen Marsland, “Machine Learning An Algorithmic Perspective” CRC Press
5. J.-S.R.Jang "Neuro-Fuzzy and Soft Computing" PHI 2003.
6. Samir Roy and Chakraborty, “Introduction to soft computing”, Pearson Edition.
7. Kevin P. Murphy , Machine Learning “ A Probabilistic Perspective”

Reference Books:

1. Han Kamber, “Data Mining Concepts and Techniques”, Morgann Kaufmann Publishers
2. Margaret.H.Dunham, “Data Mining Introductory and Advanced Topics”, Pearson Education

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

- Question paper will comprise of 6 questions, each carrying 20 marks.
- The students need to solve total 4 questions.
- Question No.1 will be compulsory and based on entire syllabus.
- Remaining question (Q.2 to Q.6) will be selected from all the modules.

Suggested Experiment work :

1. To implement Linear Regression.
2. To implement Logistic Regression.
3. To implement SVM.
4. To implement PCA.
5. To implement Steepest Descent
6. To implement Random search
7. To implement Naïve Baysian algorithm.
8. To implement Single layer Perceptron Learning algorithm
9. To implement Radialbasis functions.
10. Case study based on any ML technique

**** Laboratory work based on above syllabus is incorporate as mini project in CSM605: Mini-Project.**

Course Code	Course Name	Credits
CSDLO6022	Advanced Database Management System	4

Course objectives:

1. To provide overview of indexing and hashing techniques
2. To impart knowledge of query processing and optimization
3. To provide an overview of distributed database systems.
4. To introduce the concept of document oriented database.
5. To create awareness about potential security threats to a database and mechanisms to handle it.
6. Understand the usage of advanced data models for real life application.

Course outcomes: On successful completion of course learner will be able to:

1. Build indexing mechanisms for efficient retrieval of information from databases.
2. Measure query cost and optimize query execution
3. Design distributed database for better resource management
4. Demonstrate the understanding of the concepts of document oriented databases.
5. Apply appropriate security techniques database systems.
6. Implement advanced data models for real life applications.

Prerequisite: Basic knowledge of Database management System.

Module No.	Unit No.	Topics	Hrs.
1.0		Indexing and Hashing Techniques	8
	1.1	Indexing and Hashing: <ul style="list-style-type: none"> • Operation on Files • Hashing Techniques; Static and dynamic • Types of Single-Level Ordered Indexes; Multilevel Indexes; Dynamic Multilevel Indexes Using B-Trees and B+-Trees; Indexes on Multiple Keys, 	
2.0		Query processing and Optimization	12
		Query Processing : <ul style="list-style-type: none"> • Overview • Measures of Query cost • Selection operation • Sorting • Join Operations, and other Operations Evaluation of Expression Query Optimization : <ul style="list-style-type: none"> • Translations of SQL Queries into relational algebra • Heuristic approach & cost based optimization 	

3.0		Distributed Databases	12
	3.1	<ul style="list-style-type: none"> Types of Distributed Database Systems; Distributed Database Architectures; Data Fragmentation, Replication and Allocation Techniques for Distributed Database Design 	
	3.2	<ul style="list-style-type: none"> Distributed Query Processing (Semi join) distributed Transaction Management in Distributed Databases distributed Concurrency Control (locking) , Recovery in Distributed Databases {2PC/3PC} and deadlock management. 	
4		Document oriented database	
		<ul style="list-style-type: none"> Need of object oriented database. Impedance matching problem between OO languages and Relational database, Case study db4O Need of Document Oriented database, difference between Document Oriented Database and Traditional database. Types of encoding XML, JSON, BSON, Representation XML, Json Objects. Case study on doc oriented based such a Mariadb 	8
5		Advanced data models	6
	5.1	<ul style="list-style-type: none"> Temporal data models :- Aspects of valid time , Bi-temporal time and bi-temporal time with examples of each. Spatial model :- Types of spatial data models - Raster, Vector and Image Mobile databases 	
	5.2	<ul style="list-style-type: none"> Multimedia databases 	
6		Data Security	6
	6.1	<ul style="list-style-type: none"> Introduction to Database Security Issues; authorization , Discretionary Access Control Based on Granting and Revoking Privileges Mandatory Access Control and Role-Based 	

	6.2	Access Control for Multilevel Security <ul style="list-style-type: none"> ● SQL Injection ● Introduction to Statistical Database Security Introduction to Flow Control 	
		Total	52

Text Books:

1. Elmasri&Navathe“ fundamentals of Database Systems” IV edition. PEARSON Education.
2. Korth, Silberschatzsudarshan “Database systems, concepts” 5th edition McGraw Hill
3. Raghu Ramkrishnan& Johannes Gehrke “Database Management System” Tata McGraw Hill. III edition.
4. Ruosell J.T. Dyer, Learning MySQL and Mariadb.

Reference Books:

1. Chhanda Ray , “Distributed Database System”, Pearson Education India.
2. Hector Garcia-Molina, Jeffery D. Ullman, Jennifer Widom , “ Database system Implementation”
3. Thomas M.Connolly Carolyn Begg, Database Systems : A practical Approach to Design , Implementation and Management, 4/e.

Suggested mini. Project / Experiment work:

1. Given problem statement 2/3 student to perform-
 - a. Design EER model and perform sorting, join operations for the specified problem statement.
 - b. Perform the various fragmentation (Horizontal, Vertical, Derived) and check its correctness criteria.
 - c. Perform two phase commit protocol (2PC)
2. Mini Project / Case study on document oriented database such a Mariadb
3. Mini Project Case study Development of an application based on any one advance data model (temporal, Spatial Multimedia)

**** Perform Laboratory (Experiments) work in the in CSM605:Mini-Project**

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

- 1 Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSDLO6023	Enterprise Resource Planning(ERP)	4

Course Objectives:

1. To understand the technical aspects and life cycle of ERP systems.
2. To understand the steps and activities in ERP.
3. To identify and describe different types of ERP system.
4. To understand tools and methodology used for designing ERP for an Enterprise.

Course Outcomes: After completion of this course, students will be able ..

1. To understand the basic structure of ERP.
2. To identify implementation strategy used for ERP.
3. To apply design principles for various business modules in ERP.
4. To apply different emerging technologies for implementation of ERP.
5. To analyze security issues in ERP.
6. To acquire ERP concepts for real world applications.

Pre-requisites: Web Engineering, Computer Network, Database Systems

Module No.	Unit No.	Topics	Hrs.
1.0		Introduction to Enterprise Resource Planning (ERP) Information System and Its Components, Value Chain Framework, Organizational Functional Units, Evolution of ERP Systems, Role of ERP in Organization, Three-Tier Architecture of ERP system.	8
2.0		ERP and Implementation ERP implementation and strategy, Implementation Life cycle, Pre-implementation task, requirement definition, implementation Methodology.	8
3.0		ERP Business Modules	8
	3.1	Finance, manufacturing, human resources, quality management, material management, marketing, Sales distribution and service.	
	3.2	Case study on Supply Chain management (SCM), Customer relationship Management (CRM)	
4.0		Introduction to ERP related Technologies	10
	4.1	Business Process Re-engineering (BPR) ,Data warehousing ,Data Mining, On- line Analytical Processing(OLAP), Product Life Cycle Management (PLM)	
	4.2	Geographical Information Management ,RFID, QR Code ,Bar	

		Coding, E-commerce and their application in Enterprise planning	
5.0		Extended ERP and security issues	8
	5.1	Enterprise application Integration (EAI), open source ERP, cloud ERP	
	5.2	Managing ERP Securities: Types of ERP security Issues, System Access security, Data Security and related technology for managing data security	
6.0		Cases of ERP for Enterprises.	10
	6.1	Cases of ERP like MySAP for Business suite implementation at ITC, ERP for Nestle GLOBE Project, Oracle ERP Implementation at Maruti Suzuki.	
	6.2	Need of ERP for Small and Medium size enterprises.(Zaveri)	
		Total	52

Text Books:

1. Alexis Leon, ERP Demystified: II Edition, Tata McGraw Hill.
2. Rajesh Ray, Enterprise Resource Planning, Text and cases, Tata McGraw Hill.
3. Sandeep Desai, Abhishek Srivastava, ERP to E² ERP: A Case study approach, PHI.
4. Jyotindra Zaveri, Enterprise Resource Planning, Himalaya Publishing House, 2012.

Reference Books:

1. V.K. Garg & N.K. Venkatakrishnan, Enterprise Resource Planning: concepts & practices, by ; PHI.
2. Supply Chain Management Theories & Practices: R. P. Mohanty, S. G. Deshmukh, - Dreamtech Press.
3. Enterprise wide resource planning: Theory & practice: by Rahul Altekar, PHI
4. Customer Relationship Management, Concepts and cases, Second Edition.

Mini Project / Laboratory Work:

1. Give case study 2/3 student of any organization. Make a report before-after situation at organization (Domain).
2. Make a list of Resource of the Selected Domain.
3. Categorized the Resource as per the function level process and Identify module of the domain.
4. Explain process of each module of the domain.
5. Perform Business process re-engineering (BPR) on selected Module.
6. Implement new system based on BPR.
7. Perform Impact analysis of the new system as the BPR.
 - a. Prepare study on JD Edward Tool.

- b. Prepare study on Microsoft Dynamics.
8. Download any open source ERP Tool and prepare Installation Guideline and information about the Tool.
9. Make Data Entry in the Software in all modules & generate report.

**** Perform Laboratory (Experiments) work in the in CSM605:Mini-Project.**

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

- 1 Question paper will comprise of 6 questions, each carrying 20 marks.
 - The students need to solve total 4 questions.
 - Question No.1 will be compulsory and based on entire syllabus.
 - Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSDLO6024	Advanced Computer Network	4

Course Objective:

1. To make learners aware about advances in computer networking technologies.
2. To give overview of advance internet, QoS based and management protocols.
3. To introduce issues related to traffic engineering and capacity planning.

Course Outcomes: On successful completion of course learner will be able to

1. Demonstrate the understanding of advance data communication technologies.
2. Demonstrate the understanding of WAN Technology typically ATM .
3. Demonstrate the understanding of packet switching protocols such as X.25, X.75.
4. Explore the issues of advance internet routing protocols and also QoS based protocols.
5. Analyze issues of traffic requirements and perform capacity planning.
6. Demonstrate the understanding of protocol used for management of network.

Prerequisite: Computer Networks, ISO OSI Layered Protocols, TCP/IP protocol suite.

Module No.	Unit No.	Topics	Hrs.
1	Data Communications:		06
	1.1	Defining Data Communication needs, Transmission Hierarchy	
	1.2	Optical Networks: SONET/SDH standard, Architecture, Format, Hardware, Configuration, advantages	
2	WAN Technology:		10
	2.1	Introducing ATM Technology, Need and Benefit, Concept, Faces of ATM	
	2.2	Why ATM, BISDN Reference Model, ATM Layer, ATM Adaptation Layer, ATM Signaling	
3	Protocols and Interfaces:		10
	3.1	Introduction to TCP/IP: Issues in IPV4, IPV6 protocol	
	3.2	Mature Packet Switching Protocols: ITU Recommendation X.25, User Connectivity, Theory of Operations, Network Layer Functions, X.75 Internetworking Protocol, Advantages and Drawbacks	

	Advance Routing Protocols:	14
4	4.1	Internet Routing Protocols : OSPF, RIP, BGP Multicast Routing: Reverse Path Broadcasting, Internet Group Management Protocol, Reverse Path Multicasting, Discrete Vector Multicasting protocol
	4.2	IP forwarding Architectures Overlay Model: Classical IP over ATM and LANE
	4.3	Multiprotocol Label Switching MPLS : Fundamentals of Labels, Label Stack, VC Merging, Label Distribution Protocol, Explicit routing for Traffic Engineering
	4.4	Integrated services, RSVP, Differentiated Services
	4.5	MultiMedia Over Internet: RTP, Session Control Protocol H.323
	Traffic Engineering :	08
5	5.1	Requirement Definition: User requirement Traffic Sizing , Traffic Characteristics, Protocols, Time and Delay Considerations
	5.2	Traffic Engineering and Capacity planning: Throughput calculation, Traffic Engineering basics, Traditional traffic Engineering and Queued data and Packet Switched packet modeling, Queuing Disciplines (M/M/1), Design parameters for Peak: delay or latency, availability and reliability.
6	Network management	
	6.1	Network Management : SNMP Concept and format, Management Components: SMI, MIB
		04

Text Books:

1. M. A. Gallo and W. M. Hancock, Computer Communications and Networking Technologies, Cengage Learning, (1e).
2. Leon-Garcia, Communication Networks, Tata McGraw-Hill.
3. Darren L. Spohn, Data Network Design, Tata McGraw-Hill.
4. BehrouzForouzan, TCP/IP Protocol Suite ,McGraw-Hill, (5e).
5. William Stallings, High-Speed Networks and Internets, Pearson Education, (2e).

Reference Books:

1. Andrew Tanenbaum“ Computer Networks”, Prentice Hall, (5e).
2. Cisco Certified Network Analyst study guide, Wiley Publishing House.(7e).
3. Douglas E. Comer, Internetworking with TCP/IP Volume One, (6e).
4. James F. Kurose, Keith W. Ross, “Computer Networking, A Top-Down Approach Featuring the Internet”,Addison Wesley, (5e).

Assessment:**Internal Assessment:**

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Lab Code	Lab Name	Credits
CSL601	Software Engineering Lab	1

Lab Outcome:

On successful completion of laboratory sessions, learners will be able to

1. Identify requirements and apply process model to selected case study.
2. Analyze and design models for the selected case study using UML modeling.
3. Use various software engineering tools.

Description:

The Software Engineering Lab has been developed by keeping in mind the following objectives:

- Select case studies to solve real life problems by applying software engineering principles.
- To impart state-of-the-art knowledge on Software Engineering and UML.

List of Experiments:

Laboratory work will be based on course syllabus with minimum 10 experiments to be incorporated.

Assign case study to a group of two/three students and each group to perform the following experiments on their case study.

Sr. No.	Title of Experiments
1	Prepare detailed statement of problem for the selected / allotted mini project and identify suitable process model for the same with justification.
2	Develop Software Requirement Specification (SRS) document in IEEE format for the project.
3	Use project management tool to prepare schedule for the project.
4	Prepare RMMM plan for the project.
5	Identify scenarios & develop UML Use case and Class Diagram for the project.
6	Draw DFD (upto 2 levels) and prepare Data Dictionary for the project.
7	Develop Activity / State Transition diagram for the project.
8	Develop Sequence and Collaboration diagram for the project.
9	Change specification and make different versions using any SCM Tool.
10	Develop test cases for the project using white box testing.

Digital Material:

Practical can be conducted using any open source software tools like Dia, Star UML, etc.

Term Work:

Term work (25 Marks) shall consist of

- Laboratory work 15 marks
- Two assignments ... 05 marks
- Attendance (theory and practical) 05 marks

Oral exam will be based on CSC601 and CSL601 syllabus.

Lab Code	Lab Name	Credits
CSL602	System Software Lab	1

Outcome: At the end of the course learner will be able to

1. Generate machine code by using various databases generated in pass one of two pass assembler.
2. Construct different databases of single pass macro processor.
3. Identify and validate different tokens for given high level language code.
4. Parse the given input string by constructing Top down /Bottom up parser.
5. Implement synthesis phase of compiler with code optimization techniques.
6. Explore various tools like LEX and YACC.

Description: The current System Software is highly complex with huge built in functionality offered to the programmer to develop complex applications with ease. This laboratory course aims to make a student understand-

- The need for modular design
- The need for well-defined data structures and their storage management
- The increase in the complexity of translators as we move from assembly level to high level programming
- The need to produce an efficient machine code that is optimized for both execution speed and memory requirement
- The efficient programming constructs that make them a good coder

Suggested List of Experiments:

Sr. No.	Title of Experiments
1	Implementations of two pass Assembler.
2	Implementation of single pass Macro Processor.
4	Implementation of Lexical Analyzer.
5	Implementation of Parser (Any one).
6	Implementation of Intermediate code generation phase of compiler.
7	Implementation of code generation phase of compiler.
8	Study and implement experiments on LEX, YACC, Grey Box Probing.

Reference Books:

1. Modern Compiler. Implementation in Java, Second. Edition. Andrew W. Appel Princeton University. Jens Palsberg Purdue University. CAMBRIDGE.
2. Crafting a compiler with C, Charles N. Fischer, Ron K. Cytron, Richard J. LeBlanc .

Term Work:

Laboratory work will be based on above syllabus with minimum 10 experiments to be incorporated.

The distribution of marks for term work shall be as follows:

- Laboratory work (experiments/case studies):(15) Marks.
- Assignment: (05) Marks.
- Attendance (05) Marks
- TOTAL: (25) Marks.**

Oral & Practical exam will be based on the above and **CSC602** syllabus.

Lab Code	Lab Name	Credits
CSL603	Data Warehousing and Mining Lab	1

Lab Outcome:

1. Design data warehouse and perform various OLAP operations.
2. Implement classification, prediction, clustering and association rule mining algorithms.
3. Demonstrate classifications, prediction, clustering and association rule mining algorithms on a given set of data sample using data mining tools.
4. Implement spatial and web mining algorithms.

Description:

An operational database undergoes frequent changes on a daily basis on account of the transactions that take place. A data warehouses provides us generalized and consolidated data in multidimensional view. Data mining functions such as classification, prediction, clustering, and association rule mining can be integrated with OLAP operations to enhance the interactive mining of knowledge at multiple level of abstraction. Data mining supports knowledge discovery by finding hidden patterns and associations, constructing analytical models, performing classification and prediction, these mining results can be demonstrated using the data mining tools.

Suggested List of Experiments:

Sr. No.	Title of Experiments
1	Build Data Warehouse/Data Mart for a given problem statement i) Identifying the source tables and populating sample data ii) Design dimensional data model i.e. Star schema, Snowflake schema and Fact Constellation schema (if applicable)
2	To perform various OLAP operations such as slice, dice, drilldown, rollup, pivot
3	Implementation of Classification algorithm(Decision Tree/ Bayesian)
4	Implementation of Linear Regression.
5	Implementation of Clustering algorithm(K-means/ Agglomerative).
6	Implementation of Association Rule Mining algorithm(Apriori).

7	Perform data Pre-processing task and Demonstrate performing Classification, Clustering, Association algorithm on data sets using data mining tool (WEKA,R tool, XL Miner, etc.)
8	Implementation of page rank algorithm.
9	Implementation of HITS algorithm.
10	Implementation of Spatial Clustering Algorithm- CLARANS Extensions

Term Work:

Laboratory work will be based on above syllabus with minimum 08 experiments to be incorporated.

Experiments ----- (15) Marks
Assignment----- (05) Marks
Attendance (Theory + Practical) ----- (05) Marks
Total ----- (25) Marks

Oral & Practical exam will be based on the above and CSC603:“Data Warehousing and Mining” syllabus.

Lab Code	Lab Name	Credit
CSL604	System Security Lab	01

Lab Outcome:

Learner will able to

1. To be able to apply the knowledge of symmetric cryptography to implement simple ciphers.
2. To be able to analyze and implement public key algorithms like RSA and El Gamal.
3. To analyze and evaluate performance of hashing algorithms.
4. To explore the different network reconnaissance tools to gather information about networks.
5. To explore and use tools like sniffers, port scanners and other related tools for analysing packets in a network.
6. To be able to set up firewalls and intrusion detection systems using open source technologies and to explore email security.
7. To be able to explore various attacks like buffer-overflow, and web-application attacks.

Suggested Experiment List: (Any 10)

Sr. No	Description
1	Design and Implementation of a product cipher using Substitution and Transposition ciphers
2	Implementation and analysis of RSA cryptosystem and Digital signature scheme using RSA/El Gamal.
3	Implementation of Diffie Hellman Key exchange algorithm
4	For varying message sizes, test integrity of message using MD-5, SHA-1, and analyse the performance of the two protocols. Use crypt APIs
5	Study the use of network reconnaissance tools like WHOIS, dig, traceroute, nslookup to gather information about networks and domain registrars.
6	Study of packet sniffer tools : wireshark, : 1. Download and install wireshark and capture icmp, tcp, and http packets in promiscuous mode. 2. Explore how the packets can be traced based on different filters.
7	Download and install nmap. Use it with different options to scan open ports, perform OS fingerprinting, do a ping scan, tcp port scan, udp port scan, xmas scan etc.
8	Detect ARP spoofing using nmap and/or open source tool ARPWATCH and wireshark. Use arping tool to generate gratuitous arps and monitor using wireshark
9	Simulate DOS attack using Hping, hping3 and other tools.
10	Simulate buffer overflow attack using Ollydbg, Splint, Cppcheck etc

11	a. Set up IPSEC under LINUX. b. Set up Snort and study the logs.
12	Setting up personal Firewall using iptables
13	Explore the GPG tool of linux to implement email security
14	SQL injection attack, Cross-Cite Scripting attack simulation

Reference Books:

1. Build your own Security Lab, Michael Gregg, Wiley India
2. CCNA Security, Study Guide, TIm Boyles, Sybex.
3. Network Security Bible, Eric Cole, Wiley India.
4. Web Application Hacker’s Handbook, Dafydd Stuttard, Marcus Pinto, Wiley India.

Term Work:

Laboratory work will be based on above syllabus with minimum 10 experiments to be incorporated.

Experiments -----	(15) Marks
Assignment-----	(05) Marks
Attendance (Theory + Practical) -----	(05) Marks
Total -----	(25) Marks

Oral & practical examination will be based on the above and Cryptography and System Security (CSC604) syllabus.

Lab Code	Lab Name	Credit
CSM605	Mini-Project	2

Lab Outcome: After successful completion of this Lab student will be able to

1. Acquire practical knowledge within the chosen area of technology for project development.
2. Identify, analyze, formulate and handle programming projects with a comprehensive and systematic approach
3. Contribute as an individual or in a team in development of technical projects
4. Develop effective communication skills for presentation of project related activities

Description:

Mini project may be carried out in one or more form of following:

Product preparations, prototype development model, fabrication of set-ups, laboratory experiment development, process modification/development, simulation, software development, integration of software and hardware, statistical data analysis, creating awareness in society, etc.

Guidelines:

- A project to be developed based on one or more of the following fields- Advance Database Management System, Enterprise Resource Planning, Advance Operating System, Advance Computer Network, etc.
- Mini project may be carried out a group of 2 /3 students. The student is required to submit a report based on the work. The evaluation of the project shall be on continuous basis.

Term Work (TW):

Distribution of marks for term work shall be as follows:

- | | |
|----------------------------------|----------|
| 1. Attendance | 05 Marks |
| 2. Mini project work | 10 Marks |
| 3. Project Report (Spiral Bound) | 10 Marks |

The final certification and acceptance of TW ensures the satisfactory performance on the above three aspects.

Oral & Practical Examination should be conducted by internal and external examiners appointed by University of Mumbai. Students have to give presentation and demonstration on the Mini-Project.

AC: 29/06/2021

Item No: 6.15

UNIVERSITY OF MUMBAI



Bachelor of Engineering

in

Computer Engineering

Second Year with Effect from AY 2020-21

Third Year with Effect from AY 2021-22

Final Year with Effect from AY 2022-23

(REV- 2019 'C' Scheme) from Academic Year 2019 – 20

Under

FACULTY OF SCIENCE & TECHNOLOGY

(As per AICTE guidelines with effect from the academic year 2019–2020)

AC: 29/06/2021

Item No: 6.15

UNIVERSITY OF MUMBAI



Sr. No.	Heading	Particulars
1	Title of the Course	Third Year Engineering (Computer Engineering)
2	Eligibility for Admission	After Passing Second Year Engineering as per the Ordinance 0.6243
3	Passing Marks	40%
4	Ordinances / Regulations (if any)	Ordinance 0.6243
5	No. of Years / Semesters	8 semesters
6	Level	P.G. / U.G./Diploma / Certificate (Strike out which is not applicable)
7	Pattern	Yearly / Semester (Strike out which is not applicable)
8	Status	New / Revised (Strike out which is not applicable)
9	To be implemented from Academic Year	With effect from Academic Year: 2021-2022

Dr. S. K. Ukarande
Associate Dean
Faculty of Science and Technology
University of Mumbai

Dr Anuradha Muzumdar
Dean
Faculty of Science and Technology
University of Mumbai

Preamble

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited. In line with this Faculty of Science and Technology (in particular Engineering) of University of Mumbai has taken a lead in incorporating philosophy of outcome based education in the process of curriculum development.

Faculty resolved that course objectives and course outcomes are to be clearly defined for each course, so that all faculty members in affiliated institutes understand the depth and approach of course to be taught, which will enhance learner's learning process. Choice based Credit and grading system enables a much-required shift in focus from teacher-centric to learner-centric education since the workload estimated is based on the investment of time in learning and not in teaching. It also focuses on continuous evaluation which will enhance the quality of education. Credit assignment for courses is based on 15 weeks teaching learning process, however content of courses is to be taught in 13 weeks and remaining 2 weeks to be utilized for revision, guest lectures, coverage of content beyond syllabus etc.

There was a concern that the earlier revised curriculum more focused on providing information and knowledge across various domains of the said program, which led to heavily loading of students in terms of direct contact hours. In this regard, faculty of science and technology resolved that to minimize the burden of contact hours, total credits of entire program will be of 170, wherein focus is not only on providing knowledge but also on building skills, attitude and self learning. Therefore in the present curriculum skill based laboratories and mini projects are made mandatory across all disciplines of engineering in second and third year of programs, which will definitely facilitate self learning of students. The overall credits and approach of curriculum proposed in the present revision is in line with AICTE model curriculum.

The present curriculum will be implemented for Second Year of Engineering from the academic year 2021-22. Subsequently this will be carried forward for Third Year and Final Year Engineering in the academic years 2022-23, 2023-24, respectively.

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ncorporation and Implementation of Online Contents from NPTEL/ Swayam Platform

The curriculum revision is mainly focused on knowledge component, skill based activities and project based activities. Self learning opportunities are provided to learners. In the revision process this time in particular Revised syllabus of 'C' scheme wherever possible additional resource links of platforms such as NPTEL, Swayam are appropriately provided. In an earlier revision of curriculum in the year 2012 and 2016 in Revised scheme 'A' and 'B' respectively, efforts were made to use online contents more appropriately as additional learning materials to enhance learning of students.

In the current revision based on the recommendation of AICTE model curriculum overall credits are reduced to 171, to provide opportunity of self learning to learner. Learners are now getting sufficient time for self learning either through online courses or additional projects for enhancing their knowledge and skill sets.

The Principals/ HoD's/ Faculties of all the institute are required to motivate and encourage learners to use additional online resources available on platforms such as NPTEL/ Swayam. Learners can be advised to take up online courses, on successful completion they are required to submit certification for the same. This will definitely help learners to facilitate their enhanced learning based on their interest.

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Dr Anuradha Muzumdar
Dean
Faculty of Science and Technology
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Preface by Board of Studies in Computer Engineering

Dear Students and Teachers, we, the members of Board of Studies Computer Engineering, are very happy to present Third Year Computer Engineering syllabus effective from the Academic Year 2021-22 (REV-2019'C' Scheme). We are sure you will find this syllabus interesting, challenging, fulfill certain needs and expectations.

Computer Engineering is one of the most sought-after courses amongst engineering students. The syllabus needs revision in terms of preparing the student for the professional scenario relevant and suitable to cater the needs of industry in present day context. The syllabus focuses on providing a sound theoretical background as well as good practical exposure to students in the relevant areas. It is intended to provide a modern, industry-oriented education in Computer Engineering. It aims at producing trained professionals who can successfully acquainted with the demands of the industry worldwide. They obtain skills and experience in up-to-date the knowledge to analysis, design, implementation, validation, and documentation of computer software and systems.

The revised syllabus is finalized through a brain storming session attended by Heads of Departments or senior faculty from the Department of Computer Engineering of the affiliated Institutes of the Mumbai University. The syllabus falls in line with the objectives of affiliating University, AICTE, UGC, and various accreditation agencies by keeping an eye on the technological developments, innovations, and industry requirements.

The salient features of the revised syllabus are:

1. Reduction in credits to 170 is implemented to ensure that students have more time for extracurricular activities, innovations, and research.
2. The department Optional Courses will provide the relevant specialization within the branch to a student.
3. Introduction of Skill Based Lab and Mini Project to showcase their talent by doing innovative projects that strengthen their profile and increases the chance of employability.
4. Students are encouraged to take up part of course through MOOCs platform SWAYAM

We would like to place on record our gratefulness to the faculty, students, industry experts and stakeholders for having helped us in the formulation of this syllabus.

Board of Studies in Computer Engineering

Prof. Sunil Bhirud	: Chairman
Prof. Sunita Patil	: Member
Prof. Leena Raga	: Member
Prof. Subhash Shinde	: Member
Prof. Meera Narvekar	: Member
Prof. Suprtim Biswas	: Member
Prof. Sudhir Sawarkar	: Member
Prof. Dayanand Ingle	: Member
Prof. Satish Ket	: Member

Program Structure for Third Year Computer Engineering
UNIVERSITY OF MUMBAI (With Effect from 2021-2022)

Semester V

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned				
		Theory	Pract.		Theory	Pract.	Total		
CSC501	Theoretical Computer Science	3	--		3	--	3		
CSC502	Software Engineering	3	--		3		3		
CSC503	Computer Network	3	--		3	--	3		
CSC504	Data Warehousing & Mining	3	--		3	--	3		
CSDLO501x	Department Level Optional Course- 1	3	--		3	--	3		
CSL501	Software Engineering Lab	--	2		--	1	1		
CSL502	Computer Network Lab	--	2		--	1	1		
CSL503	Data Warehousing & Mining Lab	--	2		--	1	1		
CSL504	Business Comm. & Ethics II	--	2*+2		--	2	2		
CSM501	Mini Project: 2 A	--	4 ^{\$}		--	2	2		
Total		15	14		15	07	22		
Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract & oral	Total
		Internal Assessment			End Sem Exam	Exam. Duration (in Hrs)			
		Test 1	Test 2	Avg					
CSC501	Theoretical Computer Science	20	20	20	80	3	25	--	125
CSC502	Software Engineering	20	20	20	80	3	--	--	100
CSC503	Computer Network	20	20	20	80	3	--	--	100
CSC504	Data Warehousing & Mining	20	20	20	80	3	--	--	100
CSDLO501x	Department Level Optional Course -1	20	20	20	80	3	--	--	100
CSL501	Software Engineering Lab	--	--	--	--	--	25	25	50
CSL502	Computer Network Lab	--	--	--	--	--	25	25	50
CSL503	Data Warehousing & Mining Lab	--	--	--	--	--	25	25	50
CSL504	Business Comm. & Ethics II	--	--	--	--	--	50	--	50
CSM501	Mini Project : 2A	--	--	--	--	--	25	25	50
Total		--	--	100	400	--	175	100	775

* Theory class to be conducted for full class and \$ indicates workload of Learner (Not Faculty), students can form groups with minimum 2(Two) and not more than 4(Four). Faculty Load: 1hour per week per four groups.

**Program Structure for Third Year Computer Engineering
UNIVERSITY OF MUMBAI (With Effect from 2021-2022)**

Semester VI

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned					
		Theory	Pract. Tut.	Theory	Pract.	Total			
CSC601	System Programming & Compiler Construction	3	--	3	--	3			
CSC602	Cryptography & System Security	3	--	3	--	3			
CSC603	Mobile Computing	3	--	3	--	3			
CSC604	Artificial Intelligence	3	--	3	--	3			
CSDLO601x	Department Level Optional Course -2	3	--	3	--	3			
CSL601	System Programming & Compiler Construction Lab	--	2	--	1	1			
CSL602	Cryptography & System Security Lab	--	2	--	1	1			
CSL603	Mobile Computing Lab	--	2	--	1	1			
CSL604	Artificial Intelligence Lab	--	2	--	1	1			
CSL605	Skill base Lab Course: Cloud Computing	--	4	--	2	2			
CSM601	Mini Project Lab: 2B	--	4 ^s	--	2	2			
Total		15	16	15	08	23			
Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract. & oral	Total
		Internal Assessment			End Sem Exam	Exam. Duration (in Hrs)			
		Test 1	Test 2	Avg					
CSC601	System Programming & Compiler Construction	20	20	20	80	3	--	--	100
CSC602	Cryptography & System Security	20	20	20	80	3	--	--	100
CSC603	Mobile Computing	20	20	20	80	3	--	--	100
CSC604	Artificial Intelligence	20	20	20	80	3	--	--	100
CSDLO601x	Department Level Optional Course -2	20	20	20	80	3	--	--	100
CSL601	System Programming & Compiler Construction Lab	--	--	--	--	--	25	25	50
CSL602	Cryptography & System Security Lab	--	--	--	--	--	25	--	25
CSL603	Mobile Computing Lab	--	--	--	--	--	25	-	25
CSL604	Artificial Intelligence Lab	--	--	--	--	--	25	25	50
CSL605	Skill base Lab Course: Cloud Computing	--	--	--	--	--	50	25	75
CSM601	Mini Project :2B	--	--	--	--	--	25	25	50
Total		--	--	100	400	--	175	100	775

Program Structure for Computer Engineering
UNIVERSITY OF MUMBAI (With Effect from 2021-2022)

Department Optional Courses

Department Level Optional Courses	Semester	Code & Course
Department Level Optional Course -1	V	CSDLO5011: Probabilistic Graphical Models CSDLO5012: Internet Programming CSDLO5013: Advance Database Management System
Department Level Optional Course -2	VI	CSDLO6011: Internet of Things CSDLO6012: Digital Signal & Image Processing CSDLO6013: Quantitative Analysis

Course Code	Course Name	Credits
CSC501	Theoretical Computer Science	3

Prerequisite: Discrete Structures	
Course Objectives:	
1.	Acquire conceptual understanding of fundamentals of grammars and languages.
2.	Build concepts of theoretical design of deterministic and non-deterministic finite automata and push down automata.
3.	Develop understanding of different types of Turing machines and applications.
4.	Understand the concept of Undecidability.
Course Outcomes: At the end of the course, the students will be able to	
1.	Understand concepts of Theoretical Computer Science, difference and equivalence of DFA and NFA, languages described by finite automata and regular expressions.
2.	Design Context free grammar, pushdown automata to recognize the language.
3.	Develop an understanding of computation through Turing Machine.
4.	Acquire fundamental understanding of decidability and undecidability.

Module No.	Unit No.	Topics	Theory Hrs.
1.0		Basic Concepts and Finite Automata	09
	1.1	Importance of TCS, Alphabets, Strings, Languages, Closure properties, Finite Automata (FA) and Finite State machine (FSM).	
	1.2	Deterministic Finite Automata (DFA) and Nondeterministic Finite Automata (NFA): Definitions, transition diagrams and Language recognizers, Equivalence between NFA with and without ϵ - transitions, NFA to DFA Conversion, Minimization of DFA, FSM with output: Moore and Mealy machines, Applications and limitations of FA.	
2.0		Regular Expressions and Languages	07
	2.1	Regular Expression (RE), Equivalence of RE and FA, Arden's Theorem, RE Applications	
	2.2	Regular Language (RL), Closure properties of RLs, Decision properties of RLs, Pumping lemma for RLs.	
3.0		Grammars	08
	3.1	Grammars and Chomsky hierarchy	
	3.2	Regular Grammar (RG), Equivalence of Left and Right linear grammar, Equivalence of RG and FA.	

