

**Proposed Scheme
for**

Bachelor of Technology

(Information Technology)

**wef
2016-17 batch**



**Department of Computer Sc. & Engineering
Guru Jambheshwar University of Sc. & Tech.
HISAR**

BTech IT – CREDITS		
	Semester	Credits
1.	I	25
2.	II	25
3.	III	23.5
4.	IV	23.5
5.	V	25.5
6.	VI	25.5
7.	VII	27.5
8.	VIII	24.5
Total Credits		200

BTech IT -- II Year**Semester- 3**

S. No	Subject Area	Course Code	Subject	Teaching Schedule			Total Hours	Credits	Duration of Exam (Hours)
				L	T	P			
1	BS-6	MAT-201-L	Mathematics III	3	1	-	4	3.5	3
2	PC-1	IT-201-L	Data Structures & Algorithms	3	1	-	4	3.5	3
3	PC-2	IT-203-L	Discrete Structures	3	1	-	4	3.5	3
4	PC-3	IT-205-L	Object Oriented Programming using C++	3	1	-	4	3.5	3
5	ES-6	IT-207-L	Digital Electronics	3	1	-	4	3.5	3
6	ES-7	EVS-201-L	Environmental Studies	3	0	-	3	3	3
7.	PC-1	IT-201-P	Data Structures & Algorithms Lab	-	-	2	2	1	3
8.	PC-3	IT-205-P	OOPS Lab using C++	-	-	2	2	1	3
10	ES-6	IT-207-P	Digital Electronics Lab	-	-	2	2	1	3
11	MC-03 (Non-Credit)	IT-209-P	Skills and Innovation Lab	-	-	03	3	2 Units	3
TOTAL				18	5	6	32	23.5 Credits	

		Semester- 4							
S. No	Subject Area	Course Code	Subject	Teaching Schedule			Total Hours	Credits	Duration of Exam (Hours)
				L	T	P			
1	PC-4	IT-202-L	Data Base Management Systems	3	1	-	4	3.5	3
2	PC-5	IT-204-L	Principles of Software Engineering	3	1	-	4	3.5	3
3	ES-8	IT-206-L	Microprocessor & Interfacing	3	1	-	4	3.5	3
4	PC-6	IT-208-L	Java Programming	3	1	-	4	3.5	3
5	PC-7	IT-210-L	Computer Architecture & Organization	3	1	-	4	3.5	3
6	HS-4	HUM-201-L	Fundamentals of Management	3		-	3	3	3
7	PC-4	IT-202-P	Data Base Management Systems Lab.	-	-	2	2	1	3
8	ES-8	IT-206-P	Microprocessor & Interfacing Lab.	-	-	2	2	1	3
9	PC-6	IT-208-P	Java Programming Lab.	-	-	2	2	1	3
10	MC-04 (Non-credit)	PSY-201-L	Personality Development	2	1	-	3	2 Units	3
		TOTAL		18	5	6	33	23.5 Credits	

BTech IT -- III Year**Semester- 5**

S.No.	Subject area	Course Code	Subject	Teaching Schedule			Total Hours	Credits	Duration of Exam (Hours)
				L	T	P			
1	PC-8	IT-301-L	Principles of Operating System	3	1	-	4	3.5	3
2	PC-9	IT-303-L	Computer Networks	3	1	-	4	3.5	3
3	PC-10	IT-305-L	Analysis & Design of Algorithms	3	1	-	4	3.5	3
4	PC-11	IT-307-L	.NET Technologies	3	1	-	4	3.5	3
5	PC-12	IT-309-L	Intelligent Systems	3	1	-	4	3.5	3
6	OE-1	OE-1	Open Elective – 1	4	-	-	4	4	3
7	PC-8	IT-301-P	OS lab	-	-	2	2	1	3
8	PC-9	IT-303-P	PC & Computer Network Lab	-	-	2	2	1	3
9	PC-11	IT-307-P	.NET Lab	-	-	2	2	1	3
10	PC-12	IT-309-P	Intelligent Systems Lab.	-	-	2	2	1	3
TOTAL				19	5	8	32	25.5 Credits	