	3.3	Context Free Grammars (CFG) Definition, Sentential forms, Leftmost and Rightmost derivations, Parse tree, Ambiguity, Simplification and Applications, Normal Forms: Chomsky Normal Forms (CNF) and Greibach Normal Forms (GNF), Context Free language (CFL) - Pumping lemma, Closure properties.	
4.0		Pushdown Automata(PDA)	04
	4.1	Definition, Language of PDA,PDA as generator, decider and acceptor of CFG, Deterministic PDA , Non-Deterministic PDA, Application of PDA.	
5.0		Turing Machine (TM)	09
	5.1	Definition, Design of TM as generator, decider and acceptor, Variants of TM: Multitrack, Multitape, Universal TM, Applications, Power and Limitations of TMs.	
6.0		Undecidability	02
	6.1	Decidability and Undecidability, Recursive and Recursively Enumerable Languages, Halting Problem, Rice's Theorem, Post Correspondence Problem.	
Total			39

Text Books:	
1.	John E. Hopcroft, Rajeev Motwani, Jeffery D. Ullman, <i>“Introduction to Automata Theory, Languages and Computation”</i> , 3 rd Edition, Pearson Education, 2008.
2.	Michael Sipser, <i>“Theory of Computation”</i> , 3 rd Edition, Cengage learning. 2013.
3.	Vivek Kulkarni, <i>“Theory of Computation”</i> , Illustrated Edition, Oxford University Press, (12 April 2013) India.
Reference Books:	
1.	J. C. Martin, <i>“Introduction to Languages and the Theory of Computation”</i> , 4 th Edition, Tata McGraw Hill Publication, 2013.
2.	Kavi Mahesh, <i>“Theory of Computation: A Problem Solving Approach”</i> , Kindle Edition, Wiley-India, 2011.

Assessment:	
Internal Assessment:	
1.	Assessment consists of two class tests of 20 marks each.
2.	The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed.
3.	Duration of each test shall be one hour.
Term work:	
1.	Term Work should consist of at least 06 assignments (at least one assignment on each module).

2.	Assignment (best 5 assignments)	20 marks
	Attendance	5 marks
3.	It is recommended to use JFLAP software (www.jflap.org) for better teaching and learning processes.	

End Semester Theory Examination:	
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1.	Question paper will comprise of 6 questions, each carrying 20 marks.
2.	The students need to solve total 4 questions.
3.	Question No.1 will be compulsory and based on entire syllabus.
4.	Remaining questions (Q.2 to Q.6) will cover all the modules of syllabus.

Useful Links:	
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1.	www.jflap.org
2.	https://nptel.ac.in/courses/106/104/106104028/
3.	https://nptel.ac.in/courses/106/104/106104148/

Course Code:	Course Title	Credit
CSC502	Software Engineering	3

Prerequisite: Object Oriented Programming with Java , Python Programming

Course Objectives:

- 1 To provide the knowledge of software engineering discipline.
- 2 To apply analysis, design and testing principles to software project development.
- 3 To demonstrate and evaluate real world software projects.

Course Outcomes: On successful completion of course, learners will be able to:

- 1 Identify requirements & assess the process models.
- 2 Plan, schedule and track the progress of the projects.
- 3 Design the software projects.
- 4 Do testing of software project.
- 5 Identify risks, manage the change to assure quality in software projects.

Module	Content	Hrs
1	Introduction To Software Engineering and Process Models	7
	1.1 Software Engineering-process framework, the Capability Maturity Model (CMM), Advanced Trends in Software Engineering	
	1.2 Prescriptive Process Models: The Waterfall, Incremental Process Models, Evolutionary Process Models: RAD & Spiral	
	1.3 Agile process model: Extreme Programming (XP), Scrum, Kanban	
2	Software Requirements Analysis and Modeling	4
	2.1 Requirement Engineering, Requirement Modeling, Data flow diagram, Scenario based model	
	2.2 Software Requirement Specification document format(IEEE)	
3	Software Estimation Metrics	7
	3.1 Software Metrics, Software Project Estimation (LOC, FP, COCOMO II)	
	3.2 Project Scheduling & Tracking	
4	Software Design	7
	4.1 Design Principles & Concepts	
	4.2 Effective Modular Design, Cohesion and Coupling, Architectural design	
5	Software Testing	7
	5.1 Unit testing, Integration testing, Validation testing, System testing	
	5.2 Testing Techniques, white-box testing: Basis path, Control structure testing black-box testing: Graph based, Equivalence, Boundary Value	
	5.3 Types of Software Maintenance, Re-Engineering, Reverse Engineering	
6	Software Configuration Management, Quality Assurance and Maintenance	7
	6.1 Risk Analysis & Management: Risk Mitigation, Monitoring and Management Plan (RMMM).	
	6.2 Quality Concepts and Software Quality assurance Metrics, Formal Technical Reviews, Software Reliability	
	6.3 The Software Configuration Management (SCM) ,Version Control and Change Control	
		39

Textbooks:	
1	Roger Pressman, " <i>Software Engineering: A Practitioner's Approach</i> ", 9 th edition , McGraw-Hill Publications, 2019
2	Ian Sommerville, " <i>Software Engineering</i> ", 9 th edition, Pearson Education, 2011
3	Ali Behfroz and Fredeick J. Hudson, " <i>Software Engineering Fundamentals</i> ", Oxford University Press, 1997
4	Grady Booch, James Rambaugh, Ivar Jacobson, " <i>The unified modeling language user guide</i> ", 2 nd edition, Pearson Education, 2005
References:	
1	Pankaj Jalote, " <i>An integrated approach to Software Engineering</i> ", 3 rd edition, Springer, 2005
2	Rajib Mall, " <i>Fundamentals of Software Engineering</i> ", 5 th edition, Prentice Hall India, 2014
3	Jibitesh Mishra and Ashok Mohanty, " <i>Software Engineering</i> ", Pearson , 2011
4	Ugrasen Suman, " <i>Software Engineering – Concepts and Practices</i> ", Cengage Learning, 2013
5	Waman S Jawadekar, " <i>Software Engineering principles and practice</i> ", McGraw Hill Education, 2004

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first-class test is to be conducted when approx. 40% syllabus is completed and the second-class test when an additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise a total of six questions.
2	All question carries equal marks
3	Only Four questions need to be solved.
4	In question paper weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.

Useful Links	
1	https://nptel.ac.in/courses/106/105/106105182/
2	https://onlinecourses.nptel.ac.in/noc19_cs69/preview
3	https://www.mooc-list.com/course/software-engineering-introduction-edx

Course Code:	Course Title	Credit
CSC503	Computer Network	3

Prerequisite: None	
Course Objectives:	
1	To introduce concepts and fundamentals of data communication and computer networks.
2	To explore the inter-working of various layers of OSI.
3	To explore the issues and challenges of protocols design while delving into TCP/IP protocol suite.
4	To assess the strengths and weaknesses of various routing algorithms.
5	To understand various transport layer and application layer protocols.
Course Outcomes: On successful completion of course, learner will be able to	
1	Demonstrate the concepts of data communication at physical layer and compare ISO - OSI model with TCP/IP model.
2	Explore different design issues at data link layer.
3	Design the network using IP addressing and sub netting / supernetting schemes.
4	Analyze transport layer protocols and congestion control algorithms.
5	Explore protocols at application layer

Module	Content	Hrs
1	Introduction to Networking	4
	1.1 Introduction to computer network, network application, network software and hardware components (Interconnection networking devices), Network topology, protocol hierarchies, design issues for the layers, connection oriented and connectionless services	
	1.2 Reference models: Layer details of OSI, TCP/IP models. Communication between layers.	
2	Physical Layer	3
	2.1 Introduction to Communication Electromagnetic Spectrum	
	2.2 Guided Transmission Media: Twisted pair, Coaxial, Fiber optics.	
3	Data Link Layer	8
	3.1 DLL Design Issues (Services, Framing, Error Control, Flow Control), Error Detection and Correction(Hamming Code, CRC, Checksum) , Elementary Data Link protocols , Stop and Wait, Sliding Window(Go Back N, Selective Repeat)	
	Medium Access Control sublayer 3.2 Channel Allocation problem, Multiple access Protocol(Aloha, Carrier Sense Multiple Access (CSMA/CD)	
4	Network layer	12
	4.1 Network Layer design issues, Communication Primitives: Unicast, Multicast, Broadcast. IPv4 Addressing (classfull and classless), Subnetting, Supernetting design problems ,IPv4 Protocol, Network Address Translation (NAT), IPv6	
	4.2 Routing algorithms : Shortest Path (Dijkstra's), Link state routing, Distance Vector Routing	
	4.3 Protocols - ARP,RARP, ICMP, IGMP	

	4.4	Congestion control algorithms: Open loop congestion control, Closed loop congestion control, QoS parameters, Token & Leaky bucket algorithms	
5		Transport Layer	6
	5.1	The Transport Service: Transport service primitives, Berkeley Sockets, Connection management (Handshake), UDP, TCP, TCP state transition, TCP timers	
	5.2	TCP Flow control (sliding Window), TCP Congestion Control: Slow Start	
6		Application Layer	6
	6.1	DNS: Name Space, Resource Record and Types of Name Server. HTTP, SMTP, Telnet, FTP, DHCP	

Textbooks:	
1	A.S. Tanenbaum, Computer Networks , 4 th edition Pearson Education
2	B.A. Forouzan, Data Communications and Networking , 5 th edition, TMH
3	James F. Kurose, Keith W. Ross, Computer Networking, A Top-Down Approach Featuring the Internet , 6 th edition, Addison Wesley
References:	
1	S.Keshav, An Engineering Approach To Computer Networking , Pearson
2	Natalia Olifer & Victor Olifer, Computer Networks: Principles, Technologies & Protocols for Network Design , Wiley India, 2011.
3	Larry L. Peterson, Bruce S. Davie, Computer Networks: A Systems Approach , Second Edition, The Morgan Kaufmann Series in Networking

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links	
1	https://www.netacad.com/courses/networking/networking-essentials
2	https://www.coursera.org/learn/computer-networking
3	https://nptel.ac.in/courses/106/105/106105081
4	https://www.edx.org/course/introduction-to-networking

Course Code:	Course Title	Credit
CSC504	Data Warehousing and Mining	3

Prerequisite: Database Concepts	
Course Objectives:	
1.	To identify the significance of Data Warehousing and Mining.
2.	To analyze data, choose relevant models and algorithms for respective applications.
3.	To study web data mining.
4.	To develop research interest towards advances in data mining.
Course Outcomes: At the end of the course, the student will be able to	
1.	Understand data warehouse fundamentals and design data warehouse with dimensional modelling and apply OLAP operations.
2.	Understand data mining principles and perform Data preprocessing and Visualization.
3.	Identify appropriate data mining algorithms to solve real world problems.
4.	Compare and evaluate different data mining techniques like classification, prediction, clustering and association rule mining
5.	Describe complex information and social networks with respect to web mining.

Module	Content	Hrs
1	Data Warehousing Fundamentals	8
	Introduction to Data Warehouse, Data warehouse architecture, Data warehouse versus Data Marts, E-R Modeling versus Dimensional Modeling, Information Package Diagram, Data Warehouse Schemas; Star Schema, Snowflake Schema, Factless Fact Table, Fact Constellation Schema. Update to the dimension tables. Major steps in ETL process, OLTP versus OLAP, OLAP operations: Slice, Dice, Rollup, Drilldown and Pivot.	
2	Introduction to Data Mining, Data Exploration and Data Pre-processing	8
	Data Mining Task Primitives, Architecture, KDD process, Issues in Data Mining, Applications of Data Mining, Data Exploration: Types of Attributes, Statistical Description of Data, Data Visualization, Data Preprocessing: Descriptive data summarization, Cleaning, Integration & transformation, Data reduction, Data Discretization and Concept hierarchy generation.	
3	Classification	6
	Basic Concepts, Decision Tree Induction, Naïve Bayesian Classification, Accuracy and Error measures, Evaluating the Accuracy of a Classifier: Holdout & Random Subsampling, Cross Validation, Bootstrap.	
4	Clustering	6
	Types of data in Cluster analysis, Partitioning Methods (<i>k</i> -Means, <i>k</i> -Medoids), Hierarchical Methods (Agglomerative, Divisive).	
5	Mining frequent patterns and associations	6
	Market Basket Analysis, Frequent Item sets, Closed Item sets, and Association Rule, Frequent Pattern Mining, Apriori Algorithm, Association Rule Generation, Improving the Efficiency of Apriori, Mining Frequent Itemsets without candidate generation, Introduction to Mining Multilevel Association Rules and Mining Multidimensional Association Rules.	

6	Web Mining	5
	Introduction, Web Content Mining: Crawlers, Harvest System, Virtual Web View, Personalization, Web Structure Mining: Page Rank, Clever, Web Usage Mining.	

Textbooks:	
1	Paulraj Ponniah, “ <i>Data Warehousing: Fundamentals for IT Professionals</i> ”, Wiley India.
2	Han, Kamber, “ <i>Data Mining Concepts and Techniques</i> ”, Morgan Kaufmann 2 nd edition.
3	M.H. Dunham, “ <i>Data Mining Introductory and Advanced Topics</i> ”, Pearson Education.
References:	
1	Reema Theraja, “ <i>Data warehousing</i> ”, Oxford University Press 2009.
2	Pang-Ning Tan, Michael Steinbach and Vipin Kumar, “ <i>Introduction to Data Mining</i> ”, Pearson Publisher 2 nd edition.
3	Ian H. Witten, Eibe Frank and Mark A. Hall, “ <i>Data Mining</i> ”, Morgan Kaufmann 3 rd edition.

<u>Assessment:</u>	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first-class test is to be conducted when approx. 40% syllabus is completed and second-class test when additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example, If Q.2 part (a) from module 3 then part (b) can be from any module other than module 3)
4	Only Four questions need to be solved.
5	In question paper weightage of each module will be proportional to the number of respective lecture hours as mentioned in the syllabus.
Useful Links	
1	https://onlinecourses.nptel.ac.in/noc20_cs12/preview
2	https://www.coursera.org/specializations/data-mining

Course Code:	Course Title	Credit
CSDLO5011	Probabilistic Graphical Models	3

Prerequisite: Engineering Mathematics, Discrete Structure	
Course Objectives:	
1	To give comprehensive introduction of probabilistic graphical models
2	To make inferences, learning, actions and decisions while applying these models
3	To introduce real-world trade-offs when using probabilistic graphical models in practice
4	To develop the knowledge and skills necessary to apply these models to solve real world problems.
Course Outcomes: At the end of the course, the student will be able to	
1	Understand basic concepts of probabilistic graphical modelling.
2	Model and extract inference from various graphical models like Bayesian Networks, Markov Models
3	Perform learning and take actions and decisions using probabilistic graphical models
4	Represent real world problems using graphical models; design inference algorithms; and learn the structure of the graphical model from data.
5	Design real life applications using probabilistic graphical models.

Module		Content	Hrs
1.		Introduction to Probabilistic Graphical Modeling	5
	1.1	Introduction to Probability Theory: Probability Theory, Basic Concepts in Probability, Random Variables and Joint Distribution, Independence and Conditional Independence, Continuous Spaces, Expectation and Variances	
	1.2	Introduction to Graphs: Nodes and Edges, Subgraphs, Paths and Trails, Cycles and Loops	
	1.3	Introduction to Probabilistic Graph Models: Bayesian Network, Markov Model, Hidden Markov Model	
	1.4	Applications of PGM	
2.		Bayesian Network Model and Inference	10
	2.1	Directed Graph Model: Bayesian Network-Exploiting Independence Properties, Naive Bayes Model, Bayesian Network Model, Reasoning Patterns, Basic Independencies in Bayesian Networks, Bayesian Network Semantics, Graphs and Distributions. Modelling: Picking variables, Picking Structure, Picking Probabilities, D-separation	
	2.2	Local Probabilistic Models: Tabular CPDs, Deterministic CPDs, Context Specific CPDs, Generalized Linear Models.	

	2.3	Exact inference variable elimination: Analysis of Complexity, Variable Elimination, Conditioning, Inference with Structured CPDs.	
3.		Markov Network Model and Inference	8
	3.1	Undirected Graph Model : Markov Model-Markov Network, Parameterization of Markov Network, Gibb's distribution, Reduced Markov Network, Markov Network Independencies, From Distributions to Graphs, Fine Grained Parameterization, Over Parameterization	
	3.2	Exact inference variable elimination: Graph Theoretic Analysis for Variable Elimination, Conditioning	
4.		Hidden Markov Model and Inference	6
	4.1	Template Based Graph Model : HMM- Temporal Models, Template Variables and Template Factors, Directed Probabilistic Models, Undirected Representation, Structural Uncertainty.	
5.		Learning and Taking Actions and Decisions	6
	5.1	Learning Graphical Models: Goals of Learning, Density Estimation, Specific Prediction Tasks, Knowledge Discovery. Learning as Optimization: Empirical Risk, over fitting, Generalization, Evaluating Generalization Performance, Selecting a Learning Procedure, Goodness of fit, Learning Tasks. Parameter Estimation: Maximum Likelihood Estimation, MLE for Bayesian Networks	
	5.2	Causality: Conditioning and Intervention, Correlation and Causation, Causal Models, Structural Causal Identifiability, Mechanisms and Response Variables, Learning Causal Models. Utilities and Decisions: Maximizing Expected Utility, Utility Curves, Utility Elicitation. Structured Decision Problems: Decision Tree	
6.		Applications	4
	6.1	Application of Bayesian Networks: Classification, Forecasting, Decision Making	
	6.2	Application of Markov Models: Cost Effectiveness Analysis, Relational Markov Model and its Applications, Application in Portfolio Optimization	
	6.3	Application of HMM: Speech Recognition, Part of Speech Tagging, Bioinformatics.	

Textbooks:

- | | |
|-----------|---|
| 1. | Daphne Koller and Nir Friedman, " Probabilistic Graphical Models: Principles and Techniques ", Cambridge, MA: The MIT Press, 2009 (ISBN 978-0-262-0139-2). |
| 2. | David Barber, " Bayesian Reasoning and Machine Learning ", Cambridge University Press, 1 st edition, 2011. |

References:

1.	Finn Jensen and Thomas Nielsen, " Bayesian Networks and Decision Graphs (Information Science and Statistics) ", 2nd Edition, Springer, 2007.
2.	Kevin P. Murphy, " Machine Learning: A Probabilistic Perspective ", MIT Press, 2012.
3.	Martin Wainwright and Michael Jordan, M., " Graphical Models, Exponential Families, and Variational Inference ", 2008.

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

- | | |
|----|---|
| 1. | Question paper will comprise of total six questions. |
| 2. | All question carries equal marks |
| 3. | Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3) |
| 4. | Only Four question need to be solved. |
| 5. | In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus. |

Useful Links

- | | |
|-----|---|
| 1. | https://www.coursera.org/specializations/probabilistic-graphical-models |
| 2. | https://www.mooc-list.com/tags/probabilistic-graphical-models |
| 3. | https://scholarship.claremont.edu/cgi/viewcontent.cgi?referer=https://www.google.com/&httpsredir=1&article=2690&context=cmc_theses |
| 4. | https://www.upgrad.com/blog/bayesian-networks/ |
| 5. | https://www.utas.edu.au/_data/assets/pdf_file/0009/588474/TR_14_BNs_a_resource_guide.pdf |
| 6. | https://math.libretexts.org/Bookshelves/Applied_Mathematics/Book%3A_Applied_Finite_Mathematics_(Sekhon_and_Bloom)/10%3A_Markov_Chains/10.02%3A_Applications_of_Markov_Chains/10.2.01%3A_Applications_of_Markov_Chains_(Exercises) |
| 7. | https://link.springer.com/chapter/10.1007/978-3-319-43742-2_24 |
| 8. | https://homes.cs.washington.edu/~pedrod/papers/kdd02a.pdf |
| 9. | https://core.ac.uk/download/pdf/191938826.pdf |
| 10. | https://cs.brown.edu/research/pubs/theses/ugrad/2005/dbooksta.pdf |

11.	https://web.ece.ucsb.edu/Faculty/Rabiner/ece259/Reprints/tutorial%20on%20hmm%20and%20applications.pdf
12.	https://mi.eng.cam.ac.uk/~mjfg/mjfg_NOW.pdf
13.	http://bioinfo.au.tsinghua.edu.cn/member/jgu/pgm/materials/Chapter3-LocalProbabilisticModels.pdf

Suggested List of Experiments:

Sr. No	Experiment
1.	Experiment on Probability Theory
2.	Experiment on Graph Theory
3.	Experiment on Bayesian Network Modelling
4.	Experiment on Markov Chain Modeling
5.	Experiment on HMM
6.	Experiment on Maximum Likelihood Estimation
7.	Decision Making using Decision Trees
8.	Learning with Optimization
** Suggestion: Laboratory work based on above syllabus can be incorporated along with mini project in CSM501: Mini-Project.	

Course Code:	Course Title	Credit
CSDL05012	Internet Programming	3

Prerequisite: Data Structures

Course Objectives:

1	To get familiar with the basics of Internet Programming.
2	To acquire knowledge and skills for creation of web site considering both client and server-side programming
3	To gain ability to develop responsive web applications
4	To explore different web extensions and web services standards
5	To learn characteristics of RIA
6	To learn React js

Course Outcomes:

1	Implement interactive web page(s) using HTML and CSS.
2	Design a responsive web site using JavaScript
3	Demonstrate database connectivity using JDBC
4	Demonstrate Rich Internet Application using Ajax
5	Demonstrate and differentiate various Web Extensions.
6	Demonstrate web application using Reactive Js

Module		Content	Hrs
1		Introduction to Web Technology	10
	1.1	Web Essentials: Clients, Servers and Communication, The Internet, Basic Internet protocols, World wide web, HTTP Request Message, HTTP Response Message, Web Clients, Web Servers HTML5 – fundamental syntax and semantics, Tables, Lists, Image, HTML5 control elements, Semantic elements, Drag and Drop, Audio – Video controls CSS3 – Inline, embedded and external style sheets – Rule cascading, Inheritance, Backgrounds, Border Images, Colors, Shadows, Text, Transformations, Transitions, Animation, Basics of Bootstrap.	
2		Front End Development	7
	2.1	Java Script: An introduction to JavaScript–JavaScript DOM Model-Date and Objects-Regular Expressions- Exception Handling-Validation-Built-in objects-Event Handling, DHTML with JavaScript-JSON introduction – Syntax – Function Files – Http Request –SQL.	
3.		Back End Development	7
	3.1	Servlets: Java Servlet Architecture, Servlet Life Cycle, Form GET and POST actions, Session Handling, Understanding Cookies, Installing and Configuring Apache Tomcat Web Server, Database Connectivity: JDBC perspectives, JDBC program example JSP: Understanding Java Server Pages, JSP Standard Tag Library (JSTL), Creating HTML forms by embedding JSP code.	
4		Rich Internet Application (RIA)	4
	4.1	Characteristics of RIA, Introduction to AJAX: AJAX design basics, AJAX vs Traditional Approach, Rich User Interface using Ajax, jQuery framework with AJAX.	
5		Web Extension: PHP and XML	6
	5.1	XML –DTD (Document Type Definition), XML Schema, Document Object Model, Presenting XML, Using XML Parsers: DOM and SAX, XSL-eXtensible Stylesheet Language	

	5.2	Introduction to PHP- Data types, control structures, built in functions, building web applications using PHP- tracking users, PHP and MySQLdatabase connectivity with example.	
6		React js	5
	6.1	Introduction, React features, App “Hello World” Application, Introduction to JSX, Simple Application using JSX.	
			39

Textbooks:	
1	Ralph Moseley, M.T. Savliya, “Developing Web Applications”, Willy India, Second Edition, ISBN: 978-81-265-3867-6
2	“Web Technology Black Book”, Dremtech Press, First Edition, 978-7722-997
3	Robin Nixon, "Learning PHP, MySQL, JavaScript, CSS & HTML5" Third Edition, O'REILLY, 2014. (http://www.ebooksbucket.com/uploads/itprogramming/javascript/Learning_PHP_MySQL_Javascript_CSS_HTML5__Robin_Nixon_3e.pdf)
4	Dana Moore, Raymond Budd, Edward Benson,Professional Rich Internet Applications: AJAX and Beyond Wiley publications. https://ebooks-it.org/0470082801-ebook.htm
5.	Alex Banks and Eve Porcello, Learning React Functional Web Development with React and Redux,OREILLY, First Edition
References:	
1	Harvey & Paul Deitel& Associates, Harvey Deitel and Abbey Deitel, Internet and World Wide Web - How To Program, Fifth Edition, Pearson Education, 2011.
2	Achyut S Godbole and AtulKahate, —Web Technologies, Second Edition, Tata McGraw Hill, 2012.
3	Thomas A Powell, Fritz Schneider, —JavaScript: The Complete Reference, Third Edition, Tata McGraw Hill, 2013
4	David Flanagan, —JavaScript: The Definitive Guide, Sixth Edition, O'Reilly Media, 2011
5	Steven Holzner —The Complete Reference - PHP, Tata McGraw Hill, 2008
6	Mike Mcgrath—PHP & MySQL in easy Steps, Tata McGraw Hill, 2012.

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The firstclass test is to be conducted when approx. 40% syllabus is completed and the secondclass test when an additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise a total of six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four questions need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.

Useful Links	
1	https://books.goalkicker.com/ReactJSBook/
2	https://www.guru99.com/reactjs-tutorial.html
3	www.nptelvideos.in
4	www.w3schools.com
5	https://spoken-tutorial.org/
6	www.coursera.org
The following list can be used as a guideline for mini project:	

1	Create Simple web page using HTML5
2	Design and Implement web page using CSS3 and HTML5
3	Form Design and Client-Side Validation using: a. Javascript and HTML5, b. Javascript and JQuery
4	Develop interactive web pages using HTML 5 with JDBC database connectivity
5	Develop simple web page using PHP
6	Develop interactive web pages using PHP with database connectivity MYSQL
7	Develop XML web page using DTD, XSL
8	Implement a web page using Ajax and PHP
9	Case study based on Reactive js
10	Installation of the React DOM library.
* Suggestion: Laboratory work based on above syllabus can be incorporated as mini project in CSM501: Mini-Project.	

Course Code:	Course Title	Credit
CSDL05013	Advance Database Management System	3

Prerequisite: Database Management System

Course Objectives:

- | | |
|---|--|
| 1 | To provide insights into distributed database designing |
| 2 | To specify the various approaches used for using XML and JSON technologies. |
| 3 | To apply the concepts behind the various types of NoSQL databases and utilize it for MongoDB |
| 4 | To learn about the trends in advance databases |

Course Outcomes: After the successful completion of this course learner will be able to:

- | | |
|---|--|
| 1 | Design distributed database using the various techniques for query processing |
| 2 | Measure query cost and perform distributed transaction management |
| 3 | Organize the data using XML and JSON database for better interoperability |
| 4 | Compare different types of NoSQL databases |
| 5 | Formulate NoSQL queries using MongoDB |
| 6 | Describe various trends in advance databases through temporal, graph based and spatial based databases |

Module	Content	Hrs
1	Distributed Databases	3
	1.1 Introduction, Distributed DBMS Architecture, Data Fragmentation, Replication and Allocation Techniques for Distributed Database Design.	
2	Distributed Database Handling	8
	2.1 Distributed Transaction Management – Definition, properties, types, architecture Distributed Query Processing - Characterization of Query Processors, Layers/ phases of query processing.	
	2.2 Distributed Concurrency Control- Taxonomy, Locking based, Basic TO algorithm, Recovery in Distributed Databases: Failures in distributed database, 2PC and 3PC protocol.	
3	Data interoperability – XML and JSON	6
	3.1 XML Databases: Document Type Definition, XML Schema, Querying and Transformation: XPath and XQuery.	
	3.2 Basic JSON syntax, (Java Script Object Notation),JSON data types, Stringifying and parsing the JSON for sending & receiving, JSON Object retrieval using key-value pair and JQuery, XML Vs JSON	
4	NoSQL Distribution Model	10
	4.1 NoSQL database concepts: NoSQL data modeling, Benefits of NoSQL, comparison between SQL and NoSQL database system.	
	4.2 Replication and sharding, Distribution Models Consistency in distributed data, CAP theorem, Notion of ACID Vs BASE, handling Transactions, consistency and eventual consistency	
	4.3 Types of NoSQL databases: Key-value data store, Document database and Column Family Data store, Comparison of NoSQL databases w.r.t CAP theorem and ACID properties.	
5	NoSQL using MongoDB	6

	5.1	NoSQL using MongoDB: Introduction to MongoDB Shell, Running the MongoDB shell, MongoDB client, Basic operations with MongoDB shell, Basic Data Types, Arrays, Embedded Documents	
	5.2	Querying MongoDB using find() functions, advanced queries using logical operators and sorting, simple aggregate functions, saving and updating document. MongoDB Distributed environment: Concepts of replication and horizontal scaling through sharding in MongoDB	
6		Trends in advance databases	6
	6.1	Temporal database: Concepts, time representation, time dimension, incorporating time in relational databases.	
	6.2	Graph Database: Introduction, Features, Transactions, consistency, Availability, Querying, Case Study Neo4J	
	6.3	Spatial database: Introduction, data types, models, operators and queries	
			39

Textbooks:

1	Korth, Siberchatz, Sudarshan, "Database System Concepts", 6 th Edition, McGraw Hill
2	Elmasri and Navathe, "Fundamentals of Database Systems", 5 th Edition, Pearson Education
3	Ozsu, M. Tamer, Valduriez, Patrick, "Principles of distributed database systems", 3 rd Edition, Pearson Education, Inc.
4	Pramod Sadalge, Martin Fowler, NoSQL Distilled: A Brief Guide to the Emerging World of Polyglot Persistence, Addison Wesley/ Pearson
5	Jeff Friesen, Java XML and JSON, Second Edition, 2019, apress Inc.

References:

1	Peter Rob and Carlos Coronel, Database Systems Design, Implementation and Management, Thomson Learning, 5 th Edition.
2	Dr. P.S. Deshpande, SQL and PL/SQL for Oracle 10g, Black Book, Dreamtech Press.
3	Adam Fowler, NoSQL for dummies, John Wiley & Sons, Inc.
4	Shashank Tiwari, Professional NOSQL, John Willy & Sons. Inc
5	Raghu Ramkrishnan and Johannes Gehrke, Database Management Systems, TMH
6	MongoDB Manual : https://docs.mongodb.com/manual

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first-class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

NOTE: Suggested that in Mini Projects (CSM501) can be included NoSQL databases for implementation as a backend.

Useful Links

1	https://cassandra.apache.org
2	https://www.mongodb.com
3	https://riak.com
4	https://neo4j.com
5	https://martinfowler.com/articles/nosql-intro-original.pdf

Lab Code	Lab Name	Credit
CSL501	Software Engineering Lab	1

Prerequisite: Object Oriented Programming with Java , Python Programming	
Lab Objectives:	
1	To solve real life problems by applying software engineering principles
2	To impart state-of-the-art knowledge on Software Engineering
Lab Outcomes: On successful completion of laboratory experiments, learners will be able to :	
1	Identify requirements and apply software process model to selected case study.
2	Develop architectural models for the selected case study.
3	Use computer-aided software engineering (CASE) tools.

Suggested List of Experiments - Assign the case study/project as detail statement of problem to a group of two/three students. Laboratory work will be based on course syllabus with minimum 10 experiments. Open source computer-aided software engineering (CASE) tools can be used for performing the experiment.	
Sr. No.	Title of Experiment
1	Application of at least two traditional process models.
2	Application of the Agile process models.
3	Preparation of software requirement specification (SRS) document in IEEE format.
4	Structured data flow analysis.
5	Use of metrics to estimate the cost.
6	Scheduling & tracking of the project.
7	Write test cases for black box testing.
8	Write test cases for white box testing.
9	Preparation of Risk Mitigation, Monitoring and Management Plan (RMMM).
10	Version controlling of the project.

Term Work:	
1	Term work should consist of 10 experiments.
2	Journal must include at least 2 assignments on content of theory and practical of “Software Engineering”
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance Theory & Practical: 05-marks, Assignments: 05-marks)
Oral & Practical exam	
	Based on the entire syllabus of CSC502 and CSL501 syllabus

Lab Code	Lab Name	Credit
CSL502	Computer Network Lab	1

Prerequisite: None	
Lab Objectives:	
1	To practically explore OSI layers and understand the usage of simulation tools.
2	To analyze, specify and design the topological and routing strategies for an IP based networking infrastructure.
3	To identify the various issues of a packet transfer from source to destination, and how they are resolved by the various existing protocols
Lab Outcomes: On successful completion of lab, learner will be able to	
1	Design and setup networking environment in Linux.
2	Use Network tools and simulators such as NS2, Wireshark etc. to explore networking algorithms and protocols.
3	Implement programs using core programming APIs for understanding networking concepts.

Suggested List of Experiments	
Sr. No.	Title of Experiment
1.	Study of RJ45 and CAT6 Cabling and connection using crimping tool.
2.	Use basic networking commands in Linux (ping, tracert, nslookup, netstat, ARP, RARP, ip, ifconfig, dig, route)
3.	Build a simple network topology and configure it for static routing protocol using packet tracer. Setup a network and configure IP addressing, subnetting, masking.
4.	Perform network discovery using discovery tools (eg. Nmap, mrtg)
5.	Use Wire shark to understand the operation of TCP/IP layers: <ul style="list-style-type: none"> ● Ethernet Layer: Frame header, Frame size etc. ● Data Link Layer: MAC address, ARP (IP and MAC address binding) ● Network Layer: IP Packet (header, fragmentation), ICMP (Query and Echo) ● Transport Layer: TCP Ports, TCP handshake segments etc. ● Application Layer: DHCP, FTP, HTTP header formats
6.	Use simulator (Eg. NS2) to understand functioning of ALOHA, CSMA/CD.
7.	Study and Installation of Network Simulator (NS3)
8.	a. Set up multiple IP addresses on a single LAN. b. Using nestat and route commands of Linux, do the following: <ul style="list-style-type: none"> ● View current routing table ● Add and delete routes ● Change default gateway c. Perform packet filtering by enabling IP forwarding using IPtables in Linux.
9	Design VPN and Configure RIP/OSPF using Packet tracer.
10.	Socket programming using TCP or UDP
11.	Perform File Transfer and Access using FTP
12.	Perform Remote login using Telnet server

Term Work:	
1	Term work should consist of 10 experiments.
2	Journal must include at least 2 assignments on content of theory and practical of “Computer Network”
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance Theory& Practical: 05-marks,

	Assignments: 05-marks)
Oral & Practical exam	
	Based on the entire syllabus of CSC503: Computer Network

Useful Links	
1	https://www.netacad.com/courses/packet-tracer/introduction-packet-tracer
2	https://www.coursera.org/projects/data-forwarding-computer-networks
3	https://www.edx.org/course/ilabx-the-internet-masterclass

Lab Code	Lab Name	Credit
CSL503	Data Warehousing and Mining Lab	1

Prerequisite: Database Concepts	
Lab Objectives:	
1.	Learn how to build a data warehouse and query it.
2.	Learn about the data sets and data preprocessing.
3.	Demonstrate the working of algorithms for data mining tasks such Classification, clustering, Association rule mining & Web mining
4.	Apply the data mining techniques with varied input values for different parameters.
5.	Explore open source software (like WEKA) to perform data mining tasks.
Lab Outcomes: At the end of the course, the student will be able to	
1.	Design data warehouse and perform various OLAP operations.
2.	Implement data mining algorithms like classification.
3.	Implement clustering algorithms on a given set of data sample.
4.	Implement Association rule mining & web mining algorithm.

Suggested List of Experiments	
Sr. No.	Title of Experiment
1	One case study on building Data warehouse/Data Mart <ul style="list-style-type: none"> Write Detailed Problem statement and design dimensional modelling (creation of star and snowflake schema)
2	Implementation of all dimension table and fact table based on experiment 1 case study
3	Implementation of OLAP operations: Slice, Dice, Rollup, Drilldown and Pivot based on experiment 1 case study
4	Implementation of Bayesian algorithm
5	Implementation of Data Discretization (any one) & Visualization (any one)
6	Perform data Pre-processing task and demonstrate Classification, Clustering, Association algorithm on data sets using data mining tool (WEKA/R tool)
7	Implementation of Clustering algorithm (K-means/K-medoids)
8	Implementation of any one Hierarchical Clustering method
9	Implementation of Association Rule Mining algorithm (Apriori)
10	Implementation of Page rank/HITS algorithm

Term Work:	
1	Term work should consist of 10 experiments.
2	Journal must include at least 1 assignment on content of theory and practical of “Data Warehousing and Mining”
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance (Theory & Practical): 05-marks, Assignments: 05-marks)
Oral & Practical exam	
	Based on the entire syllabus of CSC504 : Data Warehousing and Mining

Course Code	Course Name	Credit
CSL504	Business Communication & Ethics II	02

Course Rationale: This curriculum is designed to build up a professional and ethical approach, effective oral and written communication with enhanced soft skills. Through practical sessions, it augments student's interactive competence and confidence to respond appropriately and creatively to the implied challenges of the global Industrial and Corporate requirements. It further inculcates the social responsibility of engineers as technical citizens.

Course Objectives

1	To discern and develop an effective style of writing important technical/business documents.
2	To investigate possible resources and plan a successful job campaign.
3	To understand the dynamics of professional communication in the form of group discussions, meetings, etc. required for career enhancement.
4	To develop creative and impactful presentation skills.
5	To analyze personal traits, interests, values, aptitudes and skills.
6	To understand the importance of integrity and develop a personal code of ethics.

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

1	Plan and prepare effective business/ technical documents which will in turn provide solid foundation for their future managerial roles.
2	Strategize their personal and professional skills to build a professional image and meet the demands of the industry.
3	Emerge successful in group discussions, meetings and result-oriented agreeable solutions in group communication situations.
4	Deliver persuasive and professional presentations.
5	Develop creative thinking and interpersonal skills required for effective professional communication.
6	Apply codes of ethical conduct, personal integrity and norms of organizational behaviour.

Module	Contents	Hours
1	ADVANCED TECHNICAL WRITING: PROJECT/PROBLEM BASED LEARNING (PBL)	06
	<p>Purpose and Classification of Reports: Classification on the basis of: Subject Matter (Technology, Accounting, Finance, Marketing, etc.), Time Interval (Periodic, One-time, Special), Function (Informational, Analytical, etc.), Physical Factors (Memorandum, Letter, Short & Long)</p> <p>Parts of a Long Formal Report: Prefatory Parts (Front Matter), Report Proper (Main Body), Appended Parts (Back Matter)</p> <p>Language and Style of Reports: Tense, Person & Voice of Reports, Numbering Style of Chapters, Sections, Figures, Tables and Equations, Referencing Styles in APA & MLA Format, Proofreading through Plagiarism Checkers</p> <p>Definition, Purpose & Types of Proposals: Solicited (in conformance with RFP) & Unsolicited Proposals, Types (Short and Long proposals)</p> <p>Parts of a Proposal: Elements, Scope and Limitations, Conclusion</p> <p>Technical Paper Writing: Parts of a Technical Paper (Abstract, Introduction, Research Methods, Findings and Analysis, Discussion, Limitations, Future Scope and References), Language and Formatting, Referencing in IEEE Format</p>	

2	EMPLOYMENT SKILLS	06
	<p>Cover Letter & Resume: Parts and Content of a Cover Letter, Difference between Bio-data, Resume & CV, Essential Parts of a Resume, Types of Resume (Chronological, Functional & Combination)</p> <p>Statement of Purpose: Importance of SOP, Tips for Writing an Effective SOP</p> <p>Verbal Aptitude Test: Modelled on CAT, GRE, GMAT exams</p> <p>Group Discussions: Purpose of a GD, Parameters of Evaluating a GD, Types of GDs (Normal, Case-based & Role Plays), GD Etiquettes</p> <p>Personal Interviews: Planning and Preparation, Types of Questions, Types of Interviews (Structured, Stress, Behavioural, Problem Solving & Case-based), Modes of Interviews: Face-to-face (One-to one and Panel) Telephonic, Virtual</p>	
3	BUSINESS MEETINGS	02
	<p>Conducting Business Meetings: Types of Meetings, Roles and Responsibilities of Chairperson, Secretary and Members, Meeting Etiquette</p> <p>Documentation: Notice, Agenda, Minutes</p>	
4	TECHNICAL/ BUSINESS PRESENTATIONS	02
	<p>Effective Presentation Strategies: Defining Purpose, Analyzing Audience, Location and Event, Gathering, Selecting & Arranging Material, structuring a Presentation, Making Effective Slides, Types of Presentations Aids, Closing a Presentation, Platform skills</p> <p>Group Presentations: Sharing Responsibility in a Team, Building the contents and visuals together, Transition Phases</p>	
5	INTERPERSONAL SKILLS	08
	<p>Interpersonal Skills: Emotional Intelligence, Leadership & Motivation, Conflict Management & Negotiation, Time Management, Assertiveness, Decision Making</p> <p>Start-up Skills: Financial Literacy, Risk Assessment, Data Analysis (e.g. Consumer Behaviour, Market Trends, etc.)</p>	
6	CORPORATE ETHICS	02
	<p>Intellectual Property Rights: Copyrights, Trademarks, Patents, Industrial Designs, Geographical Indications, Integrated Circuits, Trade Secrets (Undisclosed Information)</p> <p>Case Studies: Cases related to Business/ Corporate Ethics</p>	

List of assignments: (In the form of Short Notes, Questionnaire/ MCQ Test, Role Play, Case Study, Quiz, etc.)

Sr. No.	Title of Experiment
1	Cover Letter and Resume
2	Short Proposal
3	Meeting Documentation
4	Writing a Technical Paper/ Analyzing a Published Technical Paper
5	Writing a SOP
6	IPR
7	Interpersonal Skills
Note:	
1	The Main Body of the project/book report should contain minimum 25 pages (excluding Front and Back matter).

2	The group size for the final report presentation should not be less than 5 students or exceed 7 students.
3	There will be an end–semester presentation based on the book report.
Assessment:	
Term Work:	
1	Term work shall consist of minimum 8 experiments.
2	The distribution of marks for term work shall be as follows: Assignment : 10 Marks Attendance : 5 Marks Presentation slides : 5 Marks Book Report (hard copy) : 5 Marks
3	The final certification and acceptance of term work ensures the satisfactory performance of laboratory work and minimum passing in the term work.
Internal oral: Oral Examination will be based on a GD & the Project/Book Report presentation.	
	Group Discussion : 10 marks Project Presentation : 10 Marks Group Dynamics : 5 Marks
Books Recommended: Textbooks and Reference books	
1	Arms, V. M. (2005). <i>Humanities for the engineering curriculum: With selected chapters from Olsen/Huckin: Technical writing and professional communication, second edition</i> . Boston, MA: McGraw-Hill.
2	Bovée, C. L., &Thill, J. V. (2021). <i>Business communication today</i> . Upper Saddle River, NJ: Pearson.
3	Butterfield, J. (2017). <i>Verbal communication: Soft skills for a digital workplace</i> . Boston, MA: Cengage Learning.
4	Masters, L. A., Wallace, H. R., & Harwood, L. (2011). <i>Personal development for life and work</i> . Mason: South-Western Cengage Learning.
5	Robbins, S. P., Judge, T. A., & Campbell, T. T. (2017). <i>Organizational behaviour</i> . Harlow, England: Pearson.
6	Meenakshi Raman, Sangeeta Sharma (2004) <i>Technical Communication, Principles and Practice</i> . Oxford University Press
7	Archana Ram (2018) <i>Place Mentor, Tests of Aptitude for Placement Readiness</i> . Oxford University Press
8	Sanjay Kumar &PushpLata (2018). <i>Communication Skills a workbook</i> , New Delhi: Oxford University Press.

Course Code	Course Name	Credits
CSM501	Mini Project 2A	02

Objectives	
1	To understand and identify the problem
2	To apply basic engineering fundamentals and attempt to find solutions to the problems.
3	Identify, analyze, formulate and handle programming projects with a comprehensive and systematic approach
4	To develop communication skills and improve teamwork amongst group members and inculcate the process of self-learning and research.
Outcome: Learner will be able to...	
1	Identify societal/research/innovation/entrepreneurship problems through appropriate literature surveys
2	Identify Methodology for solving above problem and apply engineering knowledge and skills to solve it
3	Validate, Verify the results using test cases/benchmark data/theoretical/inferences/experiments/simulations
4	Analyze and evaluate the impact of solution/product/research/innovation /entrepreneurship towards societal/environmental/sustainable development
5	Use standard norms of engineering practices and project management principles during project work
6	Communicate through technical report writing and oral presentation. <ul style="list-style-type: none"> ● The work may result in research/white paper/ article/blog writing and publication ● The work may result in business plan for entrepreneurship product created ● The work may result in patent filing.
7	Gain technical competency towards participation in Competitions, Hackathons, etc.
8	Demonstrate capabilities of self-learning, leading to lifelong learning.
9	Develop interpersonal skills to work as a member of a group or as leader
Guidelines for Mini Project	
1	Mini project may be carried out in one or more form of following: Product preparations, prototype development model, fabrication of set-ups, laboratory experiment development, process modification/development, simulation, software development, integration of software (frontend-backend) and hardware, statistical data analysis, creating awareness in society/environment etc.
2	Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
3	Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor or head of department/internal committee of faculties.
4	Students shall submit an implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini projects.
5	A logbook may be prepared by each group, wherein the group can record weekly work progress, guide/supervisor can verify and record notes/comments.
6	Faculty supervisors may give inputs to students during mini project activity; however, focus shall be on self-learning.
7	Students under the guidance of faculty supervisor shall convert the best solution into a working model using various components of their domain areas and demonstrate.
8	The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai. Software requirement specification (SRS) documents, research papers, competition certificates may be submitted as part of

	annexure to the report.
9	With the focus on self-learning, innovation, addressing societal/research/innovation problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality be carried out in two semesters by all the groups of the students. i.e. Mini Project 2 in semesters V and VI.
10	However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above, gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on a case by case basis.

Term Work	
The review/ progress monitoring committee shall be constituted by the heads of departments of each institute. The progress of the mini project to be evaluated on a continuous basis, based on the SRS document submitted. minimum two reviews in each semester.	
In continuous assessment focus shall also be on each individual student, assessment based on individual's contribution in group activity, their understanding and response to questions.	
Distribution of Term work marks for both semesters shall be as below:	
	Marks 25
1	Marks awarded by guide/supervisor based on logbook
2	Marks awarded by review committee
3	Quality of Project report
Review / progress monitoring committee may consider following points for assessment based on either one year or half year project as mentioned in general guidelines	
One-year project:	
1	In one-year project (sem V and VI), first semester the entire theoretical solution shall be made ready, including components/system selection and cost analysis. Two reviews will be conducted based on a presentation given by a student group. <ul style="list-style-type: none"> <input type="checkbox"/> First shall be for finalization of problem <input type="checkbox"/> Second shall be on finalization of proposed solution of problem.
2	In the second semester expected work shall be procurement of component's/systems, building of working prototype, testing and validation of results based on work completed in an earlier semester. <ul style="list-style-type: none"> <input type="checkbox"/> First review is based on readiness of building working prototype to be conducted. <input type="checkbox"/> Second review shall be based on poster presentation cum demonstration of working model in the last month of the said semester.
Half-year project:	
1	In this case in one semester students' group shall complete project in all aspects including, <ul style="list-style-type: none"> <input type="checkbox"/> Identification of need/problem <input type="checkbox"/> Proposed final solution <input type="checkbox"/> Procurement of components/systems <input type="checkbox"/> Building prototype and testing
2	Two reviews will be conducted for continuous assessment, <ul style="list-style-type: none"> <input type="checkbox"/> First shall be for finalization of problem and proposed solution <input type="checkbox"/> Second shall be for implementation and testing of solution.

Mini Project shall be assessed based on following points	
1	Clarity of problem and quality of literature Survey for problem identification
2	Requirement Gathering via SRS/ Feasibility Study
3	Completeness of methodology implemented
4	Design, Analysis and Further Plan
5	Novelty, Originality or Innovativeness of project
6	Societal / Research impact
7	Effective use of skill set : Standard engineering practices and Project management standard
8	Contribution of an individual's as member or leader
9	Clarity in written and oral communication
10	Verification and validation of the solution/ Test Cases
11	Full functioning of working model as per stated requirements
12	Technical writing /competition/hackathon outcome being met

In one year project (sem V and VI), first semester evaluation may be based on first 10 criteria and remaining may be used for second semester evaluation of performance of students in mini projects.

In case of half year projects (completing in V sem) all criteria in generic may be considered for evaluation of performance of students in mini projects.

Guidelines for Assessment of Mini Project Practical/Oral Examination:	
1	Report should be prepared as per the guidelines issued by the University of Mumbai.
2	Mini Project shall be assessed through a presentation and demonstration of working model by the student project group to a panel of Internal and External Examiners preferably from industry or research organizations having experience of more than five years approved by the head of Institution.
3	Students shall be motivated to publish a paper/participate in competition based on the work in Conferences/students competitions.

Course Code:	Course Title	Credit
CSC601	System Programming and Compiler Construction	3

Prerequisite: Theoretical computer science, Operating system. Computer Organization and Architecture .

Course Objectives:

1	To understand the role and functionality of various system programs over application programs.
2	To understand basic concepts, structure and design of assemblers, macro processors, linkers and loaders.
3	To understand the basic principles of compiler design, its various constituent parts, algorithms and data structures required to be used in the compiler.
4	To understand the need to follow the syntax in writing an application program and to learn how the analysis phase of compiler is designed to understand the programmer 's requirements without ambiguity
5	To synthesize the analysis phase outcomes to produce the object code that is efficient in terms of space and execution time

Course Outcomes: On successful completion of course, learner will be able to

1	Identify the relevance of different system programs.
2	Explain various data structures used for assembler and microprocessor design.
3	Distinguish between different loaders and linkers and their contribution in developing efficient user applications.
4	Understand fundamentals of compiler design and identify the relationships among different phases of the compiler.

Module		Content	Hrs
1		Introduction to System Software	2
	1.1	Concept of System Software, Goals of system software, system program and system programming, Introduction to various system programs such as Assembler, Macro processor, Loader, Linker, Compiler, Interpreter, Device Drivers, Operating system, Editors, Debuggers.	
2		Assemblers	7
	2.1	Elements of Assembly Language programming, Assembly scheme, pass structure of assembler, Assembler Design: Two pass assembler Design and single pass Assembler Design for X86 processor, data structures used.	
3		Macros and Macro Processor	6
	3.1	Introduction, Macro definition and call, Features of Macro facility: Simple, parameterized, conditional and nested. Design of Two pass macro processor, data structures used.	
4		Loaders and Linkers	6
	4.1	Introduction, functions of loaders, Relocation and Linking concept, Different loading schemes: Relocating loader, Direct Linking Loader, Dynamic linking and loading.	
5		Compilers: Analysis Phase	10
	5.1	Introduction to compilers, Phases of compilers: Lexical Analysis- Role of Finite State Automata in Lexical Analysis, Design of Lexical analyzer, data structures used.	

		Syntax Analysis- Role of Context Free Grammar in Syntax analysis, Types of Parsers: Top down parser- LL(1), Bottom up parser- SR Parser, Operator precedence parser, SLR. Semantic Analysis, Syntax directed definitions.	
6		Compilers: Synthesis phase	8
	6.1	Intermediate Code Generation: Types of Intermediate codes: Syntax tree, Postfix notation, three address codes: Triples and Quadruples, indirect triple. Code Optimization: Need and sources of optimization, Code optimization techniques: Machine Dependent and Machine Independent. Code Generation: Issues in the design of code generator, code generation algorithm. Basic block and flow graph.	

Textbooks:	
1	D. M Dhamdhare: <i>Systems programming and Operating Systems</i> , Tata McGraw Hill, Revised Second Edition
2	A. V. Aho, R. Shethi, Monica Lam, J.D. Ulman: <i>Compilers Principles, Techniques and Tools</i> , Pearson Education, Second Edition.
3	J. J. Donovan: <i>Systems Programming</i> Tata McGraw Hill, Edition 1991
References:	
1	John R. Levine, Tony Mason & Doug Brown, <i>Lex & YACC</i> , O 'Reilly publication, second Edition
2	D, M .Dhamdhare , <i>Compiler construction 2e</i> , Macmillan publication, second edition .
3	Kenneth C. Louden , <i>Compiler construction: principles and practices</i> , Cengage Learning
4	Leland L. Beck, <i>System software: An introduction to system programming</i> , Pearson publication, Third Edition
Useful Links for E-resources:	
1	http://www.nptelvideos.in/2012/11/compiler-design.html
2	https://www.coursera.org/lecture/nand2tetris2/unit-4-1-syntax-analysis-5pC2Z

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first -class test is to be conducted when approx. 40% syllabus is completed and the second-class test when an additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise a total of six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four questions need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.

Course Code:	Course Title	Credit
CSC602	Cryptography & System Security	3

Prerequisite: Computer Networks	
Course Objectives:	
1	To introduce classical encryption techniques and concepts of modular arithmetic and number theory.
2	To explore the working principles and utilities of various cryptographic algorithms including secret key cryptography, hashes and message digests, and public key algorithms
3	To explore the design issues and working principles of various authentication protocols, PKI standards and various secure communication standards including Kerberos, IPsec, and SSL/TLS.
4	To develop the ability to use existing cryptographic utilities to build programs for secure communication
Course Outcomes:	
1	Understand system security goals and concepts, classical encryption techniques and acquire fundamental knowledge on the concepts of modular arithmetic and number theory
2	Understand, compare and apply different encryption and decryption techniques to solve problems related to confidentiality and authentication
3	Apply different message digest and digital signature algorithms to verify integrity and achieve authentication and design secure applications
4	Understand network security basics, analyse different attacks on networks and evaluate the performance of firewalls and security protocols like SSL, IPsec, and PGP
5	Analyse and apply system security concept to recognize malicious code

Module	Content	Hrs
1	Introduction - Number Theory and Basic Cryptography	8
	1.1 Security Goals, Attacks, Services and Mechanisms, Techniques. Modular Arithmetic: Euclidean Algorithm, Fermat's and Euler's theorem	
	1.2 Classical Encryption techniques, Symmetric cipher model, mono-alphabetic and polyalphabetic substitution techniques: Vigenere cipher, playfair cipher, Hill cipher, transposition techniques: keyed and keyless transposition ciphers	
2	Symmetric and Asymmetric key Cryptography and key Management	11
	2.1 Block cipher principles, block cipher modes of operation, DES, Double DES, Triple DES, Advanced Encryption Standard (AES), Stream Ciphers: RC4 algorithm.	
	2.2 Public key cryptography: Principles of public key cryptosystems- The RSA Cryptosystem, The knapsack cryptosystem	
	2.3 Symmetric Key Distribution: KDC, Needham-schroeder protocol. Kerberos: Kerberos Authentication protocol, Symmetric key agreement: Diffie Hellman, Public key Distribution: Digital Certificate: X.509, PKI	
3	Cryptographic Hash Functions	3
	3.1 Cryptographic hash functions, Properties of secure hash function, MD5, SHA-1, MAC, HMAC, CMAC.	
4	Authentication Protocols & Digital Signature Schemes	5
	4.1 User Authentication, Entity Authentication: Password Base, Challenge Response Based	

	4.2	Digital Signature, Attacks on Digital Signature, Digital Signature Scheme: RSA	
5		Network Security and Applications	9
	5.1	Network security basics: TCP/IP vulnerabilities (Layer wise), Network Attacks: Packet Sniffing, ARP spoofing, port scanning, IP spoofing	
	5.2	Denial of Service: DOS attacks, ICMP flood, SYN flood, UDP flood, Distributed Denial of Service	
	5.3	Internet Security Protocols: PGP, SSL, IPSEC. Network security: IDS, Firewalls	
6		System Security	3
	6.1	Buffer Overflow, malicious Programs: Worms and Viruses, SQL injection	

Textbooks:

1	William Stallings, <i>“Cryptography and Network Security, Principles and Practice”</i> , 6th Edition, Pearson Education, March 2013
2	Behrouz A. Ferouzan, <i>“Cryptography & Network Security”</i> , Tata McGraw Hill
3	Behrouz A. Forouzan & Debdeep Mukhopadhyay, <i>“Cryptography and Network Security”</i> 3rd Edition, McGraw Hill

Referecebooks:

1	Bruce Schneier, <i>“Applied Cryptography, Protocols Algorithms and Source Code in C”</i> , Second Edition, Wiley.
2	Atul Kahate, <i>“Cryptography and Network Security”</i> , Tata McGraw-Hill Education, 2003.
3	Eric Cole, <i>“Network Security Bible”</i> , Second Edition, Wiley, 2011.

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links

1	https://github.com/cmin764/cmiN/blob/master/FII/L3/SI/book/W.Stallings%20-%20Cryptography%20and%20Network%20Security%206th%20ed.pdf
2	https://docs.google.com/file/d/0B5F6yMKYDUbrYXE4X1ZCUHpLNnc/view

Course Code:	Course Title	Credit
CSC603	Mobile Computing	3

Prerequisite: Computer Networks	
Course Objectives:	
1	To introduce the basic concepts and principles in mobile computing. This includes major techniques involved, and networks & systems issues for the design and implementation of mobile computing systems and applications.
2	To explore both theoretical and practical issues of mobile computing.
3	To provide an opportunity for students to understand the key components and technologies involved and to gain hands-on experiences in building mobile applications.
Course Outcomes: On successful completion of course, learner will be able to	
1	To identify basic concepts and principles in computing, cellular architecture.
2	To describe the components and functioning of mobile networking.
3	To classify variety of security techniques in mobile network.
4	To apply the concepts of WLAN for local as well as remote applications.
5	To describe Long Term Evolution (LTE) architecture and its interfaces.

Module	Content	Hrs
1	Introduction to Mobile Computing	4
	1.1 Introduction to Mobile Computing, Telecommunication Generations, Cellular systems,	
	1.2 Electromagnetic Spectrum, Antenna, Signal Propagation, Signal Characteristics, Multiplexing, Spread Spectrum: DSSS & FHSS, Co-channel interference	
2	GSM Mobile services	8
	2.1 GSM Mobile services, System Architecture, Radio interface, Protocols, Localization and Calling, Handover, security (A3, A5 & A8)	
	2.2 GPRS system and protocol architecture	
	2.3 UTRAN, UMTS core network; Improvements on Core Network,	
3	Mobile Networking	8
	3.1 Medium Access Protocol, Internet Protocol and Transport layer	
	3.2 Mobile IP: IP Packet Delivery, Agent Advertisement and Discovery, Registration, Tunneling and Encapsulation, Reverse Tunneling.	
	3.3 Mobile TCP: Traditional TCP, Classical TCP Improvements like Indirect TCP, Snooping TCP & Mobile TCP, Fast Retransmit/ Fast Recovery, Transmission/Timeout Freezing, Selective Retransmission	
4	Wireless Local Area Networks	6
	4.1 Wireless Local Area Networks: Introduction, Infrastructure and ad-hoc network	
	4.2 IEEE 802.11: System architecture , Protocol architecture , Physical layer, Medium access control layer, MAC management, 802.11a, 802.11b standard	
	4.3 Wi-Fi security : WEP ,WPA, Wireless LAN Threats , Securing Wireless Networks	

	4.4	Bluetooth: Introduction, User Scenario, Architecture, protocol stack	
5		Mobility Management	6
	5.1	Mobility Management : Introduction, IP Mobility, Optimization, IPv6	
	5.2	Macro Mobility : MIPv6, FMIPv6	
	5.3	Micro Mobility: CellularIP, HAWAII, HMIPv6	
6		Long-Term Evolution (LTE) of 3GPP	7
	6.1	Long-Term Evolution (LTE) of 3GPP : LTE System Overview, Evolution from UMTS to LTE	
	6.2	LTE/SAE Requirements, SAE Architecture	
	6.3	EPS: Evolved Packet System, E-UTRAN, Voice over LTE (VoLTE), Introduction to LTE-Advanced	
	6.4	Self Organizing Network (SON-LTE), SON for Heterogeneous Networks (HetNet), Comparison between Different Generations (2G, 3G, 4G and 5G), Introduction to 5G	

Textbooks:

1	Jochen Schiller, “ Mobile Communication ”, Addison wisely, Pearson Education
2	William Stallings “ Wireless Communications & Networks ”, Second Edition, Pearson Education
3	Christopher Cox, “ An Introduction to LTE: LTE, LTE-Advanced, SAE and 4G Mobile Communications ”, Wiley publications
4	Raj Kamal, “ Mobile Computing ”, 2/e, Oxford University Press-New

References:

1	Seppo Hamalainen, Henning Sanneck , Cinzia Sartori, “ LTE Self-Organizing Networks (SON): Network Management Automation for Operational Efficiency ”, Wiley publications
2	Ashutosh Dutta, Henning Schulzrinne “ Mobility Protocols and Handover Optimization: Design, Evaluation and Application ”, IEEE Press, Wiley Publication
3	Michael Gregg, “ Build your own security lab ”, Wiley India edition
4	Dipankar Raychaudhuri, Mario Gerla, “ Emerging Wireless Technologies and the Future Mobile Internet ”, Cambridge
5	Andreas F. Molisch, “ Wireless Communications ”, Second Edition, Wiley Publication

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links	
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1	https://www.coursera.org/learn/smart-device-mobile-emerging-technologies
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2	https://nptel.ac.in/courses/106/106/106106167/
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Course Code:	Course Title	Credit
CSC604	Artificial Intelligence	3

Prerequisite: Discrete Mathematics, Data Structures	
Course Objectives:	
1	To conceptualize the basic ideas and techniques underlying the design of intelligent systems.
2	To make students understand and Explore the mechanism of mind that enables intelligent thought and action.
3	To make students understand advanced representation formalism and search techniques.
4	To make students understand how to deal with uncertain and incomplete information.
Course Outcomes: At the end of the course, the students will be able to	
1	Ability to develop a basic understanding of AI building blocks presented in intelligent agents.
2	Ability to choose an appropriate problem solving method and knowledge representation technique.
3	Ability to analyze the strength and weaknesses of AI approaches to knowledge– intensive problem solving.
4	Ability to design models for reasoning with uncertainty as well as the use of unreliable information.
5	Ability to design and develop AI applications in real world scenarios.

Module		Content	Hrs
1		Introduction to Artificial Intelligence	4
	1.1	Introduction, History of Artificial Intelligence, Intelligent Systems: Categorization of Intelligent System, Components of AI Program, Foundations of AI, Sub-areas of AI, Applications of AI, Current trends in AI.	
2		Intelligent Agents	4
	2.1	Agents and Environments, The concept of rationality, The nature of environment, The structure of Agents, Types of Agents, Learning Agent.	
	2.2	Solving problem by Searching: Problem Solving Agent, Formulating Problems, Example Problems.	
3		Problem solving	10
	3.1	Uninformed Search Methods: Breadth First Search (BFS), Depth First Search (DFS), Depth Limited Search, Depth First Iterative Deepening (DFID), Informed Search Methods: Greedy best first Search, A* Search, Memory bounded heuristic Search.	
	3.2	Local Search Algorithms and Optimization Problems: Hill climbing search Simulated annealing, Genetic algorithms.	
	3.3	Adversarial Search: Game Playing, Min-Max Search, Alpha Beta Pruning	
4		Knowledge and Reasoning	12
	4.1	Knowledge based Agents, Brief Overview of propositional logic, First Order Logic: Syntax and Semantic, Inference in FOL, Forward chaining, backward Chaining.	
	4.2	Knowledge Engineering in First-Order Logic, Unification, Resolution	

	4.3	Uncertain Knowledge and Reasoning: Uncertainty, Representing knowledge in an uncertain domain, The semantics of belief network, Simple Inference in belief network	
5		Planning and Learning	5
	5.1	The planning problem, Planning with state space search, Partial order planning, Hierarchical planning, Conditional Planning.	
	5.2	Learning: Forms of Learning, Theory of Learning, PAC learning. Introduction to statistical learning (Introduction only) Introduction to reinforcement learning: Learning from Rewards, Passive Reinforcement Learning, Active reinforcement Learning	
6		AI Applications	4
		A. Introduction to NLP- Language models, Grammars, Parsing B. Robotics - Robots, Robot hardware, Problems Robotics can solve C. AI applications in Healthcare, Retail, Banking	

Textbooks:

1	Stuart J. Russell and Peter Norvig, " <i>Artificial Intelligence: A Modern Approach</i> ", Fourth Edition" Pearson Education, 2020.
2	Saroj Kaushik, " <i>Artificial Intelligence</i> ", Cengage Learning, First edition, 2011
3	George F Luger, " <i>Artificial Intelligence</i> " Low Price Edition, Fourth edition, Pearson Education.,2005

References:

1	Nils J. Nilsson, Principles of Artificial Intelligence, Narosa Publication.
2	Deepak Khemani, A First Course in Artificial Intelligence, McGraw Hill Publication
3	Patrick H. Winston, Artificial Intelligence, 3rd edition, Pearson Education.
4	Elaine Rich and Kevin Knight, " <i>Artificial Intelligence</i> ", Third Edition, McGraw Hill Education,2017.

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and the second class test when an additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1	Question paper will comprise a total of six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four questions need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.

Useful Links

1	https://nptel.ac.in/courses/106/105/106105078/
2	https://thetempedia.com/blog/simple-ai-and-machine-learning-projects-for-students-and-beginners/
3	https://nptel.ac.in/courses/106/105/106105079/

Course Code:	Course Title	Credit
CSDLO6011	Internet of Things	3

Prerequisite: C Programming, Digital Logic and Computer Architecture, Microprocessor, Computer Networks.

Course Objectives:

1	To equip students with the fundamental knowledge and basic technical competence in the field of Internet of Things (IoT).
2	To emphasize on core IoT functional Stack to build assembly language programs. To learn the Core IoT Functional Stack.
3	To understand the different common application protocols for IoT and apply IoT knowledge to key industries that IoT is revolutionizing.
4	To examines various IoT hardware items and software platforms used in projects for each platform that can be undertaken by a beginner, hobbyist, student, academician, or researcher to develop useful projects or products.

Course Outcomes: On the completion of the course, learners will be able to:

1	Understand the concepts of IoT and the Things in IoT.
2	Emphasize core IoT functional Stack and understand application protocols for IoT.
3	Apply IoT knowledge to key industries that IoT is revolutionizing.
4	Examines various IoT hardware items and software platforms used in projects.

Module	Content	Hrs
1	Introduction to Internet of Things (IoT)	7
	1.1 What is IoT? - IoT and Digitization	
	1.2 IoT Impact – Connected Roadways, Connected Factory, Smart Connected Buildings, Smart Creatures	
	1.3 Convergence of IT and OT, IoT Challenges	
	1.4 The oneM2M IoT Standardized Architecture	
	1.5 The IoT World Forum (IoTWF) Standardized Architecture	
	1.6 IoT Data Management and Compute Stack – Design considerations and Data related problems, Fog Computing, Edge Computing, The Hierarchy of Edge, Fog and Cloud	
2	Things in IoT	7
	2.1 Sensors/Transducers – Definition, Principles, Classifications, Types, Characteristics and Specifications	
	2.2 Actuators – Definition, Principles, Classifications, Types, Characteristics and Specifications	
	2.3 Smart Object – Definition, Characteristics and Trends	
	2.4 Sensor Networks – Architecture of Wireless Sensor Network, Network Topologies	
	2.5 Enabling IoT Technologies - Radio Frequency Identification Technology, Micro-Electro-Mechanical Systems (MEMS), NFC (Near Field Communication), Bluetooth Low Energy (BLE), LTE-A (LTE Advanced), IEEE 802.15.4–Standardization and Alliances, ZigBee.	
3	The Core IoT Functional Stack	6
	3.1 Layer 1 – Things: Sensors and Actuators Layer	

	3.2	Layer 2 – Communications Network Layer, Access Network Sublayer, Gateways and Backhaul Sublayer, Network Transport Sublayer, IoT Network Management Sublayer	
	3.3	Layer 3 – Applications and Analytics Layer, Analytics Vs. Control Applications, Data Vs. Network Analytics, Data Analytics Vs. Business Benefits, Smart Services	
4		Application Protocols for IoT	7
	4.1	The Transport Layer	
	4.2	IoT Application Transport Methods	
	4.3	Application Layer Protocol Not Present	
	4.4	SCADA - Background on SCADA, Adapting SCADA for IP, Tunneling Legacy SCADA over IP Networks, SCADA Protocol Translation, SCADA Transport over LLNs with MAP-T,	
	4.5	Generic Web-Based Protocols	
	4.6	IoT Application Layer Protocols – CoAP and MQTT	
5		Domain Specific IoTs	6
	5.1	Home Automation – Smart Lighting, Smart Appliances, Intrusion Detection, Smoke/Gas Detectors	
	5.2	Cities – Smart Parking, Smart Lighting, Smart Roads, Structural Health Monitoring, Surveillance	
	5.3	Environment – Weather Monitoring, Air Pollution Monitoring, Noise Pollution Monitoring, Forest Fire Detection, River Floods Detection	
	5.4	Energy – Smart Grids, Renewable Energy Systems, Prognostics	
	5.5	Retail – Inventory Management, Smart Payments, Smart Vending Machines	
	5.6	Logistics – Route Generation & Scheduling, Fleet Tracking, Shipment Monitoring	
	5.7	Agriculture – Smart Irrigation, Green House Control	
	5.8	Industry – Machine Diagnostics & Prognosis, Indoor Air Quality Monitoring	
	5.9	Health & Lifestyle – Health & Fitness Monitoring, Wearable Electronics	
6		Create your own IoT	6
	6.1	IoT Hardware - Arduino, Raspberry Pi, ESP32, Cloudbit/Littlebits, Particle Photon, Beaglebone Black.	
	6.2	IoT Software - languages for programming IoT hardware, for middleware applications and API development, for making front ends, REST and JSON-LD	
	6.3	A comparison of IoT boards and platforms in terms of computing	
	6.4	A comparison of IoT boards and platforms in terms of development environments and communication standards	
	6.5	A comparison of boards and platforms in terms of connectivity	
	6.6	A comparison of IoT software platforms	

Textbooks:

1	David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Rob Barton, Jerome Henry, <i>“IoT Fundamentals – Networking Technologies, Protocols, and Use Cases for the Internet of Things”</i> , 1 st Edition, Published by Pearson Education, Inc, publishing as Cisco Press, 2017.
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2	Hakima Chaouchi, <i>“The Internet of Things - Connecting Objects to the Web”</i> , 1 st Edition, Wiley, 2010.
3	Perry Lea, <i>“Internet of things For Architects”</i> , 1 st Edition, Packt Publication, 2018
4	Arshdeep Bahga, Vijay Madisetti, <i>“Internet of Things – Hands-On Approach”</i> , 2 nd Edition, Universities Press, 2016.
References:	
1	Adrian McEwen & Hakim Cassimally, <i>“Designing the Internet of Things”</i> , 1 st Edition, Wiley, 2014.
2	Donald Norris, <i>“Raspberry Pi – Projects for the Evil Genius”</i> , 2 nd Edition, McGraw Hill, 2014.
3	Anand Tamboli, <i>“Build Your Own IoT Platform”</i> , 1 st Edition, Apress, 2019.