		Semester- 6							
S. No.	Subject Area	Course Code	Subject	Teaching Schedule			Total Hours	Credits	Duration of Exam (Hours)
				L	T	P			
1	PC-13	IT-302-L	High Speed Network Technologies	3	1	-	4	3.5	3
2	PC-14	IT-304-L	Web Development	3	1	-	4	3.5	3
3	PC-15	IT-306-L	Android Programming	3	1	-	4	3.5	3
4	PC-16	IT-308-L	Network Admn & Mgmt	3	1	-	4	3.5	3
5	PC-17	IT-310-L	Theory of Automata & computation	3	1	-	4	3.5	3
6	OE-2	OE-2	Open Elective-2	4	-	-	4	4	3
7	PC-14	IT-304-P	Web Development Lab	-	-	2	2	1	3
8	PC-15	IT-306-P	Android Lab.	-	-	2	2	1	3
9	PC-16	IT-308-P	NAM Lab	-	-	2	2	1	3
10	PC-18	IT-312-P	Python Lab			2	2	1	3
		TOTAL		19	5	8	32	25.5 Credits	

BTech IT -- IV Year**Semester- 7**

S. No.	Subject Area	Course No.	Subject	Teaching Schedule			Total Hours	Credits	Duration of Exam (Hours)
				L	T	P			
1	PC-19	IT-401-L	Compiler Design	3	1	-	4	3.5	3
2	PC-20	IT-403-L	Information & Cyber Security	3	1	-	4	3.5	3
3	PC-21	IT-405-L	Internet of Things	3	1	-	4	3.5	3
4	PC-22	IT-407-L	Data Warehousing and data Mining	3	1		4	3.5	3
5	PC-23	IT-409-L	System Programming & System Administration	3	1		4	3.5	3
6	OE-3	OE-3	Open Elective-3	4	-	-	4	4	3
7	PC-19	IT-401-P	Compiler Design Lab.	-	-	2	2	1	3
8	PW-1	IT-411-P	Major PROJECT – Part I	-	-	8	8	4	3
9	PW-2	IT-413-P	Assessment of Mini- Project based upon .NET / Android / Java done during 3 rd Year Summer Vacations	-	-	-	-	1	3
TOTAL				19	5	10	34	27.5 Credit	

OPEN ELECTIVE 1,2 & 3

To be offered by other departments

BTech IT -- IV Year**Semester- 8**

S. No	Subject Area	Course Code	Subject	Teaching Schedule			Total hours	Credits	Duration of Exam (Hours)
				L	T	P			
1	PC-24	IT-402-L	Distributed Operating System	3	1	-	4	3.5	3
2	PC-25	IT-404-L	Wireless & Mobile Communication	3	1	-	4	3.5	3
3	PC-26	IT-406-L	Cloud Computing	3	1		4	3.5	3
4	PE-1	PE-1	Professional Elective-I	3	1		4	3.5	3
5	PE-2	PE-2	Professional Elective-II	3	1		4	3.5	3
6	PC-26	IT-406-P	Cloud Computing Lab			2	2	1	3
7	PW-3	IT-408-P	Major PROJECT - Part II	-	-	8	8	4	3
8	PW-4	IT-410-P	General Fitness for the Profession	-	-	-	-	1	3
9	PW-5	IT-412-P	Colloquium	-	-	2	2	1	3
		TOTAL		15	5	12	32	24.5	Credits

OR

			Credits
Industrial Training*	IT-440-P	Full Semester Industrial Training*	24.5

PROFESSIONAL ELECTIVES-I

IT-414-L Object Oriented Systems Development

IT-416-L Embedded system Design

IT-418-L Digital Image Processing

IT-420-L Network Programming

IT-422-L Software Testing

IT-424-L Ubiquitous Computing

IT-426-L Machine Learning

Any one MOOC Course not studied earlier

PROFESSIONAL ELECTIVES-II

IT-428-L Bioinformatics

IT-430-L Big data analytics

IT-432-L Operations Research

IT-434-L Multimedia technologies

IT-436-L Natural Language Processing

IT-438-L Management Information System

Any one MOOC Course not studied earlier

OR

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Full Semester Industrial Training