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first-class test is to be conducted when approx. 40% syllabus is completed and second-class test when additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links	
1	https://nptel.ac.in/courses/106/105/106105166/
2	https://nptel.ac.in/courses/108/108/108108098/
3	https://nptel.ac.in/courses/106/105/106105195/
4	https://www.coursera.org/specializations/IoT

Course Code:	Course Title	Credit
CSDL06012	Digital Signal & Image Processing	3

Prerequisite: Applied Engineering Mathematics	
Course Objectives:	
1	To understand the fundamental concepts of digital signal processing and Image processing
2	To explore DFT for 1-D and 2-D signal and FFT for 1-D signal
3	To apply processing techniques on 1-D and Image signals
4	To apply digital image processing techniques for edge detection
Course Outcomes: On successful completion of course, learners will be able to:	
1	Understand the concept of DT Signal and DT Systems
2	Classify and analyze discrete time signals and systems
3	Implement Digital Signal Transform techniques DFT and FFT
4	Use the enhancement techniques for digital Image Processing
5	Apply image segmentation techniques

Module No.	Unit No.	Topic details	Hrs.
1.0		Discrete-Time Signal and Discrete-Time System	10
	1.1	Introduction to Digital Signal Processing, Sampling and Reconstruction, Standard DT Signals, Concept of Digital Frequency, Representation of DT signal using Standard DT Signals, Signal Manipulations (shifting, reversal, scaling, addition, multiplication).	
	1.2	Classification of Discrete-Time Signals, Classification of Discrete-Systems	
	1.3	Linear Convolution formulation for 1-D signal (without mathematical proof), Circular Convolution (without mathematical proof), Linear convolution using Circular Convolution. Auto and Cross Correlation formula evaluation, Concept of LTI system, Output of DT system using Time Domain Linear Convolution.	
2.0		Discrete Fourier Transform	05
	2.1	Introduction to DTFT, DFT, Relation between DFT and DTFT, IDFT	
	2.2	Properties of DFT without mathematical proof (Scaling and Linearity, Periodicity, Time Shift and Frequency Shift, Time Reversal, Convolution Property and Parseval's Energy Theorem). DFT computation using DFT properties.	
	2.3	Convolution of long sequences, Introduction to 2-D DFT	
3.0		Fast Fourier Transform	04
	3.1	Need of FFT, Radix-2 DIT-FFT algorithm,	
	3.2	DIT-FFT Flow graph for N=4 and 8, Inverse FFT algorithm.	
	3.3	Spectral Analysis using FFT	
4.0		Digital Image Fundamentals	05
	4.1	Introduction to Digital Image, Digital Image Processing System, Sampling and Quantization	
	4.2	Representation of Digital Image, Connectivity	
	4.3	Image File Formats: BMP, TIFF and JPEG.	
5.0		Image Enhancement in Spatial domain	09
	5.1	Gray Level Transformations, Zero Memory Point Operations,	
	5.2	Histogram Processing, Histogram equalization.	

	5.3	Neighborhood processing, Image averaging, Image Subtraction, Smoothing Filters - Low pass averaging, Sharpening Filters-High Pass Filter, High Boost Filter, Median Filter for reduction of noise	
6.0	Image Segmentation		06
	6.1	Fundamentals. Segmentation based on Discontinuities and Similarities	
	6.2	Point, line and Edge Detection. Image edge detection using Robert, Prewitt and Sobel masks, Image edge Detection using Laplacian mask	
	6.3	Region based segmentation: Region Growing, Region Splitting and Merging	
	Total		39

Textbooks:	
1	John G. Proakis, Dimitris and G .Manolakis, “ Digital Signal Processing: Principles, Algorithms, and Applications ”, 4th Edition, Pearson Education, 2007
2	A. Anand Kumar, “ Digital Signal Processing ”, 2nd Edition, PHI Learning Pvt. Ltd. 2014.
3	Rafel C. Gonzalez and Richard E. Woods, “ Digital Image Processing ”, Pearson Education Asia, 4th Edition, 2018.
4	S. Sridhar, “ Digital Image Processing ”, 2nd Edition, Oxford University Press, 2012.
References:	
1	Sanjit Mitra, “ Digital Signal Processing: A Computer Based Approach ”, 4th Edition, Tata McGraw Hill, 2013
2	S. Salivahanan, A. Vallavaraj, and C. Gnanapriya, “ Digital Signal Processing ”, 2nd Edition, Tata McGraw Hill Publication, 2011.
3	S. Jayaraman, E. Esakkirajan and T. Veerkumar, “ Digital Image Processing ”, 3 rd Edition, Tata McGraw Hill Education Private Ltd, 2009.
4	Anil K. Jain, “ Fundamentals of Digital Image Processing ”, 4th Edition, Prentice Hall of India Private Ltd,.1989
Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 50% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links	
1	https://nptel.ac.in/courses/
2	https://swayam.gov.in

Course Code:	Course Title	Credit
CSDL06013	Quantitative Analysis	3

Prerequisite: Applied Mathematics

Course Objectives:

- | | |
|---|---|
| 1 | Introduction to the basic concepts in Statistics |
| 2 | Understand concept of data collection & sampling methods. |
| 3 | Introduction to Regression, Multiple Linear Regression |
| 4 | Draw inference using Statistical inference methods |
| 5 | Tests of hypotheses |

Course Outcomes:

- | | |
|---|--|
| 1 | Recognize the need of Statistics and Quantitative Analysis |
| 2 | Apply the data collection and the sampling methods. |
| 3 | Analyze using concepts of Regression, Multiple Linear Regression |
| 4 | Formulate Statistical inference drawing methods. |
| 5 | Apply Testing of hypotheses |

Module	Content	Hrs
1	Introduction to Statistics	6
	Functions – Importance – Uses and Limitations of Statistics. Statistical data– Classification, Tabulation, Diagrammatic & Graphic representation of data	
2	Data Collection & Sampling Methods	6
	Primary & Secondary data, Sources of data, Methods of collecting data. Sampling – Census & Sample methods –Methods of sampling, Probability Sampling and Non-Probability Sampling.	
3	Introduction to Regression	8
	Mathematical and Statistical Equation – Meaning of Intercept and Slope – Error term – Measure for Model Fit –R ² – MAE – MAPE.	
4	Introduction to Multiple Linear Regression	8
	Multiple Linear Regression Model, Partial Regression Coefficients, Testing Significance overall significance of Overall fit of the model, Testing for Individual Regression Coefficients	
5	Statistical inference	6
	Random sample -Parametric point estimation unbiasedness and consistence - method of moments and method of maximum likelihood.	
6	Tests of hypotheses	5
	Null and Alternative hypotheses. Types of errors. Neyman-Pearson lemma- MP and UMP tests.	

Textbooks:

- | | |
|---|---|
| 1 | Agarwal, B.L. (2006):-Basic Statistics. Wiley Eastern Ltd., New Delhi |
| 2 | Gupta, S. P. (2011):-Statistical Methods. Sultanchand&Sons, New Delhi |
| 3 | Sivathanupillai, M &Rajagopal, K. R. (1979):-Statistics for Economics Students. |
| 4 | Hogg ,R.V. and Craig, A.T.(2006), An introduction to mathematical statistics, Amerind publications. |

References:

1	Arora, P.N., Sumeet Arora, S. Arora (2007):- Comprehensive Statistical Methods. Sultan Chand, New Delhi
2	Montgomery, D.C., Peck E.A., & Vining G.G. (2003). Introduction to Linear Regression Analysis. John Wiley and Sons, Inc. NY
3	Mood AM, Graybill FA, and Boes, D.C. (1985), Introduction to the theory of statistics, McGrawhill Book Company, New Delhi.
4	Kapur, J.N. and Saxena, H.C. (1970), Mathematical statistics, Sultan Chand & company, New Delhi..

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Lab Code	Lab Name	Credit
CSL601	System Programming and Compiler Construction Lab	1
Prerequisite: Theoretical computer science, Operating system. Computer Organization and Architecture		
Lab Outcomes: At the end of the course, the students will be able to		
1	Generate machine code by implementing two pass assemblers.	
2	Implement Two pass macro processor.	
3	Parse the given input string by constructing Top down/Bottom-up parser.	
4	Identify and Validate tokens for given high level language and Implement synthesis phase of compiler.	
5	Explore LEX & YACC tools.	

Suggested List of Experiments	
Sr. No.	Title of Experiment
1	Implementations of two pass Assembler.
2	Implementation of Two pass Macro Processor.
3	Implementation of Lexical Analyzer.
4	Implementation of Parser (Any one).
5	Implementation of Intermediate code generation phase of compiler.
6	Implementation of code generation phase of compiler.
7	Study and implement experiments on LEX, YACC.

Reference Books:	
1	Andrew W. Appel Princeton University. Jens Palsberg <i>Modern Compiler. Implementation in Java</i> , Second Edition. Purdue University. CAMBRIDGE University press @2002.
2	Charles N. Fischer, Richard J. LeBlanc <i>Crafting a compiler with C</i> , pearson Education 2007

Term Work:	
1	Term work should consist of experiments based on suggested experiment list.
2	Journal must include at least 2 assignments on content of theory and practical of “System Programming and Compiler Construction”
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	The distribution of marks for term work shall be as follows: Laboratory work (experiments/case studies):(15) Marks. Assignment: (05) Marks. Attendance (05) Marks TOTAL: (25) Marks.
Oral & Practical exam will be based on the above and CSC601 syllabus.	

Lab Code	Lab Name	Credit
CSL602	Cryptography & System Security Lab	1

Prerequisite: Computer Network	
Lab Objectives:	
1	To apply various encryption techniques
2	To study and implement various security mechanism
3	To explore the network security concept and tools
Lab Outcomes: At the end of the course, the students will be able to	
1	apply the knowledge of symmetric and asymmetric cryptography to implement simple ciphers.
2	explore the different network reconnaissance tools to gather information about networks.
3	explore and use tools like sniffers, port scanners and other related tools for analysing packets in a Network.
4	set up firewalls and intrusion detection systems using open-source technologies and to explore email security.
5	explore various attacks like buffer-overflow and web application attack.

Suggested List of Experiments	
Sr. No	Title of Experiment
1	Design and Implementation of a product cipher using Substitution and Transposition ciphers.
2	Implementation and analysis of RSA crypto system.
3	Implementation of Diffie Hellman Key exchange algorithm
4	For varying message sizes, test integrity of message using MD-5, SHA-1, and analyse the performance of the two protocols. Use crypt APIs.
5	Study the use of network reconnaissance tools like WHOIS, dig, traceroute, ns lookup to gather information about networks and domain registrars.
6	Study of packet sniffer tools: wireshark, : 1. Download and install wireshark and capture icmp, tcp, and http packets in promiscuous mode. 2. Explore how the packets can be traced based on different filters.
7	Download and install nmap. Use it with different options to scan open ports, perform OS fingerprinting, do a ping scan, tcp port scan, udp port scan, xmas scan etc.
8	Detect ARP spoofing using nmap and/or open-source tool ARPWATCH and wireshark. Use arping tool to generate gratuitous arps and monitor using wireshark
9	Simulate DOS attack using Hping, hping3 and other tools
10	Simulate buffer overflow attack using Ollydbg, Splint, Cpp check etc
11	a. Set up IPSEC under LINUX. b. Set up Snort and study the logs.
12	Setting up personal Firewall using iptables
13	Explore the GPG tool of linux to implement email security
14	SQL injection attack, Cross-Cite Scripting attack simulation
15	Case Study /Seminar: Topic beyond syllabus related to topics covered.

Term Work:	
1	Term work should consist of 10 experiments.
2	Journal must include at least 2 assignments on content of theory and practical of

	“Cryptography and System Security “
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	The distribution of marks for term work shall be as follows: Lab Performance 15 Marks Assignments 05 Marks Attendance (Theory & practical) 05 Marks

Lab Code	Lab Name	Credit
CSL603	Mobile Computing Lab	1

Prerequisite: Computer Networks

Lab Objectives:

- | | |
|---|--|
| 1 | To learn the mobile computing tools and software for implementation. |
| 2 | To understand the security algorithms in mobile networks |
| 3 | To learn security concepts |

Lab Outcomes: At the end of the course, the students will be able to

- | | |
|---|--|
| 1 | develop and demonstrate mobile applications using various tools |
| 2 | articulate the knowledge of GSM, CDMA & Bluetooth technologies and demonstrate it. |
| 3 | Students will able to carry out simulation of frequency reuse, hidden/exposed terminal problem |
| 4 | implement security algorithms for mobile communication network |
| 5 | demonstrate simulation and compare the performance of Wireless LAN |

Suggested List of Experiments

The softwares like Android Studio, J2ME, NS2, NS3 and any other software which is suitable are recommended for performing the practical.

Sr. No.	Title of Experiment
1	Implementation a Bluetooth network with application as transfer of a file from one device to another.
2	To implement a basic function of Code Division Multiple Access (CDMA).
3	Implementation of GSM security algorithms (A3/A5/A8)
4	Illustration of Hidden Terminal/Exposed terminal Problem. Consider two Wi-fi base stations (STA) and an access point (AP) located along the x-axis. All the nodes are fixed. The AP is situated at the middle of the two STA, the distance of separation being 150 m. [variable]. Node #0 and node #1 are the hidden terminals. Both are transmitting some data to the AP (almost at same rate) at the same time. The loss across the wireless link between each STA and the AP is fixed at 50 dB irrespective of the distance of separation. To study how RTS/CTS helps in wireless networks, 1. No RTS/CTS is being sent. 2. Nodes do exchange RTS/CTS packets. Compare the no. of packet retransmissions required in both the cases (as obtained in the output) and compare the results.
5	To setup & configuration of Wireless Access Point (AP). Analyze the Wi-Fi communication range in the presence of the access point (AP) and the base station (BS). Consider BS and AP are static. Find out the maximum distance to which two way communications is possible. Try multiple iterations by adjusting its distance in the code and test it.
6	Study of security tools (like Kismet, Netstumbler)
7	Develop an application that uses GUI components.
8	Write an application that draws basic graphical primitives on the screen.
9	Develop an application that makes use of database.
10	Develop a native application that uses GPS location information.
11	Implement an application that creates an alert upon receiving a message.

12	Implementation of income tax/loan EMI calculator and deploy the same on real devices (Implementation of any real time application)
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Term Work:	
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1	Term work should consist of 10 experiments.
2	Journal must include at least 2 assignments on content of theory and practical of “ Mobile Computing”
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance Theory& Practical: 05-marks, Assignments: 05-marks)

Useful Links	
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1	https://nptel.ac.in/courses/106/106/106106147/
2	https://www.coursera.org/learn/smart-device-mobile-emerging-technologies

Lab Code	Lab Name	Credit
CSL604	Artificial Intelligence Lab	1

Prerequisite: Discrete Mathematics, Data Structure	
Lab Objectives:	
1	To realize the basic techniques to build intelligent systems
2	To apply appropriate search techniques used in problem solving
3	To create knowledge base for uncertain data
Lab Outcomes: At the end of the course, the students will be able to	
1	Identify languages and technologies for Artificial Intelligence
2	Understand and implement uninformed and informed searching techniques for real world problems.
3	Create a knowledge base using any AI language.
4	Design and implement expert systems for real world problems.

Suggested List of Experiments (programming in python)	
Sr. No.	Title of Experiment
1	One case study on AI applications published in IEEE/ACM/Springer or any prominent journal.
2	Assignments on State space formulation and PEAS representation for various AI applications
3	Program on uninformed search methods.
4	Program on informed search methods.
5	Program on Game playing algorithms.
6	Program for first order Logic
7	Planning Programming
8	Implementation for Bayes Belief Network
Note: Any other practical covering the syllabus topics and subtopics can be conducted. The programming assignment for First order logics could be in the form of a mini project	

Term Work:	
1	Term work should consist of a minimum of 8 experiments.
2	Journal must include at least 2 assignments on content of theory and practical of “Artificial Intelligence”
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance Theory & Practical: 05-marks, Assignments: 05-marks)
Oral & Practical exam: Based on the entire syllabus of CSC604: Artificial Intelligence	

Lab Code	Lab Name	Credit	
CSL605	Cloud Computing	2	
Prerequisite: Computer Networks			
Lab Objectives: The course has following objectives			
1	To make students familiar with key concepts of virtualization.		
2	To make students familiar with various deployment models of cloud such as private, public, hybrid and community so that they start using and adopting appropriate type of cloud for their application.		
3	To make students familiar with various service models such as IaaS, SaaS, PaaS, Security as a Service (SECaaS) and Database as a Service.		
4	To make students familiar with security and privacy issues in cloud computing and how to address them.		
Lab Outcomes: At the end of the course, the students will be able to			
1	Implement different types of virtualization techniques.		
2	Analyze various cloud computing service models and implement them to solve the given problems.		
3	Design and develop real world web applications and deploy them on commercial cloud(s).		
4	Explain major security issues in the cloud and mechanisms to address them.		
5	Explore various commercially available cloud services and recommend the appropriate one for the given application.		
6	Implement the concept of containerization		
Module	Detailed Contents	Hours	LO
01	Title: Introduction and overview of cloud computing. Objective: To understand the origin of cloud computing, cloud cube model, NIST model, characteristics of cloud, different deployment models, service models, advantages and disadvantages.	2	2
02	Title: To study and implement Hosted Virtualization using VirtualBox & KVM. Objective: To know the concept of Virtualization along with their types, structures and mechanisms. This experiment should have demonstration of creating and running Virtual machines inside hosted hypervisors like VirtualBox and KVM with their comparison based on various virtualization parameters.	2	1
03	Title: To study and implement Bare-metal Virtualization using Xen, HyperV or VMware ESXi. Objective: To understand the functionality of Bare-metal hypervisors and their relevance in cloud computing platforms. This experiment should have demonstration of install, configure and manage Bare Metal hypervisor along with instructions to create and run virtual machines inside it. It should also emphasize on accessing VMs in different environments along with additional services provided by them like Load balancing, Auto-Scaling, Security etc.	4	1

04	<p>Title: To study and Implement Infrastructure as a Service using AWS/Microsoft Azure.</p> <p>Objective: To demonstrate the steps to create and run virtual machines inside Public cloud platform. This experiment should emphasize on creating and running Linux/Windows Virtual machine inside Amazon EC2 or Microsoft Azure Compute and accessing them using RDP or VNC tools.</p>	4	2
05	<p>Title: To study and Implement Platform as a Service using AWS Elastic Beanstalk/ Microsoft Azure App Service.</p> <p>Objective: To demonstrate the steps to deploy Web applications or Web services written in different languages on AWS Elastic Beanstalk/ Microsoft Azure App Service.</p>	4	2
06	<p>Title: To study and Implement Storage as a Service using Own Cloud/ AWS S3, Glaciers/ Azure Storage.</p> <p>Objective: To understand the concept of Cloud storage and to demonstrate the different types of storages like object storage, block level storages etc. supported by Cloud Platforms like Own Cloud/ AWS S3, Glaciers/ Azure Storage.</p>	4	2
07	<p>Title: To study and Implement Database as a Service on SQL/NOSQL databases like AWS RDS, AZURE SQL/ MongoDB Lab/ Firebase.</p> <p>Objective: To know the concept of Database as a Service running on cloud and to demonstrate the CRUD operations on different SQL and NOSQL databases running on cloud like AWS RDS, AZURE SQL/ Mongo Lab/ Firebase.</p>	2	2
08	<p>Title: To study and Implement Security as a Service on AWS/Azure</p> <p>Objective: To understand the Security practices available in public cloud platforms and to demonstrate various Threat detection, Data protection and Infrastructure protection services in AWS and Azure.</p>	3	4
09	<p>Title: To study and implement Identity and Access Management (IAM) practices on AWS/Azure cloud.</p> <p>Objective: To understand the working of Identity and Access Management IAM in cloud computing and to demonstrate the case study based on Identity and Access Management (IAM) on AWS/Azure cloud platform.</p>	2	2
10	<p>Title: To study and Implement Containerization using Docker</p> <p>Objective: To know the basic differences between Virtual machine and Container. It involves demonstration of creating, finding, building, installing, and running Linux/Windows application containers inside local machine or cloud platform.</p>	4	6

11	<p>Title: To study and implement container orchestration using Kubernetes</p> <p>Objective: To understand the steps to deploy Kubernetes Cluster on local systems, deploy applications on Kubernetes, creating a Service in Kubernetes, develop Kubernetes configuration files in YAML and creating a deployment in Kubernetes using YAML,</p>	4	6
12	<p>Mini-project: Design a Web Application hosted on public cloud platform</p> <p>[It should cover the concept of IaaS, PaaS, DBaaS, Storage as a Service, Security as a Service etc.]</p>	4	3, 5

Sr. No.	Suggested Assignment List (Any two)	LO
1	Assignment based on selection of suitable cloud platform solution based on requirement analysis considering given problem statement	5
2	Assignment on recent trends in cloud computing and related technologies	5
3	Assignment on comparative study of different computing technologies [Parallel, Distributed, Cluster, Grid, Quantum)	5
4	Comparative study of different hosted and bare metal Hypervisors with suitable parameters along with their use in public/private cloud platform	1
5	Assignment on explore and compare the similar type of services provided by AWS and Azure [Any ten services]	5

Digital Material:		
Sr. No.	Topic	Link
1	Introduction and overview of cloud computing	https://www.nist.gov/system/files/documents/itl/cloud/NIST_SP-500-291_Version-2_2013_June18_FINAL.pdf
2	Hosted Virtualization using KVM	https://phoenixnap.com/kb/ubuntu-install-kvm/
3	Baremetal Virtualization using Xen	https://docs.citrix.com/en-us/xenserver/7-1/install.html
4	IaaS, PaaS, STaaS, DbaaS, IAM and Security as a Service on AWS and Azure	1) AWS https://docs.aws.amazon.com/ 2) MS Azure https://docs.microsoft.com/en-us/azure
5	Docker	https://docs.docker.com/get-started/

6	Kubernetes	https://kubernetes.io/docs/home/
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Textbooks:	
1	Bernard Golden, “Amazon Web Services for Dummies”, John Wiley & Sons, Inc.
2	Michael Collier, Robin Shahan, “Fundamentals of Azure, Microsoft Azure Essentials”, Microsoft Press.
3	RajkumarBuyya, Christian Vecchiola, S ThamaraiSelvi, “Mastering Cloud Computing”, Tata McGraw-Hill Education.
4	Barrie Sosinsky, “Cloud Computing Bible”, Wiley publishing.
5	John Paul Mueller, “AWS for Admins for Developers”, John Wiley & Sons, Inc.
6	Ken Cochrane, Jeeva S. Chelladhurai, NeependraKhare , “Docker Cookbook - Second Edition”, Packt publication
7	Jonathan Baier, “Getting Started with Kubernetes-Second Edition”, Packt Publication.

Term Work:	
1	Term work should consist of 10 experiments and a mini project.
2	Journal must include at least 2 assignments.
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 50 Marks (Experiments: 15-marks, Mini project (Implementation) 15 marks, Mini Project Presentation & Report [for deployment, utilization, monitoring and billing] 10 Marks, Attendance 05-marks, Assignments: 05-marks)
Oral examination will be based on Laboratory work, mini project and above syllabus.	

Course code	Course Name	Credits
CSM601	Mini Project 2B	02

Objectives	
1	To understand and identify the problem
2	To apply basic engineering fundamentals and attempt to find solutions to the problems.
3	Identify, analyze, formulate and handle programming projects with a comprehensive and systematic approach
4	To develop communication skills and improve teamwork amongst group members and inculcate the process of self-learning and research.
Outcome: Learner will be able to...	
1	Identify societal/research/innovation/entrepreneurship problems through appropriate literature surveys
2	Identify Methodology for solving above problem and apply engineering knowledge and skills to solve it
3	Validate, Verify the results using test cases/benchmark data/theoretical/inferences/experiments/simulations
4	Analyze and evaluate the impact of solution/product/research/innovation /entrepreneurship towards societal/environmental/sustainable development
5	Use standard norms of engineering practices and project management principles during project work
6	Communicate through technical report writing and oral presentation. <ul style="list-style-type: none"> ● The work may result in research/white paper/ article/blog writing and publication ● The work may result in business plan for entrepreneurship product created ● The work may result in patent filing.
7	Gain technical competency towards participation in Competitions, Hackathons, etc.
8	Demonstrate capabilities of self-learning, leading to lifelong learning.
9	Develop interpersonal skills to work as a member of a group or as leader
Guidelines for Mini Project	
1	Mini project may be carried out in one or more form of following: Product preparations, prototype development model, fabrication of set-ups, laboratory experiment development, process modification/development, simulation, software development, integration of software (frontend-backend) and hardware, statistical data analysis, creating awareness in society/environment etc.
2	Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
3	Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor/head of department/internal committee of faculties.
4	Students shall submit an implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini projects.
5	A logbook may be prepared by each group, wherein the group can record weekly work progress, guide/supervisor can verify and record notes/comments.
6	Faculty supervisors may give inputs to students during mini project activity; however, focus shall be on self-learning.
7	Students under the guidance of faculty supervisor shall convert the best solution into a working model using various components of their domain areas and demonstrate.
8	The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai. Software requirement specification (SRS) documents, research papers, competition certificates may be submitted as part of annexure to the report.

9	With the focus on self-learning, innovation, addressing societal/research/innovation problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality be carried out in two semesters by all the groups of the students. i.e. Mini Project 2 in semesters V and VI.
10	However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above, gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on a case by case basis.

Term Work

The review/ progress monitoring committee shall be constituted by the heads of departments of each institute. The progress of the mini project to be evaluated on a continuous basis, based on the SRS document submitted. minimum two reviews in each semester.

In continuous assessment focus shall also be on each individual student, assessment based on individual's contribution in group activity, their understanding and response to questions.

Distribution of Term work marks for both semesters shall be as below: Marks 25

1	Marks awarded by guide/supervisor based on logbook	10
2	Marks awarded by review committee	10
3	Quality of Project report	05

Review / progress monitoring committee may consider following points for assessment based on either one year or half year project as mentioned in general guidelines

One-year project:

1	In the first semester the entire theoretical solution shall be made ready, including components/system selection and cost analysis. Two reviews will be conducted based on a presentation given by a student group. <ul style="list-style-type: none"> <input type="checkbox"/> First shall be for finalization of problem <input type="checkbox"/> Second shall be on finalization of proposed solution of problem.
2	In the second semester expected work shall be procurement of component's/systems, building of working prototype, testing and validation of results based on work completed in an earlier semester. <ul style="list-style-type: none"> <input type="checkbox"/> First review is based on readiness of building working prototype to be conducted. <input type="checkbox"/> Second review shall be based on poster presentation cum demonstration of working model in the last month of the said semester.

Half-year project:

1	In this case in one semester students' group shall complete project in all aspects including, <ul style="list-style-type: none"> <input type="checkbox"/> Identification of need/problem <input type="checkbox"/> Proposed final solution <input type="checkbox"/> Procurement of components/systems <input type="checkbox"/> Building prototype and testing
2	Two reviews will be conducted for continuous assessment, <ul style="list-style-type: none"> <input type="checkbox"/> First shall be for finalization of problem and proposed solution <input type="checkbox"/> Second shall be for implementation and testing of solution.

Mini Project shall be assessed based on following points

1	Clarity of problem and quality of literature Survey for problem identification
2	Requirement gathering via SRS/ Feasibility Study
3	Completeness of methodology implemented

4	Design, Analysis and Further Plan
5	Novelty, Originality or Innovativeness of project
6	Societal / Research impact
7	Effective use of skill set : Standard engineering practices and Project management standard
8	Contribution of an individual's as member or leader
9	Clarity in written and oral communication
10	Verification and validation of the solution/ Test Cases
11	Full functioning of working model as per stated requirements
12	Technical writing /competition/hackathon outcome being met

In one year project (sem V and VI), first semester evaluation may be based on first 10 criteria and remaining may be used for second semester evaluation of performance of students in mini projects.

In case of half year projects (completing in VI sem) all criteria's in generic may be considered for evaluation of performance of students in mini projects.

Guidelines for Assessment of Mini Project Practical/Oral Examination:

1	Report should be prepared as per the guidelines issued by the University of Mumbai.
2	Mini Project shall be assessed through a presentation and demonstration of working model by the student project group to a panel of Internal and External Examiners preferably from industry or research organizations having experience of more than five years approved by the head of Institution.
3	Students shall be motivated to publish a paper/participate in competition based on the work in Conferences/students competitions.

UNIVERSITY OF MUMBAI

No. UG/39 of 2018-19

CIRCULAR:-

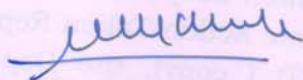
Attention of the Principals of the affiliated Colleges and Directors of the recognized Institutions in Science & Technology Faculty is invited to this office Circular No. UG/241 of 2010, dated 12th August, 2010 relating to syllabus of the Bachelor of Engineering (B.E.) degree course.

They are hereby informed that the recommendations made by the Ad-hoc Board of Studies in Computer Engineering at its meeting held on 9th April, 2018 have been accepted by the Academic Council at its meeting held on 5th May, 2018 **vide** item No. 4.51 and that in accordance therewith, the revised syllabus as per the (CBCS) for the T.E. & B.E. in Computer Engineering (Sem - V to VIII) has been brought into force with effect from the academic year 2018-19 and 2019-2020, accordingly. (The same is available on the University's website www.mu.ac.in).

MUMBAI - 400 032

22nd June, 2018

To


(Dr. Dinesh Kamble)
I/c REGISTRAR

The Principals of the affiliated Colleges & Directors of the recognized Institutions in Science & Technology Faculty. (Circular No. UG/334 of 2017-18 dated 9th January, 2018.)

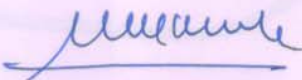
A.C/4.51/05/05/2018

No. UG/ 39 -A of 2018

MUMBAI-400 032 22nd June, 2018

Copy forwarded with Compliments for information to:-

- 1) The I/c Dean, Faculty of Science & Technology,
- 2) The Chairman, Ad-hoc Board of Studies in Computer Engineering,
- 3) The Director, Board of Examinations and Evaluation,
- 4) The Director, Board of Students Development,
- 5) The Co-Ordinator, University Computerization Centre,


(Dr. Dinesh Kamble)
I/c REGISTRAR

AC –
Item No.

UNIVERSITY OF MUMBAI



Revised syllabus (Rev- 2016) from Academic Year 2016 -17

Under

FACULTY OF TECHNOLOGY

Computer Engineering

Second Year with Effect from **AY 2017-18**

Third Year with Effect from **AY 2018-19**

Final Year with Effect from **AY 2019-20**

As per **Choice Based Credit and Grading System**
with effect from the AY 2016–17

Co-ordinator, Faculty of Technology's Preamble:

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited. In line with this Faculty of Technology of University of Mumbai has taken a lead in incorporating philosophy of outcome based education in the process of curriculum development.

Faculty of Technology, University of Mumbai, in one of its meeting unanimously resolved that, each Board of Studies shall prepare some Program Educational Objectives (PEO's) and give freedom to affiliated Institutes to add few (PEO's). It is also resolved that course objectives and course outcomes are to be clearly defined for each course, so that all faculty members in affiliated institutes understand the depth and approach of course to be taught, which will enhance learner's learning process. It was also resolved that, maximum senior faculty from colleges and experts from industry to be involved while revising the curriculum. I am happy to state that, each Board of studies has adhered to the resolutions passed by Faculty of Technology, and developed curriculum accordingly. In addition to outcome based education, semester based credit and grading system is also introduced to ensure quality of engineering education.

Choice based Credit and Grading system enables a much-required shift in focus from teacher-centric to learner-centric education since the workload estimated is based on the investment of time in learning and not in teaching. It also focuses on continuous evaluation which will enhance the quality of education. University of Mumbai has taken a lead in implementing the system through its affiliated Institutes and Faculty of Technology has devised a transparent credit assignment policy and adopted ten points scale to grade learner's performance. Credit assignment for courses is based on 15 weeks teaching learning process, however content of courses is to be taught in 12-13 weeks and remaining 2-3 weeks to be utilized for revision, guest lectures, coverage of content beyond syllabus etc.

Choice based Credit and grading system is implemented from the academic year 2016-17 through optional courses at department and institute level. This will be effective for SE, TE and BE from academic year 2017-18, 2018-19 and 2019-20 respectively.

Dr. S. K. Ukarande
Co-ordinator,
Faculty of Technology,
Member - Academic Council
University of Mumbai, Mumbai

Chairman's Preamble:

Engineering education in India is expanding and is set to increase manifold. The major challenge in the current scenario is to ensure quality to the stakeholders along with expansion. To meet this challenge, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education and reflects the fact that in achieving recognition, the institution or program of study is committed and open to external review to meet certain minimum specified standards. The major emphasis of this accreditation process is to measure the outcomes of the program that is being accredited. Program outcomes are essentially a range of skills and knowledge that a student will have at the time of graduation from the program. In line with this Faculty of Technology of University of Mumbai has taken a lead in incorporating the philosophy of outcome based education in the process of curriculum development.

As the Chairman, Board of Studies in Computer Engineering of the University of Mumbai, I am happy to state here that, the Program Educational Objectives for Undergraduate Program were finalized in a brainstorming session, which was attended by more than 85 members from different affiliated Institutes of the University. They are either Heads of Departments or their senior representatives from the Department of Computer Engineering. The Program Educational Objectives finalized for the undergraduate program in Computer Engineering are listed below;

1. To prepare the Learner with a sound foundation in the mathematical, scientific and engineering fundamentals.
2. To motivate the Learner in the art of self-learning and to use modern tools for solving real life problems.
3. To equip the Learner with broad education necessary to understand the impact of Computer Science and Engineering in a global and social context.
4. To encourage, motivate and prepare the Learner's for Lifelong- learning.
5. To inculcate professional and ethical attitude, good leadership qualities and commitment to social responsibilities in the Learner's thought process.

In addition to Program Educational Objectives, for each course of the program, objectives and expected outcomes from a learner's point of view are also included in the curriculum to support the philosophy of outcome based education. I strongly believe that even a small step taken in the right direction will definitely help in providing quality education to the major stakeholders.

Dr. Subhash K. Shinde
Chairman, Board of Studies in Computer Engineering,
University of Mumbai, Mumbai.

Program Structure B.E. Computer Engineering, (Rev. 2016) w.e.f. AY 2019-20
B. E. Computer Engineering (Semester-VII)

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC701	Digital Signal & Image Processing	4	-	-	4	-	-	4
CSC702	Mobile Communication & Computing	4	-	-	4	-	-	4
CSC703	Artificial Intelligence & Soft Computing	4	-	-	4	-	-	4
CSDLO 701X	Department Level Optional Course -III	4	-	-	4	-	-	4
ILO701X	Institute Level Optional Course-I	3	-	-	3	-	-	3
CSL701	Digital Signal & Image Processing Lab	-	2	-	-	1	-	1
CSL702	Mobile App. Development. Tech. Lab	-	2	-	-	1	-	1
CSL703	Artificial Intelligence & Soft Computing Lab	-	2	-	-	1	-	1
CSL704	Computational Lab-I	-	2	-	-	1	-	1
CSP705	Major Project-I	-	6	-	-	3	-	3
	Total	19	14	-	19	7	-	26

Course Code	Course Name	Examination Scheme								
		Theory					TW	Oral	Oral & Pract	Total
		Internal Assessment			End Sem. Exam	Exam Duration (in Hrs)				
		Test 1	Test 2	Avg.						
CSC701	Digital Signal & Image Processing	20	20	20	80	3	-	--	-	100
CSC702	Mobile Communication & Computing	20	20	20	80	3	-	--	-	100
CSC703	Artificial Intelligence & Soft Computing	20	20	20	80	3	-	--	-	100
CSDLO 701X	Department Level Optional Course -III	20	20	20	80	3	-	--	-	100
ILO701X	Institute Level Optional Course-I	20	20	20	80	3	--	--	-	100
CSL701	Digital Signal & Image Processing Lab	-	-	-	-	-	25	--	--	25
CSL702	Mobile App. Development. Tech. Lab	-	-	-	-	-	25	--	25	50
CSL703	Artificial Intelligence & Soft Computing Lab	--	-	-	-	--	25	25	--	50
CSL704	Computational Lab-I						25	--	25	50
CSP705	Major Project-I	-	-	-	-	-	50	-	25	75
	Total	100	100	100	400		150	25	75	750

Program Structure B.E. Computer Engineering, (Rev. 2016) w.e.f. AY 2019-20

B. E. Computer Engineering (Semester-VIII)

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC801	Human Machine Interaction	4	-	-	4	-	-	4
CSC802	Distributed Computing	4	-	-	4	-	-	4
CSDLO 801X	Department Level Optional Course -IV	4	-	-	4	-	-	4
ILO801X	Institute Level Optional Course-II	3	-	-	3	-	-	3
CSL801	Human Machine Interaction Lab	-	2	-	-	1	-	1
CSL802	Distributed Computing Lab	-	2	-	-	1	-	1
CSL803	Cloud Computing Lab	-	4	-	-	2	-	2
CSL804	Computational Lab-II	-	2	-	-	1	-	1
CSP805	Major Project-II	-	12	-	-	6	-	6
	Total	15	22	-	15	11	-	26

Course Code	Course Name	Examination Scheme								
		Theory					TW	Oral	Oral & Pract	Total
		Internal Assessment			End Sem. Exam	Exam Duration (in				
		Test 1	Test 2	Avg.						
CSC801	Human Machine Interaction	20	20	20	80	3	-	-	-	100
CSC802	Distributed Computing	20	20	20	80	3	-	-	-	100
CSDLO 801X	Department Level Optional Course -IV	20	20	20	80	3	-	-	-	100
ILO801X	Institute Level Optional Course-II	20	20	20	80	3	-	-	-	100
CSC801	Human Machine Interaction Lab						25	25	-	50
CSL802	Distributed Computing Lab	-	-	-	-	-	25	25	-	50
CSL803	Cloud Computing Lab	-	-	-	-	-	50	--	25	75
CSL804	Computational Lab-II	-	-	-	-	-	50	--	25	75
CSP805	Major Project-II						50	--	50	100
	Total	80	80	80	320	--	200	50	100	750

Course Code	Course Name	Credits
CSC701	Digital Signal & Image Processing	4

Course objectives:

1. To understand the fundamental concepts of digital signal processing and Image processing.
2. To explore DFT for 1-D and 2-D signal and FFT for 1-D signal
3. To apply processing techniques on 1-D and Image signals.
4. To apply digital image processing techniques for edge detection.

Course outcomes: On successful completion of the course learner will be able to:

1. Apply the concept of DT Signal and DT Systems.
2. Classify and analyze discrete time signals and systems
3. Implement Digital Signal Transform techniques DFT and FFT.
4. Use the enhancement techniques for digital Image Processing
5. Differentiate between the advantages and disadvantages of different edge detection techniques
6. Develop small projects of 1-D and 2-D Digital Signal Processing.

Prerequisite: Applied Mathematics

Module No.	Unit No.	Topic details	Hrs.
1.0		Discrete-Time Signal and Discrete-Time System	14
	1.1	Introduction to Digital Signal Processing, Sampling and Reconstruction, Standard DT Signals, Concept of Digital Frequency, Representation of DT signal using Standard DT Signals, Signal Manipulations(shifting, reversal, scaling, addition, multiplication).	
	1.2	Classification of Discrete-Time Signals, Classification of Discrete-Systems	
	1.3	Linear Convolution formulation for 1-D and 2-D signal (without mathematical proof), Circular Convolution (without mathematical proof), Linear convolution using Circular Convolution. Auto and Cross Correlation formula evaluation, LTI system, Concept of Impulse Response and Step Response, Output of DT system using Time Domain Linear Convolution.	
2.0		Discrete Fourier Transform	08
	2.1	Introduction to DTFT, DFT, Relation between DFT and DTFT, IDFT	
	2.2	Properties of DFT without mathematical proof (Scaling and Linearity, Periodicity, Time Shift and Frequency Shift, Time Reversal, Convolution Property and Parsevals' Energy Theorem). DFT computation using DFT properties.	
	2.3	Transfer function of DT System in frequency domain using DFT. Linear and Circular Convolution using DFT, Convolution of long sequences, Introduction to 2-D DFT	
3.0		Fast Fourier Transform	06
	3.1	Need of FFT, Radix-2 DIT-FFT algorithm,	

Module No.	Unit No.	Topic details	Hrs.
	3.2	DIT-FFT Flow graph for N=4 and 8, Inverse FFT algorithm.	
	3.3	Spectral Analysis using FFT	
4.0		Digital Image Fundamentals	08
	4.1	Introduction to Digital Image, Digital Image Processing System, Sampling and Quantization	
	4.2	Representation of Digital Image, Connectivity	
	4.3	Image File Formats: BMP, TIFF and JPEG.	
5.0		Image Enhancement in Spatial domain	10
	5.1	Gray Level Transformations, Zero Memory Point Operations,	
	5.2	Histogram Processing, Histogram equalization.	
	5.3	Neighborhood Processing, Spatial Filtering, Smoothing and Sharpening Filters, Median Filter.	
6.0		Image Segmentation	06
	6.1	Segmentation based on Discontinuities (point, Line, Edge),	
	6.2	Image Edge detection using Robert, Sobel, Prewitt masks, Image Edge detection using Laplacian Mask.	
		Total	52

Text Books:

1. John G. Proakis, Dimitris and G.Manolakis, 'Digital Signal Processing: Principles, Algorithms, and Applications' 4th Edition 2007, Pearson Education.
2. A. Anand Kumar, 'Digital Signal Processing', PHI Learning Pvt. Ltd. 2013.
3. Rafel C. Gonzalez and Richard E. Woods, 'Digital Image Processing', Pearson Education Asia, 3rd Edition, 2009,
4. S. Sridhar, 'Digital Image Processing', Oxford University Press, Second Edition, 2012.

Reference Books:

1. Sanjit Mitra, 'Digital Signal Processing: A Computer Based Approach', TataMcGraw Hill, 3rd Edition.
2. S. Salivahanan, A. Vallavaraj, and C. Gnanapriya, 'Digital Signal Processing' Tata McGraw Hill Publication 1st Edition (2010).
3. S. Jayaraman, E. Esakkirajan and T. Veerkumar, 'Digital Image Processing' TataMcGraw Hill Education Private Ltd, 2009.
4. Anil K. Jain, 'Fundamentals and Digital Image Processing', Prentice Hall of India Private Ltd, 3rd Edition.

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 50% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSC702	Mobile Communication & Computing	4

Course objectives:

1. To introduce the basic concepts and principles in mobile computing. This includes major techniques involved, and networks & systems issues for the design and implementation of mobile computing systems and applications.
2. To explore both theoretical and practical issues of mobile computing.
3. To provide an opportunity for students to understand the key components and technologies involved and to gain hands-on experiences in building mobile applications.

Course outcomes: On successful completion of course learner will be able:

1. To identify basic concepts and principles in mobile communication & computing, cellular architecture.
2. To describe the components and functioning of mobile networking.
3. To classify variety of security techniques in mobile network.
4. To apply the concepts of WLAN for local as well as remote applications.
5. To describe and apply the concepts of mobility management
6. To describe Long Term Evolution (LTE) architecture and its interfaces.

Prerequisite: Computer Networks

Module No.	Unit No.	Topics	Hrs
1.0	1.1	Introduction to Mobile Computing, Telecommunication Generations, Cellular systems,	06
	1.2	Electromagnetic Spectrum, Antenna ,Signal Propagation, Signal Characteristics, , Multiplexing, Spread Spectrum: DSSS & FHSS	
2.0	2.1	GSM Mobile services, System Architecture, Radio interface, Protocols , Localization and Calling, Handover, security (A3,A5 & A8)	10
	2.2	GPRS system and protocol architecture	
	2.2	UTRAN , UMTS core network ; Improvements on Core Network,	
3.0	3.1	Mobile Networking : Medium Access Protocol, Internet Protocol and Transport layer	12
	3.2	Medium Access Control: Motivation for specialized MAC, , Introduction to multiple Access techniques (MACA)	

	3.3	Mobile IP: IP Packet Delivery, Agent Advertisement and Discovery, Registration, Tunneling and Encapsulation, Reverse Tunneling, Routing (DSDV,DSR)	
	3.4	Mobile TCP : Traditional TCP, Classical TCP Improvements like Indirect TCP, Snooping TCP & Mobile TCP, Fast Retransmit/ Fast Recovery, Transmission/Timeout Freezing, Selective Retransmission	
4.0	4.1	Wireless Local Area Networks : Introduction, Infrastructure and ad-hoc network	08
	4.2	IEEE 802.11 :System architecture , Protocol architecture , Physical layer, Medium access control layer, MAC management, 802.11a, 802.11b	
	4.3	Wi-Fi security : WEP ,WPA, Wireless LAN Threats , Securing Wireless Networks	
	4.4	HiperLAN 1 & HiperLAN 2	
	4.5	Bluetooth: Introduction, User Scenario, Architecture, protocol stack	
5.0	5.1	Mobility Management : Introduction, IP Mobility, Optimization, IPv6	06
	5.2	Macro Mobility : MIPv6, FMIPv6,	
	5.3	Micro Mobility: CellularIP, HAWAII, HMIPv6,	
6.0	6.1	Long-Term Evolution (LTE) of 3GPP : LTE System Overview, Evolution from UMTS to LTE	10
	6.2	LTE/SAE Requirements, SAE Architecture	
	6.3	EPS: Evolved Packet System, E-UTRAN, Voice over LTE (VoLTE), Introduction to LTE-Advanced,	
	6.4	System Aspects, LTE Higher Protocol Layers, LTE MAC layer, LTE PHY Layer,	
	6.5	Self Organizing Network (SON-LTE),SON for Heterogeneous Networks (HetNet), Introduction to 5G	
		Total	52

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Text Books:

- 1 Jochen Schiller, "Mobile Communication", Addison Wesley, Pearson Education
- 2 "Wireless Communications & Networks," By William Stallings, Second Edition, Pearson Education
- 3 Raj Kamal, Mobile Computing, 2/e, Oxford University Press-New Delhi

Reference Books:

- 1 LTE Self-Organizing Networks (SON): Network Management Automation for Operational Efficiency, [Seppo Hamalainen](#), [Henning Sanneck](#), [Cinzia Sartori](#), Wiley publications
- 2 Christopher Cox, "An Introduction to LTE: LTE, LTE-Advanced, SAE and 4G Mobile Communications," Wiley publications
- 3 Mobility Protocols and Handover Optimization: Design, Evaluation and Application By Ashutosh Dutta, Henning Schulzrinne, IEEE Press, Wiley Publication
- 4 Michael Gregg, "Build your own security lab," Wiley India edition
- 5 Emerging Wireless Technologies and the Future Mobile Internet, Dipankar Raychaudhuri, Mario Gerla, Cambridge.
- 6 Andreas F. Molisch, "Wireless Communications," Second Edition, Wiley Publications.

Course Code	Course Name	Credits
CSC703	Artificial Intelligence & Soft Computing	4

Course Objectives (CO):

- 1 To conceptualize the basic ideas and techniques of AI and SC.
- 2 To distinguish various search techniques and to make student understand knowledge representation and planning.
- 3 To become familiar with basics of Neural Networks and Fuzzy Logic.
- 4 To familiarize with Hybrid systems and to build expert system.

Course Outcomes: Students should be able to -

- 1 Identify the various characteristics of Artificial Intelligence and Soft Computing techniques.
- 2 Choose an appropriate problem solving method for an agent to find a sequence of actions to reach the goal state.
- 3 Analyse the strength and weakness of AI approaches to knowledge representation, reasoning and planning.
- 4 Construct supervised and unsupervised ANN for real world applications.
- 5 Design fuzzy controller system.
- 6 Apply Hybrid approach for expert system design.

Pre-requisites: Basic Mathematics, Algorithms

Module No.	Unit No.	Topics	Hrs.
1.0		Introduction to Artificial Intelligence(AI) and Soft Computing	4
	1.1	Introduction and Definition of Artificial Intelligence.	
	1.2	Intelligent Agents : Agents and Environments ,Rationality, Nature of Environment, Structure of Agent, types of Agent	
	1.3	Soft Computing: Introduction of soft computing, soft computing vs. hard computing, various types of soft computing techniques.	
2.0		Problem Solving	10
	2.1	Problem Solving Agent, Formulating Problems, Example Problems	
	2.2	Uninformed Search Methods: Depth Limited Search, Depth First Iterative Deepening (DFID), Informed Search Method: A* Search	
	2.3	Optimization Problems: Hill climbing Search, Simulated annealing, Genetic algorithm	
3.0		Knowledge, Reasoning and Planning	10
	3.1	Knowledge based agents	
	3.2	First order logic: syntax and Semantic, Knowledge Engineering in FOL Inference in FOL : Unification, Forward Chaining, Backward Chaining and Resolution	
	3.3	Planning Agent, Types of Planning: Partial Order, Hierarchical Order, Conditional Order	
4.0		Fuzzy Logic	12

	4.1	Introduction to Fuzzy Set: Fuzzy set theory, Fuzzy set versus crisp set, Crisp relation & fuzzy relations, membership functions,	
	4.2	Fuzzy Logic: Fuzzy Logic basics, Fuzzy Rules and Fuzzy Reasoning	
	4.3	Fuzzy inference systems: Fuzzification of input variables, defuzzification and fuzzy controllers.	
5.0		Artificial Neural Network	12
	5.1	Introduction – Fundamental concept– Basic Models of Artificial Neural Networks – Important Terminologies of ANNs – McCulloch-Pitts Neuron	
	5.2	Neural Network Architecture: Perceptron, Single layer Feed Forward ANN, Multilayer Feed Forward ANN, Activation functions, Supervised Learning: Delta learning rule, Back Propagation algorithm.	
	5.3	Un-Supervised Learning algorithm: Self Organizing Maps	
6.		Expert System	4
	6.1	Hybrid Approach - Fuzzy Neural Systems	
	6.2	Expert system : Introduction, Characteristics, Architecture, Stages in the development of expert system,	
		Total	52

Text Books:

1. Stuart J. Russell and Peter Norvig, "Artificial Intelligence A Modern Approach "Second Edition" Pearson Education.
2. Samir Roy and Chakraborty, "Introduction to soft computing", Pearson Edition.
3. S.N.Sivanandam, S.N.Deepa "Principles of Soft Computing" Second Edition, Wiley Publication.
4. S.Rajasekaran and G.A.VijayalakshmiPai "Neural Networks, Fuzzy Logic and Genetic Algorithms" PHI Learning.
5. N.P.Padhy, "Artificial Intelligence and Intelligent Systems", Oxford University Press.

Reference Books:

1. Elaine Rich and Kevin Knight "Artificial Intelligence" Third Edition, Tata McGraw-Hill Education Pvt. Ltd., 2008.
2. Satish Kumar "Neural Networks A Classroom Approach" Tata McGrawHill.
3. Zimmermann H.S "Fuzzy Set Theory and its Applications"Kluwer Academic Publishers.
4. Hagan, Demuth, Beale,"Neural Network Design" CENGAGE Learning, India Edition.
5. J.-S.R.Jang "Neuro-Fuzzy and Soft Computing" PHI 2003.
6. JacekM.Zurada "Introduction to Artificial Neural Sytems" Jaico Publishing House.

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSDLO7031	Advanced System Security and Digital Forensics	4

Course Objectives:

1. To understand cyber attacks and defence strategies.
2. To understand underlying principles of access control mechanisms.
3. To explore software vulnerabilities, attacks and protection mechanisms of wireless networks and protocols, mobile devices and web applications.
4. To develop and mitigate security management and policies.
5. To understand and explore techniques used in digital forensics.

Course Outcomes: At the end of the course learner will able to

1. Understand cyber attacks and apply access control policies and control mechanisms.
2. Identify malicious code and targeted malicious code.
3. Detect and counter threats to web applications.
4. Understand the vulnerabilities of Wi-Fi networks and explore different measures to secure wireless protocols, WLAN and VPN networks.
5. Understand the ethical and legal issues associated with cyber crimes and be able to mitigate impact of crimes with suitable policies.
6. Use different forensic tools to acquire and duplicate data from compromised systems and analyse the same.

Prerequisite: Cryptography and System Security

Module No.	Unit No.	Detailed Content	Hrs
1	Introduction & Access Control		08
	1.1	Cyber-attacks, Vulnerabilities, Defence Strategies and Techniques, Authentication Methods and Protocols, Defence in Depth Strategies.	
	1.2	Access Control Policies: DAC, MAC, Multi-level Security Models: Biba Model, Bell La Padula Model, Single Sign on, Federated Identity Management.	
2	Program & OS Security		08
	2.1	Malicious and Non-Malicious programming errors, Targeted Malicious codes: Salami Attack, Linearization Attack, Covert Channel, Control against Program threats.	
	2.2	Operating System Security: Memory and Address protection, File Protection Mechanism, User Authentication.	
	2.3	Linux and Windows: Vulnerabilities, File System Security.	
3	Web Application Security		12
		OWASP, Web Security Considerations, User Authentication and Session	

		Management, Cookies, SSL, HTTPS, SSH, Privacy on Web, Web Browser Attacks, Account Harvesting, Web Bugs, Clickjacking, Cross-Site Request Forgery, Session Hijacking and Management, Phishing and Pharming Techniques, Web Service Security, OAuth 2.0	
4	Wireless Security		08
		Wi-Fi Security, WEP, WPA, WPA-2, Mobile Device Security- Security Threats, Device Security, GSM and UMTS Security, IEEE 802.11/802.11i Wireless LAN Security, VPN Security.	
5	Legal and Ethical issues		06
	5.1	Cybercrime and its types, Intellectual property, Privacy, Ethical issues.	
	5.2	Protecting Programs and Data, Information and the Law, Rights of Employees and Employers, Redress for Software Failures, Computer Crime, Ethical Issues in Computer Security, case studies of ethics.	
6	Digital Forensics		10
		Introduction to Digital Forensics, Acquiring Volatile Data from Windows and Unix systems, Forensic Duplication Techniques, Analysis of forensic images using open source tools like Autopsy and SIFT, Investigating logs from Unix and windows systems, Investigating Windows Registry.	

Text Books:

1. Computer Security Principles and Practice, William Stallings, Sixth Edition, Pearson Education
2. Security in Computing, Charles P. Pfleeger, Fifth Edition, Pearson Education
3. Network Security and Cryptography, Bernard Menezes, Cengage Learning
4. Network Security Bible, Eric Cole, Second Edition, Wiley

Reference Books:

1. Computer Security, Dieter Gollman, Third Edition, Wiley
2. Digital Forensics by Nilakshi Jain & Kalbande, Wiley.
3. Incident Response & Computer Forensics by Kevin Mandia, Chris Prossise, Wiley.
4. Cyber Security. Nina Godbole, Sunit Belapure, Wiley.

Digital references:

1. https://www.owasp.org/index.php/Category:OWASP_Top_Ten_Project

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

Theory Examination:

1. Question paper will comprise of total six question.
2. All question carry equal marks
3. Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only Four question need to be solved.

Laboratory/ Experimental Work

The Experiments for this course are required to be performed and to be evaluated in CSL704: Computational Lab-1.

Lab Outcome:

Learner will able to

1. Analyze static code and program vulnerabilities using open source tools.
2. Explore and analyze network vulnerabilities using open source tools.
3. Explore and analyze different security tools to detect web application and browser vulnerabilities.
4. Explore and analyze different tools to secure wireless networks and routers, and mobile devices and perform penetration testing, and analyze its impact.
5. Understand and implement AAA using RADIUS and TACACS.
6. Explore various forensics tools in Kali Linux and use them to acquire, duplicate and analyze data and recover deleted data.

Sr. No	Description
1	Static code analysis using open source tools like RATS, Flawfinder etc.
3	Vulnerability scanning using Nessus, Nikto (Kali Linux)
4	Explore web-application vulnerabilities using open source tools like Wapiti, browser exploitation framework (BeEf), etc.
5	Detect SQL injection vulnerabilities in a website database using SQLMap
6	Performing a penetration testing using Metasploit (Kali Linux)
7	Exploring Router and VLAN security, setting up access lists using Cisco Packet tracer(student edition)
8	Exploring VPN security using Cisco Packet tracer(student edition)
9	Exploring Authentication and access control using RADIUS, TACACS and TACACS+
10	Install and use a security app on an Android mobile (e.g. Droidcrypt)
11	Explore forensics tools in Kali Linux for acquiring, analyzing and duplicating data: dd, dcfldd, foremost, scalpel, debugfs, wireshark, tcptrace, tcpflow
12	Analysis of forensic images using open source tools like Autopsy, SIFT, FKT Imager
13	Use of steganographic tools like OpenStego, to detect data hiding or unauthorized file copying

14.	Use Password cracking using tools like John the Ripper/Cain and Abel/ Ophcrack to detect weak passwords.
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Reference Books:

1. Build your own Security Lab, Michael Gregg, Wiley India
2. CCNA Security, Study Guide, Tim Boyles, Sybex.
3. Web Application Hacker's Handbook, Dafydd Stuttard, Marcus Pinto, Wiley India
4. Network Infrastructure Security, Randy Waver, Dawn Weaver, Cengage Learning.
5. Incident Response & Computer Forensics by Kevin Mandia, Chris Prorise, Wiley.

Digital References:

<http://www.opentechinfo.com/learn-use-kali-linux/>

Course Code	Course/Subject Name	Credits
CSDLO7032	Big Data Analytics	4

Course Objectives:

1. To provide an overview of an exciting growing field of big data analytics.
2. To introduce programming skills to build simple solutions using big data technologies such as MapReduce and scripting for NoSQL, and the ability to write parallel algorithms for multiprocessor execution.
3. To teach the fundamental techniques and principles in achieving big data analytics with scalability and streaming capability.
4. To enable students to have skills that will help them to solve complex real-world problems in for decision support.
5. To provide an indication of the current research approaches that is likely to provide a basis for tomorrow's solutions.

Course Outcomes: Learner will be able to...

1. Understand the key issues in big data management and its associated applications for business decisions and strategy.
1. Develop problem solving and critical thinking skills in fundamental enabling techniques like Hadoop, Mapreduce and NoSQL in big data analytics.
2. Collect, manage, store, query and analyze various forms of Big Data.
3. Interpret business models and scientific computing paradigms, and apply software tools for big data analytics.
4. Adapt adequate perspectives of big data analytics in various applications like recommender systems, social media applications etc.
5. Solve Complex real world problems in various applications like recommender systems, social media applications, health and medical systems, etc.

Prerequisite:

Some prior knowledge about Java programming, Basics of SQL, Data mining and machine learning methods would be beneficial.

Module	Detailed Contents	Hrs.
01	<p>Introduction to Big Data and Hadoop</p> <p>1.1 Introduction to Big Data, 1.2 Big Data characteristics, types of Big Data, 1.3 Traditional vs. Big Data business approach, 1.4 Case Study of Big Data Solutions. 1.5 Concept of Hadoop 1.6 Core Hadoop Components; Hadoop Ecosystem</p>	06

02	<p>Hadoop HDFS and MapReduce</p> <p>2.1 Distributed File Systems: Physical Organization of Compute Nodes, Large-Scale File-System Organization.</p> <p>2.2 MapReduce: The Map Tasks, Grouping by Key, The Reduce Tasks, Combiners, Details of MapReduce Execution, Coping With Node Failures.</p> <p>2.3 Algorithms Using MapReduce: Matrix-Vector Multiplication by MapReduce, Relational-Algebra Operations, Computing Selections by MapReduce, Computing Projections by MapReduce, Union, Intersection, and Difference by MapReduce</p> <p>2.4 Hadoop Limitations</p>	10
03	<p>NoSQL</p> <p>3.1 Introduction to NoSQL, NoSQL Business Drivers,</p> <p>3.2 NoSQL Data Architecture Patterns: Key-value stores, Graph stores, Column family (Bigtable)stores, Document stores, Variations of NoSQL architectural patterns, NoSQL Case Study</p> <p>3.3 NoSQL solution for big data, Understanding the types of big data problems; Analyzing big data with a shared-nothing architecture; Choosing distribution models: master-slave versus peer-to-peer; NoSQL systems to handle big data problems.</p>	06
04	<p>Mining Data Streams:</p> <p>4.1 The Stream Data Model: A Data-Stream-Management System, Examples of Stream Sources, Stream Queries, Issues in Stream Processing.</p> <p>4.2 Sampling Data techniques in a Stream</p> <p>4.3 Filtering Streams: Bloom Filter with Analysis.</p> <p>4.4 Counting Distinct Elements in a Stream, Count-Distinct Problem, Flajolet-Martin Algorithm, Combining Estimates, Space Requirements</p> <p>4.5 Counting Frequent Items in a Stream, Sampling Methods for Streams, Frequent Itemsets in Decaying Windows.</p> <p>4.6 Counting Ones in a Window: The Cost of Exact Counts, The Datar-Gionis-Indyk-Motwani Algorithm, Query Answering in the DGIM Algorithm, Decaying Windows.</p>	12
05	<p>Finding Similar Items and Clustering</p> <p>5.1 Distance Measures: Definition of a Distance Measure, Euclidean Distances, Jaccard Distance, Cosine Distance, Edit Distance, Hamming Distance.</p> <p>5.2 CURE Algorithm, Stream-Computing , A Stream-Clustering Algorithm, Initializing & Merging Buckets, Answering Queries</p>	08
	<p>Real-Time Big Data Models</p> <p>6.1 PageRank Overview, Efficient computation of</p>	

06	PageRank: PageRank Iteration Using MapReduce, Use of Combiners to Consolidate the Result Vector. 6.2 A Model for Recommendation Systems, Content-Based Recommendations, Collaborative Filtering. 6.3 Social Networks as Graphs, Clustering of Social-Network Graphs, Direct Discovery of Communities in a social graph.	10
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Text Books:

1. CreAnand Rajaraman and Jeff Ullman “Mining of Massive Datasets”, Cambridge University Press,
2. Alex Holmes “Hadoop in Practice”, Manning Press, Dreamtech Press.
3. Dan Mcary and Ann Kelly “Making Sense of NoSQL” – A guide for managers and the rest of us, Manning Press.

References books:

1. Bill Franks , “Taming The Big Data Tidal Wave: Finding Opportunities In Huge Data Streams With Advanced Analytics”, Wiley
2. Chuck Lam, “Hadoop in Action”, Dreamtech Press
3. Jared Dean, “Big Data, Data Mining, and Machine Learning: Value Creation for Business Leaders and Practitioners”, Wiley India Private Limited, 2014.
4. Jiawei Han and Micheline Kamber, “Data Mining: Concepts and Techniques”, Morgan Kaufmann Publishers, 3rd ed, 2010.
5. Lior Rokach and Oded Maimon, “Data Mining and Knowledge Discovery Handbook”, Springer, 2nd edition, 2010.
6. Ronen Feldman and James Sanger, “The Text Mining Handbook: Advanced Approaches in Analyzing Unstructured Data”, Cambridge University Press, 2006.
7. Vojislav Kecman, “Learning and Soft Computing”, MIT Press, 2010.

Term Work:

Assign a case study for group of 3/4 students and each group to perform the following experiments on their case-study; Each group should perform the exercises on a large dataset created by them.

The distribution of marks for term work shall be as follows:

- Programming Exercises: (10) Marks.
- Mini project: (10) Marks.
- Attendance (Theory & Practical) (05) Marks.
- TOTAL:** **(25) Marks.**

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining questions (Q.2 to Q.6) will be selected from all the modules.

Oral examination:

An oral exam will be held based on the above syllabus.

Suggested Practical List:

1. Hadoop HDFS Practical:
 - HDFS Basics, Hadoop Ecosystem Tools Overview.
 - Installing Hadoop.
 - Copying File to Hadoop.
 - Copy from Hadoop File system and deleting file.
 - Moving and displaying files in HDFS.
 - Programming exercises on Hadoop.
2. Use of Sqoop tool to transfer data between Hadoop and relational database servers.
 - a. Sqoop - Installation.
 - b. To execute basic commands of Hadoop eco system component Sqoop.
3. To install and configure MongoDB/ Cassandra/ HBase/ Hypertable to execute NoSQL commands.
4. Experiment on Hadoop Map-Reduce / PySpark:
2. -Implementing simple algorithms in Map-Reduce: Matrix multiplication, Aggregates, Joins, Sorting, Searching, etc.
5. Create HIVE Database and Descriptive analytics-basic statistics, visualization using Hive/PIG/R.
6. Write a program to implement word count program using MapReduce.
7. Implementing DGIM algorithm using any Programming Language/ Implement Bloom Filter using any programming language.
8. Implementing any one Clustering algorithm (*K*-Means/CURE) using Map-Reduce.
9. Streaming data analysis – use flume for data capture, HIVE/PYSpark for analysis of twitter data, chat data, weblog analysis etc.
10. Implement PageRank using Map-Reduce.
11. Implement predictive Analytics techniques (regression / time series, etc.) using R/ Scilab/ Tableau/ Rapid miner.
12. **Mini Project:** One real life large data application to be implemented (Use standard Datasets available on the web).

**# The Experiments for this course are required to be performed and to be evaluated
in CSL704: Computational Lab-1.**

Course Code	Course Name	Credits
CSDLO7033	Robotics	4

Course objectives:

- 1 To know basics of a typical robot and its characteristics.
- 2 To analyse mathematically kinematic modelling of a typical robot manipulator.
- 3 To identify actuators, sensors and control of a robot for different applications.
- 4 To apply task planning and vision algorithms.

Course outcomes: On successful completion of course learner will be able to:

1. Describe typical robot and its characteristics.
2. Analyse kinematics parameters of robotic manipulator.
3. Identify actuators, sensors and control of a robot for different applications.
4. Design task plan and motion for a robot.
5. Apply Robotics to solve day to day problems using vision algorithms.
6. Use robot programming languages and acquire skills to program robots.

Prerequisite: Mathematical concepts of Geometry, Matrices Algebra, knowledge of Basic Electronics.

Module No.	Unit No.	Topics	Hrs.
1.0		Introduction and Fundamentals of Robotics	08
	1.1	Types of automation, Introduction, definition of a Robot, Classification of Robots, Robotics, History of Robotics, Advantages and Disadvantages of Robots, Robot Applications	
	1.2	Tasks involved in Robotics, Robot Components, Robot characteristics and classification, Degrees of Freedom, Robot joints, Robot Coordinates, Robot Reference frames, Programming Modes, Robot Workspace, Work Envelop.	
2.0		Direct and Inverse Kinematics	08
	2.1	Direct (Forward) Kinematics: Homogeneous coordinates, Link coordinates, Coordinate frame, coordinate transform, Arm equations, An example – Four Axis SCARA.	
	2.2	Inverse Kinematics: Inverse kinematics problem, Tool Configuration, An example – Four Axis SCARA.	
		Sensors, Actuators and Drive Systems	08

3.0	3.1	Sensors: Characteristics, Utilization, Types - Position, Velocity, Acceleration, Force and Pressure, Torque, Visible Light and Infrared, Touch and Tactile, Proximity, Range Finders sensors.	
	3.2	Actuators and Drive System: Characteristics, Hydraulic Actuators, Pneumatic Devices, Electric Motors	
4.0		Robot Task and Motion Planning	10
	4.1	Reactive Paradigms: Overview, Attributes of reactive paradigm	
	4.2	Task level programming, Uncertainty, Configuration Space, Gross motion planning, Fine-motion planning, Simulation of Planner motion, Source and goal scene, Task planner Simulation.	
	4.3	Robot Motion Planning: Concept of motion planning, BUG 1, BUG 2 and Tangent Bug Algorithms	
5.0		Robot Vision	10
	5.1	Image Representation, Template Matching, Polyhedral Objects	
	5.2	Shape Analysis, Iterative Processing	
	5.3	Perspective Transformations, Structured Illumination , Camera Calibration	
6.0		Expert Systems, Robot Language and Fuzzy Logic	12
	6.1	Introduction to Expert Systems, Expert system Characteristics, Robot as a Expert System, Robot Languages: Classification of Robot Languages, Computer Control and Robot Software, VAL System, and Language.	
	6.2	Introduction, Fuzzy set, Fuzzification, Fuzzy Inference Rule Base, Defuzzification, Applications of Fuzzy Logic in Robotics.	
		Total	52

Text Books:

1. Introduction Robotics - Analysis, Control, Applications by Saeed B. Niku, Second Edition, Wiley India.
2. Fundamentals of Robotics – Analysis and Control by Robert J. Schilling, Pearson
3. Introduction to AI robotics by Robin Murphy, PHI.
University of Mumbai, B. E. (Computer Engineering), Rev. 2016

4. Robotics Technology and Flexible Automation by S. R. Deb, TMH.
5. Artificial Intelligence by Rich, Knight and Nair, TMH.
6. Introduction to Fuzzy Sets by M Ganesh PHI

Reference Books:

1. Robotics – Control, Sensing, Vision, and Intelligence by K. S. Fu, R. C. Gonzalez, C. S. G. Lee, Tata McGraw Hill
2. Principles of Robot Motion – Theory, Algorithms and Implementation by Howie Choset, Lynch, PHI
3. Introduction to Fuzzy Logic using Matlab,By: S.N.Sivanandam,S.N.Deepa,P Sumathi , Springer Publications

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Term Work :

The distribution of marks for term work shall be as follows:

• Programming Exercises:	(10) Marks.
• Mini project:	(10) Marks.
• Attendance (Theory & Practical)	(05) Marks.
TOTAL:	(25) Marks.

Suggested List of Experiments:

1. Representation of Various Robots and there all Specification (Study Experiment)
2. Co-ordinate Transform of a Robot
3. Fundamental Rotation
4. Composite Rotation
5. BFS and DFS
6. Homogeneous Rotation
7. Run Length Encoding
8. Shrink and swell Operator
9. BUG1 Algorithm

- 10 Bug2 Algorithm
- 11 Tangent Bug Algorithm
- 12 Edge detection algorithm
- 13 Case Study of CNC Machine
- 14 Designing a Robot Manipulator for Pre defined Task

Students can perform experiments based on Theory Syllabus or any 12 experiments from above list of experiments or experiments framed by teachers.

The Experiments for this course are required to be performed and to be evaluated in CSL704: Computational Lab-1.

Course Code	Course Name	Credits
ILO 7011	Product Life Cycle Management	03

Objectives:

1. To familiarize the students with the need, benefits and components of PLM
2. To acquaint students with Product Data Management & PLM strategies
3. To give insights into new product development program and guidelines for designing and developing a product
4. To familiarize the students with Virtual Product Development

Outcomes: Learner will be able to...

1. Gain knowledge about phases of PLM, PLM strategies and methodology for PLM feasibility study and PDM implementation.
2. Illustrate various approaches and techniques for designing and developing products.
3. Apply product engineering guidelines / thumb rules in designing products for moulding, machining, sheet metal working etc.
4. Acquire knowledge in applying virtual product development tools for components, machining and manufacturing plant

Sr. No.	Detailed Contents	Hrs
01	Introduction to Product Lifecycle Management (PLM): Product Lifecycle Management (PLM), Need for PLM, Product Lifecycle Phases, Opportunities of Globalization, Pre-PLM Environment, PLM Paradigm, Importance & Benefits of PLM, Widespread Impact of PLM, Focus and Application, A PLM Project, Starting the PLM Initiative, PLM Applications PLM Strategies: Industrial strategies, Strategy elements, its identification, selection and implementation, Developing PLM Vision and PLM Strategy , Change management for PLM	10
02	Product Design: Product Design and Development Process, Engineering Design, Organization and Decomposition in Product Design, Typologies of Design Process Models, Reference Model, Product Design in the Context of the Product Development Process, Relation with the Development Process Planning Phase, Relation with the Post design Planning Phase, Methodological Evolution in Product Design, Concurrent Engineering, Characteristic Features of Concurrent Engineering, Concurrent Engineering and Life Cycle Approach, New Product Development (NPD) and Strategies, Product Configuration and Variant Management, The Design for X System, Objective Properties and Design for X Tools, Choice of Design for X Tools and Their Use in the Design Process	09
03	Product Data Management (PDM): Product and Product Data, PDM systems and importance, Components of PDM, Reason for implementing a PDM system, financial justification of PDM, barriers to PDM implementation	05
04	Virtual Product Development Tools: For components, machines, and manufacturing plants, 3D CAD systems and realistic rendering techniques, Digital mock-up, Model building, Model analysis, Modeling and simulations in Product Design, Examples/Case studies	05
05	Integration of Environmental Aspects in Product Design: Sustainable Development,	05

	Design for Environment, Need for Life Cycle Environmental Strategies, Useful Life Extension Strategies, End-of-Life Strategies, Introduction of Environmental Strategies into the Design Process, Life Cycle Environmental Strategies and Considerations for Product Design	
06	Life Cycle Assessment and Life Cycle Cost Analysis: Properties, and Framework of Life Cycle Assessment, Phases of LCA in ISO Standards, Fields of Application and Limitations of Life Cycle Assessment, Cost Analysis and the Life Cycle Approach, General Framework for LCCA, Evolution of Models for Product Life Cycle Cost Analysis	05

Assessment:

Internal Assessment for 20 marks:

Consisting **Two Compulsory Class Tests**

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. John Stark, "Product Lifecycle Management: Paradigm for 21st Century Product Realisation", Springer-Verlag, 2004. ISBN: 1852338105
2. Fabio Giudice, Guido La Rosa, Antonino Risitano, "Product Design for the environment-A life cycle approach", Taylor & Francis 2006, ISBN: 0849327229
3. Saaksvuori Antti, Immonen Anselmie, "Product Life Cycle Management", Springer, Dreamtech, ISBN: 3540257314
4. Michael Grieve, "Product Lifecycle Management: Driving the next generation of lean thinking", Tata McGraw Hill, 2006, ISBN: 0070636265

Course Code	Course Name	Credits
ILO 7012	Reliability Engineering	03

Objectives:

1. To familiarize the students with various aspects of probability theory
2. To acquaint the students with reliability and its concepts
3. To introduce the students to methods of estimating the system reliability of simple and complex systems
4. To understand the various aspects of Maintainability, Availability and FMEA procedure

Outcomes: Learner will be able to...

1. Understand and apply the concept of Probability to engineering problems
2. Apply various reliability concepts to calculate different reliability parameters
3. Estimate the system reliability of simple and complex systems
4. Carry out a Failure Mode Effect and Criticality Analysis

Sr. No	Detailed Contents	Hrs
01	Probability theory: Probability: Standard definitions and concepts; Conditional Probability, Baye's Theorem. Probability Distributions: Central tendency and Dispersion; Binomial, Normal, Poisson, Weibull, Exponential, relations between them and their significance. Measures of Dispersion: Mean, Median, Mode, Range, Mean Deviation, Standard Deviation, Variance, Skewness and Kurtosis.	08
02	Reliability Concepts: Reliability definitions, Importance of Reliability, Quality Assurance and Reliability, Bath Tub Curve. Failure Data Analysis: Hazard rate, failure density, Failure Rate, Mean Time To Failure (MTTF), MTBF, Reliability Functions. Reliability Hazard Models: Constant Failure Rate, Linearly increasing, Time Dependent Failure Rate, Weibull Model. Distribution functions and reliability analysis.	08
03	System Reliability: System Configurations: Series, parallel, mixed configuration, k out of n structure, Complex systems.	05
04	Reliability Improvement: Redundancy Techniques: Element redundancy, Unit redundancy, Standby redundancies. Markov analysis. System Reliability Analysis – Enumeration method, Cut-set method, Success Path method, Decomposition method.	08
05	Maintainability and Availability: System downtime, Design for Maintainability: Maintenance requirements, Design methods: Fault Isolation and self-diagnostics, Parts standardization and Interchangeability, Modularization and Accessibility, Repair Vs Replacement. Availability – qualitative aspects.	05
06	Failure Mode, Effects and Criticality Analysis: Failure mode effects analysis, severity/criticality analysis, FMECA examples. Fault tree construction, basic symbols, development of functional reliability block diagram, Fault tree analysis and Event tree Analysis	05

Assessment:

Internal Assessment for 20 marks:

Consisting Two Compulsory Class Tests

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. L.S. Srinath, "Reliability Engineering", Affiliated East-West Press (P) Ltd., 1985.
2. Charles E. Ebeling, "Reliability and Maintainability Engineering", Tata McGraw Hill.
3. B.S. Dhillon, C. Singh, "Engineering Reliability", John Wiley & Sons, 1980.
4. P.D.T. Connor, "Practical Reliability Engg.", John Wiley & Sons, 1985.
5. K.C. Kapur, L.R. Lamberson, "Reliability in Engineering Design", John Wiley & Sons.
6. Murray R. Spiegel, "Probability and Statistics", Tata McGraw-Hill Publishing Co. Ltd.

Course Code	Course Name	Credits
ILO 7013	Management Information System	03

Objectives:

1. The course is blend of Management and Technical field.
2. Discuss the roles played by information technology in today's business and define various technology architectures on which information systems are built
3. Define and analyze typical functional information systems and identify how they meet the needs of the firm to deliver efficiency and competitive advantage
4. Identify the basic steps in systems development

Outcomes: Learner will be able to...

1. Explain how information systems Transform Business
2. Identify the impact information systems have on an organization
3. Describe IT infrastructure and its components and its current trends
4. Understand the principal tools and technologies for accessing information from databases to improve business performance and decision making
5. Identify the types of systems used for enterprise-wide knowledge management and how they provide value for businesses

Sr. No.	Detailed Contents	Hrs
01	Introduction To Information Systems (IS): Computer Based Information Systems, Impact of IT on organizations, Importance of IS to Society. Organizational Strategy, Competitive Advantages and IS	4
02	Data and Knowledge Management: Database Approach, Big Data, Data warehouse and Data Marts, Knowledge Management Business intelligence (BI): Managers and Decision Making, BI for Data analysis and Presenting Results	7
03	Ethical issues and Privacy: Information Security. Threat to IS, and Security Controls	7
04	Social Computing (SC): Web 2.0 and 3.0, SC in business-shopping, Marketing, Operational and Analytic CRM, E-business and E-commerce – B2B B2C. Mobile commerce.	7
05	Computer Networks Wired and Wireless technology, Pervasive computing, Cloud computing model.	6
06	Information System within Organization: Transaction Processing Systems, Functional Area Information System, ERP and ERP support of Business Process. Acquiring Information Systems and Applications: Various System development life cycle models.	8

Assessment:

Internal Assessment for 20 marks:

Consisting Two Compulsory Class Tests

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. Kelly Rainer, Brad Prince, Management Information Systems, Wiley
2. K.C. Laudon and J.P. Laudon, Management Information Systems: Managing the Digital Firm, 10th Ed., Prentice Hall, 2007.
3. D. Boddy, A. Boonstra, Managing Information Systems: Strategy and Organization, Prentice Hall, 2008

Course Code	Course Name	Credits
ILO 7014	Design of Experiments	03

Objectives:

1. To understand the issues and principles of Design of Experiments (DOE)
2. To list the guidelines for designing experiments
3. To become familiar with methodologies that can be used in conjunction with experimental designs for robustness and optimization

Outcomes: Learner will be able to...

1. Plan data collection, to turn data into information and to make decisions that lead to appropriate action
2. Apply the methods taught to real life situations
3. Plan, analyze, and interpret the results of experiments

Sr. No	Detailed Contents	Hrs
01	Introduction 1.1 Strategy of Experimentation 1.2 Typical Applications of Experimental Design 1.3 Guidelines for Designing Experiments 1.4 Response Surface Methodology	06
02	Fitting Regression Models 2.1 Linear Regression Models 2.2 Estimation of the Parameters in Linear Regression Models 2.3 Hypothesis Testing in Multiple Regression 2.4 Confidence Intervals in Multiple Regression 2.5 Prediction of new response observation 2.6 Regression model diagnostics 2.7 Testing for lack of fit	08
03	Two-Level Factorial Designs 3.1 The 2^2 Design 3.2 The 2^3 Design 3.3 The General 2^k Design 3.4 A Single Replicate of the 2^k Design 3.5 The Addition of Center Points to the 2^k Design, 3.6 Blocking in the 2^k Factorial Design 3.7 Split-Plot Designs	07
04	Two-Level Fractional Factorial Designs 4.1 The One-Half Fraction of the 2^k Design 4.2 The One-Quarter Fraction of the 2^k Design 4.3 The General 2^{k-p} Fractional Factorial Design 4.4 Resolution III Designs 4.5 Resolution IV and V Designs 4.6 Fractional Factorial Split-Plot Designs	07
05	Response Surface Methods and Designs 5.1 Introduction to Response Surface Methodology	07

	5.2 The Method of Steepest Ascent 5.3 Analysis of a Second-Order Response Surface 5.4 Experimental Designs for Fitting Response Surfaces	
06	Taguchi Approach 6.1 Crossed Array Designs and Signal-to-Noise Ratios 6.2 Analysis Methods 6.3 Robust design examples	04

Assessment:

Internal Assessment for 20 marks:

Consisting **Two Compulsory Class Tests**

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. Raymond H. Mayers, Douglas C. Montgomery, Christine M. Anderson-Cook, Response Surface Methodology: Process and Product Optimization using Designed Experiment, 3rd edition, John Wiley & Sons, New York, 2001
2. D.C. Montgomery, Design and Analysis of Experiments, 5th edition, John Wiley & Sons, New York, 2001
3. George E P Box, J Stuart Hunter, William G Hunter, Statics for Experimenters: Design, Innovation and Discovery, 2nd Ed. Wiley
4. W J Dimond, Peactical Experiment Designs for Engineers and Scintists, John Wiley and Sons Inc. ISBN: 0-471-39054-2
5. Design and Analysis of Experiments (Springer text in Statistics), Springer by A.M. Dean, and D. T.Voss

Course Code	Course Name	Credits
ILO 7015	Operations Research	03

Objectives:

1. Formulate a real-world problem as a mathematical programming model.
2. Understand the mathematical tools that are needed to solve optimization problems.
3. Use mathematical software to solve the proposed models.

Outcomes: Learner will be able to...

1. Understand the theoretical workings of the simplex method, the relationship between a linear program and its dual, including strong duality and complementary slackness.
2. Perform sensitivity analysis to determine the direction and magnitude of change of a model's optimal solution as the data change.
3. Solve specialized linear programming problems like the transportation and assignment problems, solve network models like the shortest path, minimum spanning tree, and maximum flow problems.
4. Understand the applications of integer programming and a queuing model and compute important performance measures

Sr. No.	Detailed Contents	Hrs
01	<p>Introduction to Operations Research: Introduction, , Structure of the Mathematical Model, Limitations of Operations Research</p> <p>Linear Programming: Introduction, Linear Programming Problem, Requirements of LPP, Mathematical Formulation of LPP, Graphical method, Simplex Method Penalty Cost Method or Big M-method, Two Phase Method, Revised simplex method, Duality, Primal – Dual construction, Symmetric and Asymmetric Dual, Weak Duality Theorem, Complimentary Slackness Theorem, Main Duality Theorem, Dual Simplex Method, Sensitivity Analysis</p> <p>Transportation Problem: Formulation, solution, unbalanced Transportation problem. Finding basic feasible solutions – Northwest corner rule, least cost method and Vogel's approximation method. Optimality test: the stepping stone method and MODI method.</p> <p>Assignment Problem: Introduction, Mathematical Formulation of the Problem, Hungarian Method Algorithm, Processing of n Jobs Through Two Machines and m Machines, Graphical Method of Two Jobs m Machines Problem Routing Problem, Travelling Salesman Problem</p> <p>Integer Programming Problem: Introduction, Types of Integer Programming Problems, Gomory's cutting plane Algorithm, Branch and Bound Technique. Introduction to Decomposition algorithms.</p>	14
02	<p>Queuing models: queuing systems and structures, single server and multi-server models, Poisson input, exponential service, constant rate service, finite and infinite population</p>	05
03	<p>Simulation: Introduction, Methodology of Simulation, Basic Concepts, Simulation Procedure, Application of Simulation Monte-Carlo Method: Introduction, Monte-Carlo Simulation, Applications of Simulation, Advantages of Simulation, Limitations of Simulation</p>	05

04	Dynamic programming. Characteristics of dynamic programming. Dynamic programming approach for Priority Management employment smoothening, capital budgeting, Stage Coach/Shortest Path, cargo loading and Reliability problems.	05
05	Game Theory. Competitive games, rectangular game, saddle point, minimax (maximin) method of optimal strategies, value of the game. Solution of games with saddle points, dominance principle. Rectangular games without saddle point – mixed strategy for 2 X 2 games.	05
06	Inventory Models: Classical EOQ Models, EOQ Model with Price Breaks, EOQ with Shortage, Probabilistic EOQ Model,	05

Assessment:

Internal Assessment for 20 marks:

Consisting **Two Compulsory Class Tests**

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. Taha, H.A. "Operations Research - An Introduction", Prentice Hall, (7th Edition), 2002.
2. Ravindran, A, Phillips, D. T and Solberg, J. J. "Operations Research: Principles and Practice", John Willey and Sons, 2nd Edition, 2009
3. Hiller, F. S. and Liebermann, G. J. "Introduction to Operations Research", Tata McGraw Hill, 2002.
4. Operations Research, S. D. Sharma, KedarNath Ram Nath-Meerut
5. Operations Research, KantiSwarup, P. K. Gupta and Man Mohan, Sultan Chand & Sons

Course Code	Course Name	Credits
ILO 7016	Cyber Security and Laws	03

Objectives:

1. To understand and identify different types cybercrime and cyber law
2. To recognized Indian IT Act 2008 and its latest amendments
3. To learn various types of security standards compliances

Outcomes: Learner will be able to...

1. Understand the concept of cybercrime and its effect on outside world
2. Interpret and apply IT law in various legal issues
3. Distinguish different aspects of cyber law
4. Apply Information Security Standards compliance during software design and development

Sr. No.	Detailed Contents	Hrs
01	Introduction to Cybercrime: Cybercrime definition and origins of the world, Cybercrime and information security, Classifications of cybercrime, Cybercrime and the Indian ITA 2000, A global Perspective on cybercrimes.	4
02	Cyber offenses & Cybercrime: How criminal plan the attacks, Social Engg, Cyber stalking, Cyber café and Cybercrimes, Botnets, Attack vector, Cloud computing, Proliferation of Mobile and Wireless Devices, Trends in Mobility, Credit Card Frauds in Mobile and Wireless Computing Era, Security Challenges Posed by Mobile Devices, Registry Settings for Mobile Devices, Authentication Service Security, Attacks on Mobile/Cell Phones, Mobile Devices: Security Implications for Organizations, Organizational Measures for Handling Mobile, Devices-Related Security Issues, Organizational Security Policies and Measures in Mobile Computing Era, Laptops	9
03	Tools and Methods Used in Cyberline Phishing, Password Cracking, Key loggers and Spywares, Virus and Worms, Steganography, DoS and DDoS Attacks, SQL Injection, Buffer Over Flow, Attacks on Wireless Networks, Phishing, Identity Theft (ID Theft)	6
04	The Concept of Cyberspace E-Commerce , The Contract Aspects in Cyber Law ,The Security Aspect of Cyber Law ,The Intellectual Property Aspect in Cyber Law , The Evidence Aspect in Cyber Law , The Criminal Aspect in Cyber Law, Global Trends in Cyber Law , Legal Framework for Electronic Data Interchange Law Relating to Electronic Banking , The Need for an Indian Cyber Law	8
05	Indian IT Act. Cyber Crime and Criminal Justice: Penalties, Adjudication and Appeals Under the IT Act, 2000, IT Act. 2008 and its Amendments	6
06	Information Security Standard compliances SOX, GLBA, HIPAA, ISO, FISMA, NERC, PCI.	6

Assessment:

Internal Assessment for 20 marks:

Consisting Two Compulsory Class Tests

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. Nina Godbole, Sunit Belapure, *Cyber Security*, Wiley India, New Delhi
2. The Indian Cyber Law by Suresh T. Vishwanathan; Bharat Law House New Delhi
3. The Information technology Act, 2000; Bare Act- Professional Book Publishers, New Delhi.
4. Cyber Law & Cyber Crimes By Advocate Prashant Mali; Snow White Publications, Mumbai
5. Nina Godbole, *Information Systems Security*, Wiley India, New Delhi
6. Kenneth J. Knapp, *Cyber Security & Global Information Assurance* Information Science Publishing.
7. William Stallings, *Cryptography and Network Security*, Pearson Publication
8. Websites for more information is available on : The Information Technology ACT, 2008- TIFR : <https://www.tifrh.res.in>
9. Website for more information , A Compliance Primer for IT professional : <https://www.sans.org/reading-room/whitepapers/compliance/compliance-primer-professionals-33538>

Course Code	Course Name	Credits
ILO 7017	Disaster Management and Mitigation Measures	03

Objectives:

1. To understand physics and various types of disaster occurring around the world
2. To identify extent and damaging capacity of a disaster
3. To study and understand the means of losses and methods to overcome /minimize it.
4. To understand role of individual and various organization during and after disaster
5. To understand application of GIS in the field of disaster management
6. To understand the emergency government response structures before, during and after disaster

Outcomes: Learner will be able to...

1. Get to know natural as well as manmade disaster and their extent and possible effects on the economy.
2. Plan of national importance structures based upon the previous history.
3. Get acquainted with government policies, acts and various organizational structure associated with an emergency.
4. Get to know the simple do's and don'ts in such extreme events and act accordingly.

Sr. No.	Detailed Contents	Hrs
01	Introduction 1.1 Definition of Disaster, hazard, global and Indian scenario, general perspective, importance of study in human life, Direct and indirect effects of disasters, long term effects of disasters. Introduction to global warming and climate change.	03
02	Natural Disaster and Manmade disasters: 2.1 Natural Disaster: Meaning and nature of natural disaster, Flood, Flash flood, drought, cloud burst, Earthquake, Landslides, Avalanches, Volcanic eruptions, Mudflow, Cyclone, Storm, Storm Surge, climate change, global warming, sea level rise, ozone depletion 2.2 Manmade Disasters: Chemical, Industrial, Nuclear and Fire Hazards. Role of growing population and subsequent industrialization, urbanization and changing lifestyle of human beings in frequent occurrences of manmade disasters.	09
03	Disaster Management, Policy and Administration 3.1 Disaster management: meaning, concept, importance, objective of disaster management policy, disaster risks in India, Paradigm shift in disaster management. 3.2 Policy and administration: Importance and principles of disaster management policies, command and co-ordination of in disaster management, rescue operations-how to start with and how to proceed in due course of time, study of flowchart showing the entire process.	06
04	Institutional Framework for Disaster Management in India: 4.1 Importance of public awareness, Preparation and execution of emergency management program. Scope and responsibilities of National Institute of Disaster Management (NIDM) and National disaster management authority (NDMA) in India. Methods and measures to avoid disasters, Management of casualties, set up of emergency facilities, importance of effective communication amongst different agencies in such situations. 4.2 Use of Internet and softwares for effective disaster management. Applications of GIS, Remote sensing and GPS in this regard.	06
05	Financing Relief Measures:	09

	5.1 Ways to raise finance for relief expenditure, role of government agencies and NGO's in this process, Legal aspects related to finance raising as well as overall management of disasters. Various NGO's and the works they have carried out in the past on the occurrence of various disasters, Ways to approach these teams. 5.2 International relief aid agencies and their role in extreme events.	
06	Preventive and Mitigation Measures: 6.1 Pre-disaster, during disaster and post-disaster measures in some events in general 6.2 Structural mapping: Risk mapping, assessment and analysis, sea walls and embankments, Bio shield, shelters, early warning and communication 6.3 Non Structural Mitigation: Community based disaster preparedness, risk transfer and risk financing, capacity development and training, awareness and education, contingency plans. 6.4 Do's and don'ts in case of disasters and effective implementation of relief aids.	06

Assessment:

Internal Assessment for 20 marks:

Consisting **Two Compulsory Class Tests**

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. 'Disaster Management' by Harsh K.Gupta, Universities Press Publications.
2. 'Disaster Management: An Appraisal of Institutional Mechanisms in India' by O.S.Dagur, published by Centre for land warfare studies, New Delhi, 2011.
3. 'Introduction to International Disaster Management' by Damon Copolla, Butterworth Heinemann Elsevier Publications.
4. 'Disaster Management Handbook' by Jack Pinkowski, CRC Press Taylor and Francis group.
5. 'Disaster management & rehabilitation' by Rajdeep Dasgupta, Mittal Publications, New Delhi.
6. 'Natural Hazards and Disaster Management, Vulnerability and Mitigation – R B Singh, Rawat Publications
7. Concepts and Techniques of GIS –C.P.Lo Albert, K.W. Yonng – Prentice Hall (India) Publications.

(Learners are expected to refer reports published at national and International level and updated information available on authentic web sites)

Course Code	Course Name	Credits
ILO 7018	Energy Audit and Management	03

Objectives:

1. To understand the importance energy security for sustainable development and the fundamentals of energy conservation.
2. To introduce performance evaluation criteria of various electrical and thermal installations to facilitate the energy management
3. To relate the data collected during performance evaluation of systems for identification of energy saving opportunities.

Outcomes: Learner will be able to...

1. To identify and describe present state of energy security and its importance.
2. To identify and describe the basic principles and methodologies adopted in energy audit of an utility.
3. To describe the energy performance evaluation of some common electrical installations and identify the energy saving opportunities.
4. To describe the energy performance evaluation of some common thermal installations and identify the energy saving opportunities
5. To analyze the data collected during performance evaluation and recommend energy saving measures

Sr. No	Detailed Contents	Hrs
01	Energy Scenario: Present Energy Scenario, Energy Pricing, Energy Sector Reforms, Energy Security, Energy Conservation and its Importance, Energy Conservation Act-2001 and its Features. Basics of Energy and its various forms, Material and Energy balance	04
02	Energy Audit Principles: Definition, Energy audit- need, Types of energy audit, Energy management (audit) approach-understanding energy costs, Bench marking, Energy performance, Matching energy use to requirement, Maximizing system efficiencies, Optimizing the input energy requirements, Fuel and energy substitution. Elements of monitoring& targeting; Energy audit Instruments; Data and information-analysis. Financial analysis techniques: Simple payback period, NPV, Return on investment (ROI), Internal rate of return (IRR)	08
03	Energy Management and Energy Conservation in Electrical System: Electricity billing, Electrical load management and maximum demand Control; Power factor improvement, Energy efficient equipments and appliances, star ratings. Energy efficiency measures in lighting system, Lighting control: Occupancy sensors, daylight integration, and use of intelligent controllers. Energy conservation opportunities in: water pumps, industrial drives, induction motors, motor retrofitting, soft starters, variable speed drives.	10
04	Energy Management and Energy Conservation in Thermal Systems: Review of different thermal loads; Energy conservation opportunities in: Steam distribution system, Assessment of steam distribution losses, Steam leakages, Steam trapping, Condensate and flash steam recovery system. General fuel economy measures in Boilers and furnaces, Waste heat recovery, use of insulation- types and application. HVAC system: Coefficient of performance, Capacity,	10

	factors affecting Refrigeration and Air Conditioning system performance and savings opportunities.	
05	Energy Performance Assessment: On site Performance evaluation techniques, Case studies based on: Motors and variable speed drive, pumps, HVAC system calculations; Lighting System: Installed Load Efficacy Ratio (ILER) method, Financial Analysis.	04
06	Energy conservation in Buildings: Energy Conservation Building Codes (ECBC): Green Building, LEED rating, Application of Non-Conventional and Renewable Energy Sources	03

Assessment:

Internal Assessment for 20 marks:

Consisting Two Compulsory Class Tests

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total six questions, each carrying 20 marks
2. Question 1 will be compulsory and should cover maximum contents of the curriculum
3. Remaining questions will be mixed in nature (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only Four questions need to be solved.

REFERENCES:

1. Handbook of Electrical Installation Practice, Geofry Stokes, Blackwell Science
2. Designing with light: Lighting Handbook, By Anil Valia, Lighting System
3. Energy Management Handbook, By W.C. Turner, John Wiley and Sons
4. Handbook on Energy Audits and Management, edited by A. K. Tyagi, Tata Energy Research Institute (TERI).
5. Energy Management Principles, C.B.Smith, Pergamon Press
6. Energy Conservation Guidebook, Dale R. Patrick, S. Fardo, Ray E. Richardson, Fairmont Press
7. Handbook of Energy Audits, Albert Thumann, W. J. Younger, T. Niehus, CRC Press
8. www.energymanagertraining.com
9. www.bee-india.nic.in

Course Code	Course Name	Credits
ILO7019	Development Engineering	03

Objectives:

1. To understand the characteristics of rural Society and the Scope, Nature and Constraints of rural Development.
2. To study Implications of 73rd CAA on Planning, Development and Governance of Rural Areas
3. An exploration of human values, which go into making a ‘good’ human being, a ‘good’ professional, a ‘good’ society and a ‘good life’ in the context of work life and the personal life of modern Indian professionals
4. To understand the Nature and Type of Human Values relevant to Planning Institutions

Outcomes: Learner will be able to...

1. Apply knowledge for Rural Development.
2. Apply knowledge for Management Issues.
3. Apply knowledge for Initiatives and Strategies
4. Develop acumen for higher education and research.
5. Master the art of working in group of different nature.
6. Develop confidence to take up rural project activities independently

Sr. No.	Module Contents	Hrs
01	Introduction to Rural Development Meaning, nature and scope of development; Nature of rural society in India; Hierarchy of settlements; Social, economic and ecological constraints for rural development Roots of Rural Development in India Rural reconstruction and Sarvodaya programme before independence; Impact of voluntary effort and Sarvodaya Movement on rural development; Constitutional direction, directive principles; Panchayati Raj - beginning of planning and community development; National extension services.	08
02	Post-Independence rural Development Balwant Rai Mehta Committee - three tier system of rural local Government; Need and scope for people’s participation and Panchayati Raj; Ashok Mehta Committee - linkage between Panchayati Raj, participation and rural development	04
03	Rural Development Initiatives in Five Year Plans Five Year Plans and Rural Development; Planning process at National, State, Regional and District levels; Planning, development, implementing and monitoring organizations and agencies; Urban and rural interface - integrated approach and local plans; Development initiatives and their convergence; Special component plan and sub-plan for the weaker section; Micro-eco zones; Data base for local planning; Need for decentralized planning; Sustainable rural development.	06
04	Post 73rd Amendment Scenario 73rd Constitution Amendment Act, including - XI schedule, devolution of powers, functions and finance; Panchayati Raj institutions - organizational linkages; Recent changes in rural local planning; Gram Sabha - revitalized Panchayati Raj; Institutionalization; resource mapping, resource mobilization including social mobilization; Information Technology and rural planning; Need for further amendments.	04
05	Values and Science and Technology Material development and its values; the challenge of science and technology; Values in planning profession, research and education.	10

	Types of Values Psychological values — integrated personality; mental health; Societal values — the modern search for a good society; justice, democracy, rule of law, values in the Indian constitution; Aesthetic values — perception and enjoyment of beauty; Moral and ethical values; nature of moral judgment; Spiritual values; different concepts; secular spirituality; Relative and absolute values; Human values— humanism and human values; human rights; human values as freedom, creativity, love and wisdom.	
06	Ethics Canons of ethics; ethics of virtue; ethics of duty; ethics of responsibility; Work ethics; Professional ethics; Ethics in planning profession, research and education	04

Assessment:

Internal Assessment for 20 marks:

Consisting **Two Compulsory Class Tests**

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total six questions, each carrying 20 marks
2. Question 1 will be compulsory and should cover maximum contents of the curriculum
3. Remaining questions will be mixed in nature (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only Four questions need to be solved

References:

1. ITPI, Village Planning and Rural Development, ITPI, New Delhi
2. Thooyavan, K.R. Human Settlements: A 2005 MA Publication, Chennai
3. GoI, Constitution (73rd GoI, New Delhi Amendment) Act, GoI, New Delhi
4. Planning Commission, Five Year Plans, Planning Commission
5. Planning Commission, Manual of Integrated District Planning, 2006, Planning Commission New Delhi
6. Planning Guide to Beginners
7. Weaver, R.C., The Urban Complex, Doubleday.
8. Farmer, W.P. et al, Ethics in Planning, American Planning Association, Washington.
9. How, E., Normative Ethics in Planning, Journal of Planning Literature, Vol.5, No.2, pp. 123-150.
10. Watson, V. , Conflicting Rationalities: -- Implications for Planning Theory and Ethics, Planning Theory and Practice, Vol. 4, No.4, pp.395 – 407

Lab Code	Lab Name	Credits
CSL701	Digital Signal and Image Processing Lab	1

Lab Outcome: The learner will be able to

1. Sample and reconstruct the signal.
2. Implement and apply operations like Convolution, Correlation, DFT and FFT on DT signals
3. Implement spatial domain Image enhancement techniques.
4. Implement Edge detection techniques using first order derivative filters.

Description:

Implementation of programs can be in C or C++ or any computational software. A List of ten experiments is given below, are needed to be performed covering all syllabus modules. Additional experiments within the scope of the syllabus can be added.

Suggested List of Experiments:

1. Sampling and Reconstruction
2. To perform Discrete Correlation
3. To perform Discrete Convolution
4. To perform Discrete Fourier Transform
5. To perform Fast Fourier Transform
6. Implementation of Image negative, Gray level Slicing and Thresholding
7. Implementation of Contrast Stretching ,Dynamic range compression & Bit plane Slicing
8. Implementation of Histogram Processing
9. Implementation of Image smoothing/ Image sharpening
10. Implementation of Edge detection using Sobel and Previtt masks

Term Work:

- Laboratory work will be based on above syllabus of CSC701 - ‘Digital Signal and Image Processing’ with minimum 10 experiments to be incorporated.
- The distribution of marks for term work shall be as follows:

Lab Performance	15 Marks
Assignments	05 Marks
Attendance (Theory & practical)	05 Marks

Lab Code	Lab Name	Credits
CSL702	Mobile Application Development Lab	1

Lab Outcome:

1. To develop and demonstrate mobile applications using various tools
2. Students will articulate the knowledge of GSM, CDMA & Bluetooth technologies and demonstrate it.
3. Students will be able to carry out simulation of frequency reuse, hidden terminal problem
4. To develop security algorithms for mobile communication network
5. To demonstrate simulation and compare the performance of Wireless LAN
6. To implement and demonstrate mobile node discovery and route maintains.

Description: The softwares like Android Studio, J2ME, NS2, NS3 and any other software which is suitable are recommended for performing the practicals.

Suggested List of Experiments:

Sr. No.	Title of Experiments
01	To understand the cellular frequency reuse concept to find the co-channel cells for a particular cell. Design a game based application on the above concept.
02	To understand the cellular frequency reuse concept to find the cell clusters within certain geographic area. Design a game based application on the above concept.
03	Implementation a Bluetooth network with application as transfer of a file from one device to another.
04	To implement a basic function of Code Division Multiple Access (CDMA) to test the orthogonality and autocorrelation of a code to be used for CDMA operation. Write an application based on the above concept.
05	To implement Mobile node discovery
06	Implementation of GSM security algorithms (A3/A5/A8)
07	<p><u>Illustration of Hidden Terminal Problem (NS-2)</u> Consider two Wifi base stations (STA) and an access point (AP) located along the x-axis. All the nodes are fixed. The AP is situated at the middle of the two STA, the distance of separation being 150 m. [variable]. Node #0 and node #1 are the hidden terminals. Both are transmitting some data to the AP (almost at same rate) at the same time. The loss across the wireless link between each STA and the AP is fixed at 50 dB <u>irrespective of the distance of separation.</u></p> <p>To study how RTS/CTS helps in wireless networks,</p> <ol style="list-style-type: none"> 1. No RTS/CTS is being sent. 2. Nodes do exchange RTS/CTS packets. <p>Compare the no. of packet retransmissions required in both the cases (as obtained in the output) and compare the results.</p>

08	To setup & configuration of Wireless Access Point (AP) using NS3. Analyze the Wi-Fi communication range in the presence of the access point (AP) and the base station (BS). Consider BS and AP are static. Find out the maximum distance to which two way communications is possible. Try multiple iterations by adjusting its distance in the code and test it.
09	Develop an application that writes data to the SD card.
10	Develop an application that uses GUI components.
11	Write an application that draws basic graphical primitives on the screen.
12	Develop an application that makes use of database.
13	Develop a native application that uses GPS location information.
14	Implement an application that creates an alert upon receiving a message.
15	Implementation of income tax/loan EMI calculator and deploy the same on real devices.

Digital Material (if Any):

1. <http://www.isi.edu/nsnam/ns/> : NS-2 software download
2. https://nsnam.isi.edu/nsnam/index.php/NS_manual
3. <https://www.nsnam.org/> : Ns-3 Software Download
4. <http://vlssit.iitkgp.ernet.in/ant/ant/>

Text Books:

1. Jochen Schiller, "Mobile Communication", Addison Wesley, Pearson Education
2. "Wireless Communications & Networks," By William Stallings, Second Edition, Pearson Education
3. Ekram Hossain and Teerawat Issariyakul, "Introduction to Network Simulator NS-2," Springer, Second Edition.
4. Michael Burton, "Android Application Development for Dummies," A Wiley brand
5. Marko Gargenta & Masumi Nakamura, "Learning Android," O'Reilly publications
6. James Keogh, "The complete reference J2ME," McGraw-Hill.

Term Work:

Laboratory work will be based on above syllabus with minimum 10 experiments to be incorporated.

Laboratory work (experiments): (15) Marks.

Assignments: (05) Marks.

Attendance (Theory + Practical)..... (05) Marks

TOTAL: (25) Marks.

Oral & Practical exam will be based on the above and CSC702: Mobile Communication & Computing syllabus.

Lab Code	Lab Name	Credits
CSL703	Artificial Intelligence & Soft Computing Lab	1

Lab Outcomes: Learner will be able to

- 1 To realize the basic techniques to build intelligent systems
- 2 To create knowledge base and apply appropriate search techniques used in problem solving.
- 3 Apply the supervised/unsupervised learning algorithm.
- 4 Designfuzzy controller system.

Description: The current applications from almost all domains, like games, robots, expert system, optimization or even the search engines are becoming smarter. We have moved to the era of knowledge processing from data and information processing. Therefore learning these technologies practically is very essential for a student to gain the proficiency. They will also learn and be able to appreciate the use of fusion of basic techniques.

LAB	Topic / Activity	Explanation of Activity
Lab 1	<ul style="list-style-type: none"> • Identify the problem • PEAS Description • Problem formulation 	Select a problem statement relevant to AI
Lab 2	Introduce AI programming Language	Introduce PROLOG programming.
Lab 3	<ul style="list-style-type: none"> • Start Implementation • Knowledge Representation and Create Knowledge Base 	Use AI programming languages Or C/JAVA
Lab 4	Implement search algorithms to reach goal state	Identify and analyse Algorithm to solve the problem
Lab 5	To implement Mc-Culloch Pitts Model for a problem	Apply to solve AND / OR/ XOR, etc.
Lab 6	To implement Fuzzy Controller system	Design an automobile or washing machine controller, etc. and implement
Lab 7	To implement Basic Supervised / Unsupervised Neural Network learning rules for a problem.	Design a NN using a learning method to generate knowledge for classification.
Lab 8	Case study on Hybrid Systems	Study the designing of Neuro Fuzzy systems
Lab 9	Case study of an Application	Printed Character Recognition, Face Recognition, etc.

Term Work:

1. Labs 1-4 are to design and implement an intelligent system using AI techniques.
2. Labs 5-7 are to design and implement an Intelligent System using SC techniques.
3. Perform any one from Lab 8 and lab 9.

The distribution of marks for term work shall be as follows:

Lab Performance (Experiments /case studies):	15
Assignment	05
Attendance (Theory & Practical)	05

Oral examination will be based on the above and **CSC703: 'AI and SC'** Syllabus.

Lab Code	Lab Name	Credits
CSL703	Computational Lab-I	1

Lab Outcome: After successful completion of this course student will be able to:

1. Acquire practical knowledge within the chosen area of technology for project development.
2. Identify, discuss and justify the technical aspects of the chosen project with a comprehensive and systematic approach.

Description:

Design and implementation of any case study/ applications /experiments / mini project based on departmental level optional courses using modern tools.

Term work:

The distribution of marks for **term work** shall be as follows:

Lab/ Experimental Work	:	15
Report/ Documentation	:	05
Attendance (Theory & Practical)	:	05

Practical & Oral examination is to be conducted based on respective departmental level optional courses by pair of internal and external examiners appointed by the University of Mumbai.

Course Code	Title	Credit
CSP705	Major Project- I	3

Objective: The Project work enables students to develop further skills and knowledge gained during the programme by applying them to the analysis of a specific problem or issue, via a substantial piece of work carried out over an extended period. For students to demonstrate proficiency in the design of a research project, application of appropriate research methods, collection and analysis of data and presentation of results.

Guidelines:

1. Project Topic:

- To proceed with the project work it is very important to select a right topic. Project can be undertaken on any subject addressing IT programme. Research and development projects on problems of practical and theoretical interest should be encouraged.
- Project work must be carried out by the group of at least two students and maximum three and must be original.
- Students can certainly take ideas from anywhere, but be sure that they should evolve them in the unique way to suit their project requirements.
- The project work can be undertaken in a research institute or organization/company/any business establishment.
- Student must consult internal guide along with external guide (if any) in selection of topic.
- Head of department and senior staff in the department will take decision regarding selection of projects.
- Student has to submit weekly progress report to the internal guide and where as internal guide has to keep track on the progress of the project and also has to maintain attendance report. This progress report can be used for awarding term work marks.
- In case of industry projects, visit by internal guide will be preferred.

2. Project Report Format:

At the end of semester a project report should preferably contain at least following details:-

- Abstract
- Introduction
- Literature Survey
 - Survey Existing system
 - Limitation Existing system or research gap
 - Problem Statement and Objective
 - Scope
- Proposed System
 - Analysis/Framework/ Algorithm
 - Details of Hardware & Software
 - Design details
 - Methodology (your approach to solve the problem)

- Implementation Plan for next semester
- Conclusion
- References

3. **Term Work:**

Distribution of marks for term work shall be as follows:

- a. Weekly Attendance on Project Day
- b. Project work contribute
- c. Project Report (Spiral Bound)
- d. Term End Presentation (Internal)

The final certification and acceptance of TW ensures the satisfactory performance on the above aspects.

4. **Oral & Practical :**

Oral & Practical examination of Project-I should be conducted by Internal and External examiners approved by University of Mumbai. Students have to give presentation and demonstration on the Project-I.

Course Code	Course Name	Credits
CSC801	Human Machine Interaction	4

Course Objectives: At the end of the course, students will be able to –

1. Learn the foundation of human machine interaction.
2. Understand the importance of human psychology in designing good interfaces.
3. Be aware of mobile interaction design and its usage in day – to – day activities.
4. Understand various design technologies to meet user requirements.
5. Encourage to indulge into research in Machine Interaction Design.

Course Outcomes: At the end of the course, the students will be able to -

1. Identify User Interface (UI) design principles.
2. Analysis of effective user friendly interfaces.
3. Apply Interactive Design process in real world applications.
4. Evaluate UI design and justify.
5. Create application for social and technical task.

Pre-requisites: Web Technologies; Software Engineering; Experience in designing interfaces for applications and web sites. Basic knowledge of designing tools and languages like HTML, Java, etc

Module No.	Topics	Hrs.
1.0	FOUNDATIONS OF HMI: The Human: History of User Interface Designing, I/O channels, Hardware, Software and Operating environments, The Psychopathology of everyday Things, Psychology of everyday actions, Reasoning and problem solving . The computer: Devices, Memory, processing and networks. Interaction: Models, frameworks, Ergonomics, styles, elements, interactivity, Paradigms.	8
2.0	DESIGN & SOFTWARE PROCESS: Mistakes performed while designing a computer system, Human interaction with computers, importance of human characteristics human consideration, Human interaction speeds .Interactive Design basics, process, scenarios, navigation, Iteration and prototyping. HMI in software process: software life cycle, usability engineering, Prototyping in practice, design rationale. Design rules: principles, standards, guidelines, rules. Recognize the goals, Goal directed design process. Evaluation Techniques: Universal Design.	10
3.0	GRAPHICAL USER INTERFACE: The graphical User Interface: Popularity of graphics, the concept of direct manipulation, graphical systems, Characteristics. Web user Interface: Interface popularity, characteristics. The merging of graphical Business systems and the Web. Principles of user interface design.	8

4.0	SCREEN DESIGNING: Design goals , Screen planning and purpose, organizing screen elements, ordering of screen data and content , screen navigation and flow, Visually pleasing composition, amount of information, focus and emphasis, presentation information simply and meaningfully, information retrieval on web, statistical graphics, Technological consideration in interface design.	10
5.0	INTERFACE DESIGN FOR MOBILE DEVICES: Mobile Ecosystem: Platforms, Application frameworks: Types of Mobile Applications: Widgets, Applications, Games, Mobile Information Architecture, Mobile 2.0, Mobile Design: Elements of Mobile Design, Tools.	8
6.0	INTERACTION STYLES AND COMMUNICATION: Windows:Characteristics, Components, Presentation styles, Types of Windows, Management, operations. Text messages: Words, Sentences, messages and text words, Text for web pages. Icons, Multimedia and colors	8
	Total	52

Text Books:

1. Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale, “Human Computer Interaction”, 3rdEdition, Pearson Education, 2004.
2. Wilbert O. Galitz, “The Essential Guide to User Interface Design”, Wiley publication.
3. Alan Cooper, Robert Reimann, David Cronin, “About Face3: Essentials of Interaction design”, Wiley publication.
4. Jeff Johnson, “Designing with the mind in mind”, Morgan Kaufmann Publication.
5. Donald A. Normann, “ Design of everyday things”,Basic Books; Reprint edition 2002.
6. Brian Fling, “Mobile Design and Development”, First Edition , O’Reilly Media Inc., 2009.

Reference Books:

1. Rogers Sharp Preece, ”Interaction Design:Beyond Human Computer Interaction”,,Wiley.
2. Guy A. Boy “The Handbook of Human Machine Interaction”, Ashgate publishing Ltd.
3. Kalbande,Kanade,Iyer, ”Galitz’s Human Machine Interaction”, Wiley Publications.

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSC802	Distributed Computing	04

Course objectives:

1. To provide students with contemporary knowledge in distributed systems
2. To equip students with skills to analyze and design distributed applications.
3. To provide master skills to measure the performance of distributed synchronization algorithms

Course outcomes: On successful completion of course learner will be able to:

1. Demonstrate knowledge of the basic elements and concepts related to distributed system technologies;
2. Illustrate the middleware technologies that support distributed applications such as RPC, RMI and Object based middleware.
3. Analyze the various techniques used for clock synchronization and mutual exclusion
4. Demonstrate the concepts of Resource and Process management and synchronization algorithms
5. Demonstrate the concepts of Consistency and Replication Management
6. Apply the knowledge of Distributed File System to analyze various file systems like NFS, AFS and the experience in building large-scale distributed applications.

Prerequisite: Java Programming, Operating Systems, Computer Networks

Module No.	Unit No.	Topics	Hrs.
1.0	Introduction to Distributed Systems		06
	1.1	Characterization of Distributed Systems: Issues, Goals, and Types of distributed systems, Distributed System Models, Hardware concepts, Software Concept.	
	1.2	Middleware: Models of Middleware, Services offered by middleware, Client Server model.	
2.0	Communication		10
	2.1	Layered Protocols, Interprocess communication (IPC): MPI, Remote Procedure Call (RPC), Remote Object Invocation, Remote Method Invocation (RMI)	
	2.2	Message Oriented Communication, Stream Oriented Communication, Group Communication	
3.0	Synchronization		10
	3.1	Clock Synchronization, Logical Clocks, Election Algorithms, Mutual Exclusion, Distributed Mutual Exclusion-Classification of mutual Exclusion Algorithm, Requirements of Mutual Exclusion Algorithms, Performance measure.	
	3.2	Non Token based Algorithms: Lamport Algorithm, Ricart–Agrawala’s Algorithm, Maekawa’s Algorithm	
	3.3	Token Based Algorithms: Suzuki-Kasami’s Broadcast Algorithms, Singhal’s Heuristic Algorithm, Raymond’s Tree based Algorithm, Comparative Performance Analysis.	
4.0	Resource and Process Management		06
	4.1	Desirable Features of global Scheduling algorithm, Task assignment approach, Load balancing approach, load sharing approach	
	4.2	Introduction to process management, process migration, Threads,	

		Virtualization, Clients, Servers, Code Migration	
5.0	Consistency, Replication and Fault Tolerance		08
	5.1	Introduction to replication and consistency, Data-Centric and Client-Centric Consistency Models, Replica Management	
	5.2	Fault Tolerance: Introduction, Process resilience, Reliable client-server and group communication, Recovery	
6.0	Distributed File Systems and Name Services		12
	6.1	Introduction and features of DFS, File models, File Accessing models, File-Caching Schemes, File Replication, Case Study: Distributed File Systems (DSF), Network File System (NFS), Andrew File System (AFS)	
	6.2	Introduction to Name services and Domain Name System, Directory Services, Case Study: The Global Name Service, The X.500 Directory Service	
	6.3	Designing Distributed Systems: Google Case Study	
		Total	52

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

- Question paper will comprise of 6 questions, each carrying 20 marks.
- The students need to solve total 4 questions.
- Question No.1 will be compulsory and based on entire syllabus.
- Remaining question (Q.2 to Q.6) will be selected from all the modules.

Text Books:

- Andrew S. Tanenbaum and Maarten Van Steen, "Distributed Systems: Principles and Paradigms, 2nd edition, Pearson Education.
- George Coulouris, Jean Dollimore, Tim Kindberg, , "Distributed Systems: Concepts and Design", 4th Edition, Pearson Education, 2005.

Reference Books:

- A. S. Tanenbaum and M. V. Steen, "Distributed Systems: Principles and Paradigms", Second Edition, Prentice Hall, 2006.
- M. L. Liu, "Distributed Computing Principles and Applications", Pearson Addison Wesley, 2004.

Course Code	Course Name	Credit
DLO8011	High Performance Computing	04

Course Objectives:

1. To learn concepts of parallel processing as it pertains to high-performance computing.
2. To design, develop and analyze parallel programs on high performance computing resources using parallel programming paradigms.

Course Outcomes: Learner will be able to-

1. Memorize parallel processing approaches
2. Describe different parallel processing platforms involved in achieving High Performance Computing.
3. Discuss different design issues in parallel programming
4. Develop efficient and high performance parallel programming
5. Learn parallel programming using message passing paradigm using open source APIs.

Prerequisite: Computer Organization

Sr.No.	Module	Detailed Content	Hours
1	Introduction	Introduction to Parallel Computing: Motivating Parallelism, Scope of Parallel Computing, Levels of parallelism (instruction, transaction, task, thread, memory, function) Classification Models: Architectural Schemes (Flynn's, Shore's, Feng's, Handler's) and Memory access (Shared Memory, Distributed Memory, Hybrid Distributed Shared Memory) Parallel Architectures: Pipeline Architecture, Array Processor, Multiprocessor Architecture, Systolic Architecture, Data Flow Architecture	6
2	Pipeline Processing	Introduction, Pipeline Performance, Arithmetic Pipelines, Pipeline instruction processing, Pipeline stage design, Hazards, Dynamic instruction scheduling	8
3	Parallel Programming Platforms	Parallel Programming Platforms: Implicit Parallelism: Trends in Microprocessor & Architectures, Limitations of Memory System Performance, Dichotomy of Parallel Computing Platforms, Physical Organization of Parallel Platforms, Communication Costs in Parallel Machines	10
4	Parallel Algorithm Design	Principles of Parallel Algorithm Design: Preliminaries, Decomposition Techniques, Characteristics of Tasks and Interactions, Mapping Techniques for Load Balancing, Methods for Containing Interaction Overheads, Parallel Algorithm Models	12

5	Performance Measures	Performance Measures : Speedup, execution time, efficiency, cost, scalability, Effect of granularity on performance, Scalability of Parallel Systems, Amdahl's Law, Gustavson's Law, Performance Bottlenecks	6
6	HPC Programming	Programming Using the Message-Passing Paradigm: Principles of Message Passing Programming, The Building Blocks: Send and Receive Operations MPI: the Message Passing Interface, Topology and Embedding, Overlapping Communication with Computation, Collective Communication and Computation Operations, Introduction to OpenMP	10

Text Books:

1. AnanthGrama, Anshul Gupta, George Karypis, Vipin Kumar , "Introduction to Parallel Computing", Pearson Education, Second Edition, 2007.
2. M. R. Bhujade, "Parallel Computing", 2nd edition, New Age International Publishers, 2009.
3. Kai Hwang, Naresh Jotwani, "Advanced Computer Architecture: Parallelism, Scalability, Programmability", McGraw Hill, Second Edition, 2010.
4. Georg Hager, Gerhard Wellein, "Introduction to High Performance Computing for Scientists and Engineers", Chapman & Hall / CRC Computational Science series, 2011.

Reference Books:

1. Michael J. Quinn, "Parallel Programming in C with MPI and OpenMP", McGraw-Hill International Editions, Computer Science Series, 2008.
2. Kai Hwang, Zhiwei Xu, "Scalable Parallel Computing: Technology, Architecture, Programming", McGraw Hill, 1998.
3. Laurence T. Yang, MinyiGuo, "High- Performance Computing: Paradigm and Infrastructure" Wiley, 2006.

Internal Assessment: Assessment consists of two tests out of which; one should be compulsory class test (on minimum 02 Modules) and the other is either a class test or assignment on live problems or course project.

Theory Examination:

1. Question paper will comprise of total six questions.
2. All question carry equal marks.
3. Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3).
4. Only Four question need to be solved.

In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Laboratory Work:

Description: The Laboratory Work (Experiments) for this course is required to be performed and to be evaluated in CSL803: Computational Lab-II

Suggested Experiment List:

Sr. No.	Detailed Content
1	Execution of Simple Hello world program on MPI platform
2	a. Program to send data and receive data to/from processors using MPI b. Program illustrating Broadcast of data using MPI
3	Implement a parallel program to demonstrate the cube of N number within a set range.
4	Write a parallel program for area of a circle/triangle
5	Implement a program to demonstrate balancing of workload on MPI platform
6	Using directives of MPI/OpenMP implement parallel programming for calculator application (add, sub, multiplication and division)
7	Mini Project Evaluate performance enhancement of HPC for any of the following: One-Dimensional Matrix-Vector Multiplication/ Single-Source Shortest-Path/ Sample Sort/Two-Dimensional Matrix-Vector Multiplication

Course Code	Course Name	Credits
DLO8012	Natural Language Processing	4

Course objectives:

1. To understand natural language processing and to learn how to apply basic algorithms in this field.
2. To get acquainted with the basic concepts and algorithmic description of the main language levels: morphology, syntax, semantics, and pragmatics.
3. To design and implement applications based on natural language processing
4. To implement various language Models.
5. To design systems that uses NLP techniques

Course outcomes: On successful completion of course learner should:

1. Have a broad understanding of the field of natural language processing.
2. Have a sense of the capabilities and limitations of current natural language technologies,
3. Be able to model linguistic phenomena with formal grammars.
4. Be able to Design, implement and test algorithms for NLP problems
5. Understand the mathematical and linguistic foundations underlying approaches to the various areas in NLP
6. Be able to apply NLP techniques to design real world NLP applications such as machine translation, text categorization, text summarization, information extraction...etc.

Prerequisite: Data structure & Algorithms, Theory of computer science, Probability Theory.

Module No.	Unit No.	Topics	Hrs.
1	Introduction	History of NLP, Generic NLP system, levels of NLP , Knowledge in language processing , Ambiguity in Natural language , stages in NLP, challenges of NLP ,Applications of NLP	4
2	Word Level Analysis	Morphology analysis –survey of English Morphology, Inflectional morphology & Derivational morphology, Lemmatization, Regular expression, finite automata, finite state transducers (FST) ,Morphological parsing with FST , Lexicon free FST Porter stemmer. N –Grams- N-gram language model, N-gram for spelling correction.	10
3	Syntax analysis	Part-Of-Speech tagging(POS)- Tag set for English (Penn Treebank) , Rule based POS tagging, Stochastic POS tagging, Issues –Multiple tags & words, Unknown words. Introduction to CFG, Sequence labeling: Hidden Markov Model (HMM), Maximum Entropy, and Conditional Random Field (CRF).	10
4	Semantic Analysis	Lexical Semantics, Attachment for fragment of English- sentences, noun phrases, Verb phrases, prepositional phrases, Relations among lexemes & their senses –Homonymy, Polysemy, Synonymy, Hyponymy, WordNet, Robust Word Sense Disambiguation (WSD) ,Dictionary based approach	10

5	Pragmatics	Discourse –reference resolution, reference phenomenon , syntactic & semantic constraints on co reference	8
6	Applications (preferably for Indian regional languages)	Machine translation, Information retrieval, Question answers system, categorization, summarization, sentiment analysis, Named Entity Recognition.	10

Text Books:

1. Daniel Jurafsky, James H. Martin “Speech and Language Processing” Second Edition, Prentice Hall, 2008.
2. Christopher D.Manning and Hinrich Schutze, “ Foundations of Statistical Natural Language Processing “, MIT Press, 1999.

Reference Books:

1. Siddiqui and Tiwary U.S., Natural Language Processing and Information Retrieval, Oxford University Press (2008).
2. Daniel M Bikel and Imed Zitouni “ Multilingual natural language processing applications” Pearson, 2013
3. Alexander Clark (Editor), Chris Fox (Editor), Shalom Lappin (Editor) “ The Handbook of Computational Linguistics and Natural Language Processing “ ISBN: 978-1-118-
4. Steven Bird, Ewan Klein, Natural Language Processing with Python, O’Reilly
5. Brian Neil Levine, An Introduction to R Programming
6. Niel J le Roux, Sugnet Lubbe, A step by step tutorial : An introduction into R application and programming

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

- 1 Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Laboratory Work/Case study/Experiments:

Description: The Laboratory Work (Experiments) for this course is required to be performed and to be evaluated in CSL803: Computational Lab-II

The objective of Natural Language Processing lab is to introduce the students with the basics of NLP which will empower them for developing advanced NLP tools and solving practical problems in this field.

Reference for Experiments: <http://cse24-iiith.virtual-labs.ac.in/#>

Reference for NPTEL: <http://www.cse.iitb.ac.in/~cs626-449>

Sample Experiments: possible tools / language: R tool/ Python programming Language

Note: Although it is not mandatory, the experiments can be conducted with reference to any Indian regional language.

1. Preprocessing of text (Tokenization, Filtration, Script Validation, Stop Word Removal, Stemming)
2. Morphological Analysis
3. N-gram model
4. POS tagging
5. Chunking
6. Named Entity Recognition
7. Case Study/ Mini Project based on Application mentioned in Module 6.

Course Code	Course Name	Credits
DLO8013	Adhoc Wireless Networks	4

Course objectives:

1. To Identify the major issues associated with ad-hoc networks
2. To identify the requirements for protocols for wireless ad-hoc networks as compared to the protocols existing for wired network.
3. To explore current ad-hoc technologies by researching key areas such as algorithms, protocols, hardware, and applications.
4. To Provide hands-on experience through real-world programming projects
5. To provide advanced in–depth networking materials to graduate students in networking research.

Course outcomes: On successful completion of course learner will be able to:

1. Identify the characteristics and features of Adhoc Networks.
2. Understand the concepts & be able to design MAC protocols for Ad Hoc networks
3. Implement protocols / Carry out simulation of routing protocols of Adhoc Networks
4. Interpret the flow control in transport layer of Ad Hoc Networks
5. Analyze security principles for routing of Ad Hoc Networks
6. Utilize the concepts of Adhoc Networks in VANETs

Prerequisite: Computer Network, Wireless Networking

Module No.	Unit No.	Topics	Hrs.
1.0		Introduction	04
	1.1	Introduction to wireless Networks. Characteristics of Wireless channel,	
	1.2	Issues in Ad hoc wireless networks, Adhoc Mobility Models:- Indoor and outdoor models,	
	1.3	Introduction to Adhoc networks – definition, characteristics features, applications.	
2.0		MAC protocols for Wireless Ad-Hoc Networks	12
	2.1	Introduction	
	2.2	Issues in designing MAC for Wireless Ad-Hoc Networks	
	2.3	Design Goals and classification of MAC for Wireless Ad-Hoc Networks	
	2.4	Contention based MAC protocols for Wireless Ad-Hoc Networks, with reservation mechanisms, scheduling Mechanisms	
	2.5	MAC protocols using directional antennas, Other MAC Protocols	
	2.6	IEEE standards MAC Protocols: 802.15.1(WPAN based on Bluetooth), 802.15.4 (WSN/Zigbee), 802.15.6 (WBAN).	
3.0		Routing Protocols for Wireless Ad-Hoc Networks	10
	3.1	Introduction, Issues in designing a routing protocol for Wireless Ad-Hoc Networks	
	3.2	Classification of routing protocols, Table driven routing protocols like DSDV, WRP,	

		On- demand routing protocols like ABR, DSR, TORA, AODV, etc.	
	3.3	Hybrid Routing Protocols : ZRP, Routing Protocols with efficient flooding mechanism, Hierarchical Routing Protocols, Power aware routing protocols	
4.0		Transport Layer	10
	4.1	Transport layer protocols for Ad hoc wireless Networks: Introduction,	
	4.2	Issues in designing a transport layer protocol for Ad hoc wireless Networks,	
	4.3	Design goals of a transport layer protocol for Ad hoc wireless Networks,	
	4.4	Classification of transport layer solutions: Split Approach , End-to-End approach :TCP-F,TCP-ELFN, Ad-Hoc TCP, TCP Buffering capability and Sequencing information	
	4.5	End-to-End Quality of Service	
5.0		Security	08
	5.1	Security attacks in wireless Ad hoc wireless Networks, Network security requirements,	
	5.2	Issues & challenges in security provisioning,	
	5.3	Link Layer security attacks: 802.11 MAC , WPA and variations	
	5.4	Network Security Attacks: Routing Protocol Attacks: attacks using falsifying route errors and broadcasting falsifying routes, spoofing attacks, Rushing attacks, Secure routing in Ad hoc wireless Networks	
6.0		Vehicular Ad-Hoc Network (VANET)	08
	6.1	Introduction: Challenges and Requirements, , Layered architecture for VANETs, DSRC /WAVE standard (IEEE 802.11p)	
	6.2	IEEE 802.11p protocol Stack (PHY & MAC) , A Survey on Proposed MAC Approaches for VANETs like TDMA, SDMA and CDMA based approaches, DSRC MAC & LLC	
	6.3	Georouting: CBF, Flooding with broadcast suppression	
	6.4	Delay Tolerant Network, Introduction to Opportunistic Networking in Delay Tolerant Vehicular Ad Hoc Networks	
		Total	52

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Text Books:

1. Siva Ram Murthy and B.S. Manoj , “Ad hoc Wireless Networks Architectures and protocols”, 2nd edition, Pearson Education, 2007 (T1)
2. C. K. Toh, “Adhoc Mobile Wireless Networks”, Pearson Education, 2002 (T2)
3. Charles E. Perkins, “Adhoc Networking”, Addison – Wesley, 2000 (T3)
4. Dipankar Raychaudhuri, Mario Gerla, “Emerging Wireless Technologies and the Future Mobile Internet, D, Cambridge. (T4)

Reference Books:

1. Subir Kumar Sarkar, “Ad-Hoc Mobile Wireless Networks: principles, protocols and applications” CRC Press (R1)
2. Prasant Mohapatra and Sriramamurthy, “Ad Hoc Networks: Technologies and Protocols”, Springer International Edition, 2009, (R2)
3. Stefano Basangi, Marco Conti, Silvia Giordano, Ivan Stojmenovic, “Mobile Ad-Hoc Networking, “ John-Wiley and Sons Publications, 2004,(R3)
4. [Hannes Hartenstein](#), [Kenneth Laberteaux](#), “VANET Applications and Interworking Technologies,” Wiley Publications (R4)
5. [Christoph Sommer](#) , [Falko Dressler](#), “Vehicular Networking,” Cambridge University Press, 2014 (R5)

Laboratory Work**Lab Outcome:**

1. Explore the knowledge of NS2 and NS3 by installing it and make it ready
2. Shall synthesize a simulation and evaluate the performance of WLAN 802.11 and Bluetooth
3. Students will able to analyze and implement MAC & Network layer protocols using open source and synthesis as well as evaluate its performance
4. Implement Transport layer protocols / Carry out simulation of routing protocols of Adhoc Networks
5. Describe and interpret the use security routines and evaluate its performance
6. Explore and understand the capability of SUMO and MOVE as well as Nessi by installing it and analyze it by applying on various scenarios

Description: It is recommended that Network simulation Softwares like NS-2, NS-3, SUMO (Simulation software for Urban MObility) with MOVE. Software like Nessi is also recommended for the event based security attacks simulation and measure.

The Laboratory Work (Experiments) for this course is required to be performed and to be evaluated in CSL803: Computational Lab-II

Suggested List of Experiments:

Sr. No.	Title of Experiments
1	Installation of NS2 & NS3 in Fedora 19 (32 bit) OS Linux.
2	Simulating IEEE 802.11 wireless LAN in Ad-Hoc Mode using NS2
3	Implementation a Bluetooth network in NS3 with application as transfer of a file from one device to another
4	To implement and compare MAC layer protocols, MACAW, MACA-BI and MACA with piggybacked Reservation using NS-3

5	Develop sample wireless network in which a. implement AODV and AOMDV protocol b. Calculate the time to receive reply from the receiver using NS2. c. Generate graphs which show the transmission time for packet. Implement wireless network. Capture data frame and identify fields using NS2.
6	Communicate between two different networks (NS-3) which has following specifications: a. One network has Class A network with “TORA protocol” b. Second has Class B network “AODV protocol”
7	To calculate and compare average throughput for various TCP variants like TCP-F (Feedback) and Ad-Hoc TCP using NS-3
8	Explore and use security tools like WEP & WPA and evaluate its performance on mobile terminals
9	Simulation of Urban Mobility (SUMO) along with MOVE is software that helps in simulating the VANETs. Install it on Fedora 19 (32 bit) OS Linux
10	Create a simulation for road traffic with 6 junctions. There are various vehicles going on and your own car also. Select a shortest route for your car. Demonstrate with simulation software SUMO and MOVE.
11	A car acts as a malicious node and can be analyzed for the packet loss before and after malicious activity. Using SUMO and MOVE.
12	Create an Ad-hoc Network using nessi Simulation software and include events incorporate dropped packets, infected flows, compromised machines, unavailable services etc, and check its performance

Digital Material (if Any):

1. <http://www.isi.edu/nsnam/ns/> : NS-2 software download (D1)
2. https://nsnam.isi.edu/nsnam/index.php/NS_manual (D2)
3. <https://www.nsnam.org/> : Ns-3 Software Download (D3)
4. <http://www.nsnam.com/2013/11/vanet-simulator-in-fedora-19-32-bit.html> (D4)
5. http://www.sumo.dlr.de/userdoc/Tutorials/Quick_Start.html (D5)
6. <http://veins.car2x.org/> (D6)
7. <http://www.nessi2.de/> (D7)

Text Books:

1. Ekram Hossain and Teerawat Issariyakul, “Introduction to Network Simulator NS-2,” Springer , Second Edition. (T1)
2. Jack L. Burbank, “Introduction to Network Simulator 3,” Wiley Publications(T2)
3. Siva Ram Murthy and B.S. Manoj , “Ad hoc Wireless Networks Architectures and protocols”, 2nd edition, Pearson Education, 2007 (T3)
4. Michael Gregg, “Build your own security lab,” Wiley India edition (T4)

Course Code	Course Name	Credits
ILO 8021	Project Management	03

Objectives:

1. To familiarize the students with the use of a structured methodology/approach for each and every unique project undertaken, including utilizing project management concepts, tools and techniques.
2. To appraise the students with the project management life cycle and make them knowledgeable about the various phases from project initiation through closure.

Outcomes: Learner will be able to...

1. Apply selection criteria and select an appropriate project from different options.
2. Write work break down structure for a project and develop a schedule based on it.
3. Identify opportunities and threats to the project and decide an approach to deal with them strategically.
4. Use Earned value technique and determine & predict status of the project.
5. Capture lessons learned during project phases and document them for future reference

Module	Detailed Contents	Hrs
01	Project Management Foundation: Definition of a project, Project Vs Operations, Necessity of project management, Triple constraints, Project life cycles (typical & atypical) Project phases and stage gate process. Role of project manager, Negotiations and resolving conflicts, Project management in various organization structures, PM knowledge areas as per Project Management Institute (PMI)	5
02	Initiating Projects: How to get a project started, Selecting project strategically, Project selection models (Numeric /Scoring Models and Non-numeric models), Project portfolio process, Project sponsor and creating charter; Project proposal. Effective project team, Stages of team development & growth (forming, storming, norming & performing), team dynamics.	6
03	Project Planning and Scheduling: Work Breakdown structure (WBS) and linear responsibility chart, Interface Co-ordination and concurrent engineering, Project cost estimation and budgeting, Top down and bottoms up budgeting, Networking and Scheduling techniques. PERT, CPM, GANTT chart, Introduction to Project Management Information System (PMIS).	8
04	Planning Projects: Crashing project time, Resource loading and levelling, Goldratt's critical chain, Project Stakeholders and Communication plan Risk Management in projects: Risk management planning, Risk identification and risk register, Qualitative and quantitative risk assessment, Probability and impact matrix. Risk response strategies for positive and negative risks	6
05	5.1 Executing Projects: Planning monitoring and controlling cycle, Information needs and reporting, engaging with all stakeholders of the projects, Team management, communication and project meetings 5.2 Monitoring and Controlling Projects: Earned Value Management techniques for measuring value of work completed; Using milestones for measurement; change requests and scope creep, Project audit	8

	5.3 Project Contracting Project procurement management, contracting and outsourcing,	
06	6.1 Project Leadership and Ethics: Introduction to project leadership, ethics in projects, Multicultural and virtual projects 6.2 Closing the Project: Customer acceptance; Reasons of project termination, Various types of project terminations (Extinction, Addition, Integration, Starvation), Process of project termination, completing a final report; doing a lessons learned analysis; acknowledging successes and failures; Project management templates and other resources; Managing without authority; Areas of further study.	6

Assessment:

Internal Assessment for 20 marks:

Consisting **Two Compulsory Class Tests**

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved**

REFERENCES:

1. Project Management: A managerial approach, Jack Meredith & Samuel Mantel, 7th Edition, Wiley India
2. A Guide to the Project Management Body of Knowledge (PMBOK[®] Guide), 5th Ed, Project Management Institute PA, USA
3. Project Management, Gido Clements, Cengage Learning
4. Project Management, Gopalan, Wiley India
5. Project Management, Dennis Lock, 9th Edition, Gower Publishing England

Course Code	Course Name	Credits
ILO 8022	Finance Management	03

Objectives:

1. Overview of Indian financial system, instruments and market
2. Basic concepts of value of money, returns and risks, corporate finance, working capital and its management
3. Knowledge about sources of finance, capital structure, dividend policy

Outcomes: Learner will be able to...

1. Understand Indian finance system and corporate finance
2. Take investment, finance as well as dividend decisions

Module	Detailed Contents	Hrs
01	<p>Overview of Indian Financial System: Characteristics, Components and Functions of Financial System.</p> <p>Financial Instruments: Meaning, Characteristics and Classification of Basic Financial Instruments — Equity Shares, Preference Shares, Bonds-Debentures, Certificates of Deposit, and Treasury Bills.</p> <p>Financial Markets: Meaning, Characteristics and Classification of Financial Markets — Capital Market, Money Market and Foreign Currency Market</p> <p>Financial Institutions: Meaning, Characteristics and Classification of Financial Institutions — Commercial Banks, Investment-Merchant Banks and Stock Exchanges</p>	06
02	<p>Concepts of Returns and Risks: Measurement of Historical Returns and Expected Returns of a Single Security and a Two-security Portfolio; Measurement of Historical Risk and Expected Risk of a Single Security and a Two-security Portfolio.</p> <p>Time Value of Money: Future Value of a Lump Sum, Ordinary Annuity, and Annuity Due; Present Value of a Lump Sum, Ordinary Annuity, and Annuity Due; Continuous Compounding and Continuous Discounting.</p>	06
03	<p>Overview of Corporate Finance: Objectives of Corporate Finance; Functions of Corporate Finance—Investment Decision, Financing Decision, and Dividend Decision.</p> <p>Financial Ratio Analysis: Overview of Financial Statements—Balance Sheet, Profit and Loss Account, and Cash Flow Statement; Purpose of Financial Ratio Analysis; Liquidity Ratios; Efficiency or Activity Ratios; Profitability Ratios; Capital Structure Ratios; Stock Market Ratios; Limitations of Ratio Analysis.</p>	09
04	<p>Capital Budgeting: Meaning and Importance of Capital Budgeting; Inputs for Capital Budgeting Decisions; Investment Appraisal Criterion—Accounting Rate of Return, Payback Period, Discounted Payback Period, Net Present Value(NPV), Profitability Index, Internal Rate of Return (IRR), and Modified Internal Rate of Return (MIRR)</p> <p>Working Capital Management: Concepts of Meaning Working Capital; Importance of Working Capital Management; Factors Affecting an Entity's Working Capital Needs; Estimation of Working Capital Requirements; Management of Inventories; Management of Receivables; and Management of Cash and Marketable Securities.</p>	10
05	<p>Sources of Finance: Long Term Sources—Equity, Debt, and Hybrids; Mezzanine</p>	05

	Finance; Sources of Short Term Finance—Trade Credit, Bank Finance, Commercial Paper; Project Finance. Capital Structure: Factors Affecting an Entity's Capital Structure; Overview of Capital Structure Theories and Approaches— Net Income Approach, Net Operating Income Approach; Traditional Approach, and Modigliani-Miller Approach. Relation between Capital Structure and Corporate Value; Concept of Optimal Capital Structure	
06	Dividend Policy: Meaning and Importance of Dividend Policy; Factors Affecting an Entity's Dividend Decision; Overview of Dividend Policy Theories and Approaches— Gordon's Approach, Walter's Approach, and Modigliani-Miller Approach	03

Assessment:

Internal Assessment for 20 marks:

Consisting **Two Compulsory Class Tests**

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. Fundamentals of Financial Management, 13th Edition (2015) by Eugene F. Brigham and Joel F. Houston; Publisher: Cengage Publications, New Delhi.
2. Analysis for Financial Management, 10th Edition (2013) by Robert C. Higgins; Publishers: McGraw Hill Education, New Delhi.
3. Indian Financial System, 9th Edition (2015) by M. Y. Khan; Publisher: McGraw Hill Education, New Delhi.
4. Financial Management, 11th Edition (2015) by I. M. Pandey; Publisher: S. Chand (G/L) & Company Limited, New Delhi.

Course Code	Course Name	Credits
ILO8023	Entrepreneurship Development and Management	03

Objectives:

1. To acquaint with entrepreneurship and management of business
2. Understand Indian environment for entrepreneurship
3. Idea of EDP, MSME

Outcomes: Learner will be able to...

1. Understand the concept of business plan and ownerships
2. Interpret key regulations and legal aspects of entrepreneurship in India
3. Understand government policies for entrepreneurs

Module	Detailed Contents	Hrs
01	Overview Of Entrepreneurship: Definitions, Roles and Functions/Values of Entrepreneurship, History of Entrepreneurship Development, Role of Entrepreneurship in the National Economy, Functions of an Entrepreneur, Entrepreneurship and Forms of Business Ownership Role of Money and Capital Markets in Entrepreneurial Development: Contribution of Government Agencies in Sourcing information for Entrepreneurship	04
02	Business Plans And Importance Of Capital To Entrepreneurship: Preliminary and Marketing Plans, Management and Personnel, Start-up Costs and Financing as well as Projected Financial Statements, Legal Section, Insurance, Suppliers and Risks, Assumptions and Conclusion, Capital and its Importance to the Entrepreneur Entrepreneurship And Business Development: Starting a New Business, Buying an Existing Business, New Product Development, Business Growth and the Entrepreneur Law and its Relevance to Business Operations	09
03	Women's Entrepreneurship Development, Social entrepreneurship-role and need, EDP cell, role of sustainability and sustainable development for SMEs, case studies, exercises	05
04	Indian Environment for Entrepreneurship: key regulations and legal aspects , MSME Act 2006 and its implications, schemes and policies of the Ministry of MSME, role and responsibilities of various government organisations, departments, banks etc., Role of State governments in terms of infrastructure developments and support etc., Public private partnerships, National Skill development Mission, Credit Guarantee Fund, PMEGP, discussions, group exercises etc	08
05	Effective Management of Business: Issues and problems faced by micro and small enterprises and effective management of M and S enterprises (risk management, credit availability, technology innovation, supply chain management, linkage with large industries), exercises, e-Marketing	08
06	Achieving Success In The Small Business: Stages of the small business life cycle, four types of firm-level growth strategies, Options – harvesting or closing small business Critical Success factors of small business	05

Assessment:

Internal Assessment for 20 marks:

Consisting Two Compulsory Class Tests

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. Poornima Charantimath, Entrepreneurship development- Small Business Enterprise, Pearson
2. Education Robert D Hisrich, Michael P Peters, Dean A Shapherd, Entrepreneurship, latest edition, The McGrawHill Company
3. Dr TN Chhabra, Entrepreneurship Development, Sun India Publications, New Delhi
4. Dr CN Prasad, Small and Medium Enterprises in Global Perspective, New century Publications, New Delhi
5. Vasant Desai, Entrepreneurial development and management, Himalaya Publishing House
6. Maddhurima Lall, Shikah Sahai, Entrepreneurship, Excel Books
7. Rashmi Bansal, STAY hungry STAY foolish, CIIE, IIM Ahmedabad
8. Law and Practice relating to Micro, Small and Medium enterprises, Taxmann Publication Ltd.
9. Kurakto, Entrepreneurship- Principles and Practices, Thomson Publication
10. Laghu Udyog Samachar
11. www.msme.gov.in
12. www.dcmesme.gov.in
13. www.msmetraining.gov.in

Course Code	Course Name	Credits
ILO8024	Human Resource Management	03

Objectives:

1. To introduce the students with basic concepts, techniques and practices of the human resource management
2. To provide opportunity of learning Human resource management (HRM) processes, related with the functions, and challenges in the emerging perspective of today's organizations
3. To familiarize the students about the latest developments, trends & different aspects of HRM
4. To acquaint the student with the importance of inter-personal & inter-group behavioural skills in an organizational setting required for future stable engineers, leaders and managers

Outcomes: Learner will be able to...

1. Understand the concepts, aspects, techniques and practices of the human resource management.
2. Understand the Human resource management (HRM) processes, functions, changes and challenges in today's emerging organizational perspective.
3. Gain knowledge about the latest developments and trends in HRM.
4. Apply the knowledge of behavioural skills learnt and integrate it with in inter personal and intergroup environment emerging as future stable engineers and managers.

Module	Detailed Contents	Hrs
01	<p>Introduction to HR</p> <ul style="list-style-type: none"> • Human Resource Management- Concept, Scope and Importance, Interdisciplinary Approach Relationship with other Sciences, Competencies of HR Manager, HRM functions • Human resource development (HRD): changing role of HRM – Human resource Planning, Technological change, Restructuring and rightsizing, Empowerment, TQM, Managing ethical issues 	5
02	<p>Organizational Behaviour (OB)</p> <ul style="list-style-type: none"> • Introduction to OB Origin, Nature and Scope of Organizational Behaviour, Relevance to Organizational Effectiveness and Contemporary issues • Personality: Meaning and Determinants of Personality, Personality development, Personality Types, Assessment of Personality Traits for Increasing Self Awareness • Perception: Attitude and Value, Effect of perception on Individual Decision-making, Attitude and Behaviour • Motivation: Theories of Motivation and their Applications for Behavioural Change (Maslow, Herzberg, McGregor); • Group Behaviour and Group Dynamics: Work groups formal and informal groups and stages of group development, Team Effectiveness: High performing teams, Team Roles, cross functional and self-directed team. • Case study 	7
03	<p>Organizational Structure & Design</p> <ul style="list-style-type: none"> • Structure, size, technology, Environment of organization; Organizational Roles & conflicts: Concept of roles; role dynamics; role conflicts and stress. • Leadership: Concepts and skills of leadership, Leadership and managerial roles, Leadership styles and contemporary issues in leadership. • Power and Politics: Sources and uses of power; Politics at workplace, Tactics and strategies. 	6

04	<p>Human resource Planning</p> <ul style="list-style-type: none"> • Recruitment and Selection process, Job-enrichment, Empowerment - Job-Satisfaction, employee morale • Performance Appraisal Systems: Traditional & modern methods, Performance Counselling, Career Planning • Training & Development: Identification of Training Needs, Training Methods 	5
05	<p>Emerging Trends in HR</p> <ul style="list-style-type: none"> • Organizational development; Business Process Re-engineering (BPR), BPR as a tool for organizational development , managing processes & transformation in HR. Organizational Change, Culture, Environment • Cross Cultural Leadership and Decision Making: Cross Cultural Communication and diversity at work, Causes of diversity, managing diversity with special reference to handicapped, women and ageing people, intra company cultural difference in employee motivation 	6
06	<p>HR & MIS: Need, purpose, objective and role of information system in HR, Applications in HRD in various industries (e.g. manufacturing R&D, Public Transport, Hospitals, Hotels and service industries)</p> <p>Strategic HRM: Role of Strategic HRM in the modern business world, Concept of Strategy, Strategic Management Process, Approaches to Strategic Decision Making; Strategic Intent – Corporate Mission, Vision, Objectives and Goals</p> <p>Labor Laws & Industrial Relations: Evolution of IR, IR issues in organizations, Overview of Labor Laws in India; Industrial Disputes Act, Trade Unions Act, Shops and Establishments Act</p>	10

Internal Assessment for 20 marks:

Consisting **Two Compulsory Class Tests**

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. Stephen Robbins, Organizational Behavior, 16th Ed, 2013
2. V S P Rao, Human Resource Management, 3rd Ed, 2010, Excel publishing
3. Aswathapa, Human resource management: Text & cases, 6th edition, 2011
4. C. B. Mamoria and S V Gankar, Dynamics of Industrial Relations in India, 15th Ed, 2015, Himalaya Publishing, 15thedition, 2015
5. P. Subba Rao, Essentials of Human Resource management and Industrial relations, 5th Ed, 2013, Himalaya Publishing
6. Laurie Mullins, Management & Organizational Behavior, Latest Ed, 2016, Pearson Publications

Course Code	Course Name	Credits
ILO8025	Professional Ethics and Corporate Social Responsibility (CSR)	03

Objectives:

1. To understand professional ethics in business
2. To recognized corporate social responsibility

Outcomes: Learner will be able to...

1. Understand rights and duties of business
2. Distinguish different aspects of corporate social responsibility
3. Demonstrate professional ethics
4. Understand legal aspects of corporate social responsibility

Module	Detailed Contents	Hrs
01	Professional Ethics and Business: The Nature of Business Ethics; Ethical Issues in Business; Moral Responsibility and Blame; Utilitarianism: Weighing Social Costs and Benefits; Rights and Duties of Business	04
02	Professional Ethics in the Marketplace: Perfect Competition; Monopoly Competition; Oligopolistic Competition; Oligopolies and Public Policy Professional Ethics and the Environment: Dimensions of Pollution and Resource Depletion; Ethics of Pollution Control; Ethics of Conserving Depletable Resources	08
03	Professional Ethics of Consumer Protection: Markets and Consumer Protection; Contract View of Business Firm's Duties to Consumers; Due Care Theory; Advertising Ethics; Consumer Privacy Professional Ethics of Job Discrimination: Nature of Job Discrimination; Extent of Discrimination; Reservation of Jobs.	06
04	Introduction to Corporate Social Responsibility: Potential Business Benefits—Triple bottom line, Human resources, Risk management, Supplier relations; Criticisms and concerns—Nature of business; Motives; Misdirection. Trajectory of Corporate Social Responsibility in India	05
05	Corporate Social Responsibility: Articulation of Gandhian Trusteeship Corporate Social Responsibility and Small and Medium Enterprises (SMEs) in India, Corporate Social Responsibility and Public-Private Partnership (PPP) in India	08
06	Corporate Social Responsibility in Globalizing India: Corporate Social Responsibility Voluntary Guidelines, 2009 issued by the Ministry of Corporate Affairs, Government of India, Legal Aspects of Corporate Social Responsibility—Companies Act, 2013.	08

Assessment:

Internal Assessment for 20 marks:

Consisting Two Compulsory Class Tests

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. Business Ethics: Texts and Cases from the Indian Perspective (2013) by Ananda Das Gupta; Publisher: Springer.
2. Corporate Social Responsibility: Readings and Cases in a Global Context (2007) by Andrew Crane, Dirk Matten, Laura Spence; Publisher: Routledge.
3. Business Ethics: Concepts and Cases, 7th Edition (2011) by Manuel G. Velasquez; Publisher: Pearson, New Delhi.
4. Corporate Social Responsibility in India (2015) by Bidyut Chakrabarty, Routledge, New Delhi.

Course Code	Course Name	Credits
ILO8026	Research Methodology	03

Objectives:

1. To understand Research and Research Process
2. To acquaint students with identifying problems for research and develop research strategies
3. To familiarize students with the techniques of data collection, analysis of data and interpretation

Outcomes: Learner will be able to...

1. Prepare a preliminary research design for projects in their subject matter areas
2. Accurately collect, analyze and report data
3. Present complex data or situations clearly
4. Review and analyze research findings

Module	Detailed Contents	Hrs
01	Introduction and Basic Research Concepts 1.1 Research – Definition; Concept of Construct, Postulate, Proposition, Thesis, Hypothesis, Law, Principle. Research methods vs Methodology 1.2 Need of Research in Business and Social Sciences 1.3 Objectives of Research 1.4 Issues and Problems in Research 1.5 Characteristics of Research: Systematic, Valid, Verifiable, Empirical and Critical	09
02	Types of Research 2.1. Basic Research 2.2. Applied Research 2.3. Descriptive Research 2.4. Analytical Research 2.5. Empirical Research 2.6 Qualitative and Quantitative Approaches	07
03	Research Design and Sample Design 3.1 Research Design – Meaning, Types and Significance 3.2 Sample Design – Meaning and Significance Essentials of a good sampling Stages in Sample Design Sampling methods/techniques Sampling Errors	07
04	Research Methodology 4.1 Meaning of Research Methodology 4.2. Stages in Scientific Research Process: a. Identification and Selection of Research Problem b. Formulation of Research Problem c. Review of Literature d. Formulation of Hypothesis e. Formulation of research Design f. Sample Design g. Data Collection h. Data Analysis i. Hypothesis testing and Interpretation of Data j. Preparation of Research Report	08

05	Formulating Research Problem 5.1 Considerations: Relevance, Interest, Data Availability, Choice of data, Analysis of data, Generalization and Interpretation of analysis	04
06	Outcome of Research 6.1 Preparation of the report on conclusion reached 6.2 Validity Testing & Ethical Issues 6.3 Suggestions and Recommendation	04

Assessment:

Internal Assessment for 20 marks:

Consisting Two Compulsory Class Tests

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. Dawson, Catherine, 2002, Practical Research Methods, New Delhi, UBS Publishers Distributors.
2. Kothari, C.R.,1985, Research Methodology-Methods and Techniques, New Delhi, Wiley Eastern Limited.
3. Kumar, Ranjit, 2005, Research Methodology-A Step-by-Step Guide for Beginners, (2nded), Singapore, Pearson Education

Course Code	Course Name	Credits
ILO8027	IPR and Patenting	03

Objectives:

1. To understand intellectual property rights protection system
2. To promote the knowledge of Intellectual Property Laws of India as well as International treaty procedures
3. To get acquaintance with Patent search and patent filing procedure and applications

Outcomes: Learner will be able to...

1. understand Intellectual Property assets
2. assist individuals and organizations in capacity building
3. work for development, promotion, protection, compliance, and enforcement of Intellectual Property and Patenting

Module	Detailed Contents	Hr
01	Introduction to Intellectual Property Rights (IPR): Meaning of IPR, Different category of IPR instruments - Patents, Trademarks, Copyrights, Industrial Designs, Plant variety protection, Geographical indications, Transfer of technology etc. Importance of IPR in Modern Global Economic Environment: Theories of IPR, Philosophical aspects of IPR laws, Need for IPR, IPR as an instrument of development	05
02	Enforcement of Intellectual Property Rights: Introduction, Magnitude of problem, Factors that create and sustain counterfeiting/piracy, International agreements, International organizations (e.g. WIPO, WTO) active in IPR enforcement Indian Scenario of IPR: Introduction, History of IPR in India, Overview of IP laws in India, Indian IPR, Administrative Machinery, Major international treaties signed by India, Procedure for submitting patent and Enforcement of IPR at national level etc.	07
03	Emerging Issues in IPR: Challenges for IP in digital economy, e-commerce, human genome, biodiversity and traditional knowledge etc.	05
04	Basics of Patents: Definition of Patents, Conditions of patentability, Patentable and non-patentable inventions, Types of patent applications (e.g. Patent of addition etc), Process Patent and Product Patent, Precautions while patenting, Patent specification Patent claims, Disclosures and non-disclosures, Patent rights and infringement, Method of getting a patent	07
05	Patent Rules: Indian patent act, European scenario, US scenario, Australia scenario, Japan scenario, Chinese scenario, Multilateral treaties where India is a member (TRIPS agreement, Paris convention etc.)	08
06	Procedure for Filing a Patent (National and International): Legislation and Salient Features, Patent Search, Drafting and Filing Patent Applications, Processing of patent, Patent Litigation, Patent Publication, Time frame and cost, Patent Licensing, Patent Infringement Patent databases: Important websites, Searching international databases	07

Assessment:

Internal Assessment for 20 marks:

Consisting Two Compulsory Class Tests

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCE BOOKS:

1. Rajkumar S. Adukia, 2007, A Handbook on Laws Relating to Intellectual Property Rights in India, The Institute of Chartered Accountants of India
2. Keayla B K, Patent system and related issues at a glance, Published by National Working Group on Patent Laws
3. T Sengupta, 2011, Intellectual Property Law in India, Kluwer Law International
4. Tzen Wong and Graham Dutfield, 2010, Intellectual Property and Human Development: Current Trends and Future Scenario, Cambridge University Press
5. Cornish, William Rodolph & Llewelyn, David. 2010, Intellectual Property: Patents, Copyrights, Trade Marks and Allied Right, 7th Edition, Sweet & Maxwell
6. Lous Harns, 2012, The enforcement of Intellectual Property Rights: A Case Book, 3rd Edition, WIPO
7. Prabhuddha Ganguli, 2012, Intellectual Property Rights, 1st Edition, TMH
8. R Radha Krishnan & S Balasubramanian, 2012, Intellectual Property Rights, 1st Edition, Excel Books
9. M Ashok Kumar and mohd Iqbal Ali, 2-11, Intellectual Property Rights, 2nd Edition, Serial Publications
10. Kompal Bansal and Praishit Bansal, 2012, Fundamentals of IPR for Engineers, 1st Edition, BS Publications
11. Entrepreneurship Development and IPR Unit, BITS Pilani, 2007, A Manual on Intellectual Property Rights,
12. Mathew Y Maa, 2009, Fundamentals of Patenting and Licensing for Scientists and Engineers, World Scientific Publishing Company
13. N S Rathore, S M Mathur, Priti Mathur, Anshul Rathi, IPR: Drafting, Interpretation of Patent Specifications and Claims, New India Publishing Agency
14. Vivien Irish, 2005, Intellectual Property Rights for Engineers, IET
15. Howard B Rockman, 2004, Intellectual Property Law for Engineers and scientists, Wiley-IEEE Press.

Course Code	Course Name	Credits
ILO 8028	Digital Business Management	03

Objectives:

1. To familiarize with digital business concept
2. To acquaint with E-commerce
3. To give insights into E-business and its strategies

Outcomes: The learner will be able to

1. Identify drivers of digital business
2. Illustrate various approaches and techniques for E-business and management
3. Prepare E-business plan

Module	Detailed content	Hours
1	Introduction to Digital Business- Introduction, Background and current status, E-market places, structures, mechanisms, economics and impacts Difference between physical economy and digital economy, Drivers of digital business- Big Data & Analytics, Mobile, Cloud Computing, Social media, BYOD, and Internet of Things(digitally intelligent machines/services) Opportunities and Challenges in Digital Business,	09
2	Overview of E-Commerce E-Commerce- Meaning, Retailing in e-commerce-products and services, consumer behavior, market research and advertisement B2B-E-commerce-selling and buying in private e-markets, public B2B exchanges and support services, e-supply chains, Collaborative Commerce, Intra business EC and Corporate portals Other E-C models and applications, innovative EC System-From E-government and learning to C2C, mobile commerce and pervasive computing EC Strategy and Implementation-EC strategy and global EC, Economics and Justification of EC, Using Affiliate marketing to promote your e-commerce business, Launching a successful online business and EC project, Legal, Ethics and Societal impacts of EC	06
3	Digital Business Support services: ERP as e –business backbone, knowledge Tote Apps, Information and referral system Application Development: Building Digital business Applications and Infrastructure	06
4	Managing E-Business- Managing Knowledge, Management skills for e-business, Managing Risks in e –business Security Threats to e-business -Security Overview, Electronic Commerce Threats, Encryption, Cryptography, Public Key and Private Key Cryptography, Digital Signatures, Digital Certificates, Security Protocols over Public Networks: HTTP, SSL, Firewall as Security Control, Public Key Infrastructure (PKI) for Security, Prominent Cryptographic Applications	06
5	E-Business Strategy- E-business Strategic formulation- Analysis of Company’s Internal and external environment, Selection of strategy, E-business strategy into Action, challenges and E-Transition (Process of Digital Transformation)	04
6	Materializing e-business: From Idea to Realization- Business plan preparation Case Studies and presentations	08

Assessment:

Internal Assessment for 20 marks:

Consisting Two Compulsory Class Tests

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

References:

1. A textbook on E-commerce, Er Arunrajan Mishra, Dr W K Sarwade, Neha Publishers & Distributors, 2011
2. E-commerce from vision to fulfilment, Elias M. Awad, PHI-Restricted, 2002
3. Digital Business and E-Commerce Management, 6th Ed, Dave Chaffey, Pearson, August 2014
4. Introduction to E-business-Management and Strategy, Colin Combe, ELSVIER, 2006
5. Digital Business Concepts and Strategy, Eloise Coupey, 2nd Edition, Pearson
6. Trend and Challenges in Digital Business Innovation, Vinocenzo Morabito, Springer
7. Digital Business Discourse Erika Darics, April 2015, Palgrave Macmillan
8. E-Governance-Challenges and Opportunities in : Proceedings in 2nd International Conference theory and practice of Electronic Governance
9. Perspectives the Digital Enterprise –A framework for Transformation, TCS consulting journal Vol.5
10. Measuring Digital Economy-A new perspective- DoI:10.1787/9789264221796-enOECD Publishing

Course Code	Course Name	Credits
ILO8029	Environmental Management	03

Objectives:

1. Understand and identify environmental issues relevant to India and global concerns
2. Learn concepts of ecology
3. Familiarise environment related legislations

Outcomes: Learner will be able to...

1. Understand the concept of environmental management
2. Understand ecosystem and interdependence, food chain etc.
3. Understand and interpret environment related legislations

Module	Detailed Contents	Hrs
01	Introduction and Definition of Environment: Significance of Environment Management for contemporary managers, Career opportunities, Environmental issues relevant to India, Sustainable Development, the Energy scenario	10
02	Global Environmental concerns : Global Warming, Acid Rain, Ozone Depletion, Hazardous Wastes, Endangered life-species, Loss of Biodiversity, Industrial/Man-made disasters, Atomic/Biomedical hazards, etc.	06
03	Concepts of Ecology: Ecosystems and interdependence between living organisms, habitats, limiting factors, carrying capacity, food chain, etc.	05
04	Scope of Environment Management, Role and functions of Government as a planning and regulating agency Environment Quality Management and Corporate Environmental Responsibility	10
05	Total Quality Environmental Management, ISO-14000, EMS certification.	05
06	General overview of major legislations like Environment Protection Act, Air (P & CP) Act, Water (P & CP) Act, Wildlife Protection Act, Forest Act, Factories Act, etc.	03

Assessment:

Internal Assessment for 20 marks:

Consisting **Two Compulsory Class Tests**

First test based on approximately 40% of contents and second test based on remaining contents (approximately 40% but excluding contents covered in Test I)

End Semester Examination:

Weightage of each module in end semester examination will be proportional to number of respective lecture hours mentioned in the curriculum.

1. Question paper will comprise of total **six questions, each carrying 20 marks**
2. **Question 1** will be **compulsory** and should **cover maximum contents of the curriculum**
3. **Remaining questions will be mixed in nature** (for example if Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4. Only **Four questions need to be solved.**

REFERENCES:

1. Environmental Management: Principles and Practice, C J Barrow, Routledge Publishers London, 1999
2. A Handbook of Environmental Management Edited by Jon C. Lovett and David G. Ockwell, Edward Elgar Publishing
3. Environmental Management V Ramachandra and Vijay Kulkarni, TERI Press
4. Indian Standard Environmental Management Systems — Requirements With Guidance For Use, Bureau Of Indian Standards, February 2005
5. Environmental Management: An Indian Perspective, S N Chary and Vinod Vyasulu, Macmillan India, 2000
6. Introduction to Environmental Management, Mary K Theodore and Louise Theodore, CRC Press Environment and Ecology, Majid Hussain, 3rd Ed. Access Publishing, 2015

Lab Code	Lab Name	Credits
CSL801	Human Machine Interactions Lab	1

Lab Outcome:

- 1: To design user centric interfaces.
- 2: To design innovative and user friendly interfaces.
- 3: To apply HMI in their day-to-day activities.
- 4: To criticize existing interface designs, and improve them.
- 5: To Design application for social Task.
- 6: To Design application for Technical Tasks

Description:

Human Machine Interaction provides the study of user interface and benefit of good design. The design process gives an idea about how people interact with computer and the problems that they fall, so understanding the human characteristics is important as this lays the base for a good interface. It enables the students to apply his/her design skills to develop an appropriate Mobile App or Website. Students also learn the different types of icon, color and its representation with social and ethical concerns. Students can also learn the different software tools used to assemble and build user interface along with the different types of interaction devices and finally try to measure the usability of the application by learning HMI principles.

Suggested List of Experiments:

Sr. No.	Title of Experiments
1	Problem representation for Designing User Interface
2	Design a Mobile app/ Website that can teach mathematics to children of 4-5 years age in schools in Rural /Urban Sector
3	Design a Mobile App/Website that can help people to sell their handmade products in metro cities
4	ATM machine/KIOSK screen design for rural people.
5	Design a Mobile App/Website to get an experience for passengers whose flight /train is delayed.
6	Design an UI application for Institute event management.
7	Design of User interface for the system using various interaction styles.
8	Statistical Graphics and its use in visualization
9	Design appropriate icons pertaining to a given domain .(Eg. Greeting cards)

10	Design a personal website for an Artisan
11	Design a interface for Home appliances
12	Design an interactive data access using Graphics (QR, BAR Code, Image etc) and generating a print form
13	Redesign of a user interface (Suggest and implement changes in Existing User Interface)
14	Design a navigator for a student new in your Institute.
15	Design a navigator for a person new in tourist city/ village
16	Design UI for Motor paralysis for disabled people.
17	KIOSK design for hospital/school/educational campus/National Institute.
18	To calculate screen complexity of existing Graphical User Interface and redesign the interface to minimize the screen complexity.

Guidelines:

1. Students are expected to use advanced tools and Technologies towards execution of lab work.
2. Students can work individually or only 2-3 Students can form a team if they wish to work in Group.
3. Case Study and assignments may be linked with CSC801 Syllabus.

Term Work:

Laboratory work will be based on above syllabus with minimum 10(Ten) experiments in line with the above Lab outcomes to be incorporated with 13(Thirteen) lab session of 2 (two) hours each. The problem statement can be decided by the instructor in line with the above list of experiments

The distribution of 25 marks for term work shall be as follows:

Lab Performance	15
Mini Project	05
Attendance (Theory & Practical)	05

Oral exam will be based on the above and CSC801:‘HMI Theory’ Syllabus.

Lab Code	Lab Name	Credits
CSL802	Distributed Computing Lab	01

Lab Outcome:

1. Develop, test and debug RPC/RMI based client-server programs.
2. Implement the main underlying components of distributed systems (such as IPC, name resolution, file systems etc.)
3. Implement various techniques of synchronization.
4. Design and implement application programs on distributed systems.

Suggested List of Experiments:

Sr. No.	Title of Experiments
1	Client/server using RPC/RMI.
2	Implementation of multi tread application
3	Inter-process communication
4	Group Communication
5	Load Balancing Algorithm.
6	Name Resolution protocol.
7	Election Algorithm.
8	Clock Synchronization algorithms.
9	Mutual Exclusion Algorithm.
10	Deadlock management in Distributed systems
11	Distributed File System
12	CORBA

Term Work:

Laboratory work will be based on above syllabus with minimum 10 experiments to be incorporated.

Laboratory work (experiments): (15) Marks.
 Assignments: (05) Marks.
 Attendance (Theory + Practical)..... (05) Marks
TOTAL: (25) Marks.

Oral exam will be based on the above and CSC802 syllabus.

Lab Code	Course Name	Credits
CSL803	Cloud Computing Lab	2

Lab Objectives: The course will help the learners to get familiar with

1. Key concepts of virtualization.
2. Various deployment models such as private, public, hybrid and community.
3. Various service models such as IaaS and PaaS.
4. Security and Privacy issues in cloud.

Lab Outcomes: On completion of the course learners will be able to

1. Adapt different types of virtualization and increase resource utilization.
2. Build a private cloud using open source technologies.
3. Analyze security issues on cloud.
4. Develop real world web applications and deploy on commercial cloud.
5. Demonstrate various service models.

Module	Detailed Contents	Hours
01	Title: Study of NIST model of cloud computing. Objective: Understand deployment models, service models, advantages of cloud computing.	2
02	Title: Virtualization. Objective: Understand different types of virtualizations, Host and bare metal hypervisors and implement horizontal scalability. Technology: XEN/ Vmwares EXSi	2
03	Title: Infrastructure as a Service. Objective: Implement IaaS using your resources. Technology: Open Stack / Eucalyptus	2
04	Title: Identity Management in Cloud Concept: Simulate identity management in your private cloud. Technology: Open Stack	2
05	Title: Storage as a Service Objective: Explore Storage as a Service for remote file access using web interface. Technology: ownCloud	2
06	Title: Cloud Security Objective: Understand security of web server and data directory. Technology: ownCloud	2
07	Title: Platform as a Service Objective: Deploy web applications on commercial cloud. Technology: Google appEngine/ Windows Azure	2
08	Title: Amazon Web Service Objective: To create and access VM instances and demonstrate various	2

	components such as EC2, S3, Simple DB, DynamoDB. Technology: AWS	
09	Title: Software as a Service Objective: Understand on demand application delivery and Virtual desktop infrastructure. Technology: Ulteo	2
10	Title: Case Study on Fog Computing Objective: To have a basic understanding of implementation/applications of fog computing.	2
11	Title: Mini Project Objective: Using the concepts studied throughout the semester students shall be able to <ol style="list-style-type: none"> 1. Create their private cloud for the institute using the available resources. 2. Apply security concepts to secure a private cloud. 3. Implement efficient load balancing. 4. Compare various virtualization technologies with given resource. 5. Create cloud applications such as messenger, photo editing website, your own social media etc. Note: Evaluators must check if students have used appropriate cloud computing tools for their projects.	6

Digital Material

www.openstack.org

Text Books:

1. Enterprise Cloud Computing by Gautam Shroff, Cambridge,2010
2. Cloud Security by Ronald Krutz and Russell Dean Vines, Wiley - India, 2010 ,
3. Getting Started with OwnCloud by Aditya Patawar , Packt Publishing Ltd, 2013

Term Work:

- Term work should consist of at least 6 experiments and a mini project.
- Journal must include at least 2 assignments.
- The final certification and acceptance of term work indicates that performance in laboratory work is satisfactory and minimum passing marks may be given in term work.
- The distribution of marks for term work shall be as follows:
- Laboratory work (experiments): (15) Marks.
- Mini project..... (15) Marks.
- Mini Project Presentation & Report..... (10) Marks
- Assignments..... (05) Marks
- Attendance(05) Marks
- **TOTAL:(50) Marks.**

Practical and Oral examination will be based on Laboratory work, mini project and above syllabus.

Lab Code	Course Name	Credits
CSL804	Computational Lab II	1

Lab Outcome: After successful completion of this course student will be able to:

1. Acquire practical knowledge within the chosen area of technology for project development.
2. Identify, discuss and justify the technical aspects of the chosen project with a comprehensive and systematic approach.

Description:

Design and implementation of any case study/ applications /experiments / mini project based on departmental level optional courses using modern tools.

Term work:

The distribution of marks for **term work** shall be as follows:

Lab Experimental Work & mini project	:	25
Report/ Documentation/Presentation	:	20
Attendance (Theory & Practical)	:	05

Practical & Oral examination is to be conducted based on departmental level optional courses by pair of internal and external examiners appointed by the University of Mumbai.

Course Code	Title	Credit
CSP805	Major Project- II	6

Objective: The primary objective is to meet the milestones formed in the overall project plan decided in Project - I. The idea presented in Project -I should be implemented in Project -II with results, conclusion and future work. The project will culminate in the production of a thesis by each individual student.

Guidelines:

Project Report Format:

At the end of semester a student need to prepare a project report should be prepared as per the guidelines issued by the University of Mumbai. Along with project report a CD containing: project documentation, Implementation code, required utilities, Software's and user Manuals need to be attached.

Term Work:

Student has to submit weekly progress report to the internal guide and where as internal guide has to keep track on the progress of the project and also has to maintain attendance report. This progress report can be used for awarding term work marks. In case of industry projects, visit by internal guide will be preferred to get the status of project.

Distribution of marks for term work shall be as follows:

- a) Weekly Attendance on Project Day
- b) Project work contributions as per objective
- c) Project Report (Hard Bound)
- d) Term End Presentation (Internal)

The final certification and acceptance of TW ensures the satisfactory performance on the above aspects.

Oral & Practical :

Oral & Practical examination of Project- II should be conducted by Internal and External examiners approved by University of Mumbai. Students have to give presentation and demonstration on the Project- II.