The student will be required to submit to the department, the offer letter for the full semester industrial training, at least 15 days before the commencement of 8th semester. The options shall be according to the following conditions:
A student may opt for one semester industrial training in lieu of attending the courses of 8th semester. The credit/marks for industrial training will be equals to the total credits/marks of courses offered in 8th semester study. A student will be allowed to join the industrial training under following conditions:

- a. If the student gets selected for the job through campus placements and the employer is willing to take the student for the training for a period of full semester.
- b. If the student gets offer of pursuing training from reputed Research organization/Govt. sponsored project/ Govt. research institution/ Multinational corporations (MNCs)/ Public sectors. For pursuing this training, the student shall require prior approval from Dean of Faculty of Engineering & Technology through the Chairperson of the respective department. To ensure the fruitfulness of this training, a list of companies, beside the Govt. organizations/ Public sectors, will be provided. The student will be allowed to go for training only to the companies/organizations mentioned in the list. The list can be modified (addition/deletion) from time to time subject to approval from Dean of Faculty of Engineering and Technology.

MATHEMATICS-III

Course Code: MAT-201-L Course Credits: 3.5 Mode: Lecture(L) and Tutorial(T) Type: Compulsory Contact Hours: 3 hours (L) + 01 hour (T) per week. Examination Duration: 03 hours.	Course Assessment Methods (Internal: 30; External: 70) Two minor test each of 20marks, class performance measured through percentage of lecture attended (4 marks), assignments, quiz etc. (6 marks) and end semester examination of 70 marks. For the end semester examination, nine question are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus, it will contain seven short answer type question. Rest of the eight questions is to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the four units. All questions carry equal marks.
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Prerequisite: Basic knowledge of calculus, complex analysis and statistics.

Course outcomes:

CO1 Problems of Fourier series and Fourier transforms used in engineering applications

CO2 Calculation of improper/ singular integrals with the help of complex analysis

CO3 Statistical tests for system goodness.

CO4 Problems of LPP and their interpretation.

Unit-I

Fourier Series and Fourier Transforms: Euler's formulae, conditions for a Fourier expansion, change of interval, Fourier expansion of odd and even functions, Fourier expansion of square wave, rectangular wave, saw-toothed wave, half and full rectified wave, half range sine and cosine series. Fourier integrals, Fourier transforms, Shifting theorem (both on time and frequency axes), Fourier transforms of derivatives, Fourier transforms of integrals, Convolution theorem, Fourier transform of Dirac delta function.

Unit-II

Functions of Complex Variable: Definition, Exponential function, Trigonometric and Hyperbolic functions, Logarithmic functions. Limit and Continuity of a function, Differentiability and Analyticity. Cauchy-Riemann equations, necessary and sufficient conditions for a function to be analytic, polar form of the Cauchy-Riemann equations. Harmonic functions. Integration of complex functions. Cauchy Theorem, Cauchy- Integral formula.

Unit-III

Power series, radius and circle of convergence, Taylor's Maclaurin's and Laurent's series. Zeroes and singularities of complex functions, Residues. Evaluation of real integrals using residues (around unit and semi circle only).

Unit-IV

Probability Distributions and Hypothesis Testing: Expected value of a random variable. Properties and application of Binomial, Poisson and Normal distributions. Testing of a hypothesis, tests of significance for large samples, Student's t-distribution (applications only), Chi-square test of goodness of fit. **Linear Programming:** Linear programming problems formulation, Solving linear programming problems using (i) Simplex method.

Text books:

1. Advanced Engg. Mathematics : F Kreyszig.
2. Higher Engg. Mathematics : B.S. Grewal.

Reference books:

1. Advance Engg. Mathematics : R.K. Jain, S.R.K. Iyenger.
2. Advanced Engg. Mathematics : Michael D. Greenberg.
3. Operation Research : H.A. Taha.
4. Probability and statistics for Engineers : Johnson. PHI.

Data Structures & Algorithms

General Course Information:

Course Code: CSE-201-L/IT-201-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3 hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Students are expected to be proficient in programming in a standard programming language like C.

About the Course and its Objectives & Outcomes:

The objectives of this course are to:

1. Familiarize students with basic data structures
2. Learn theoretical analysis, implementation and applications of data structures
3. Make them learn the use of these data structures in fundamental algorithms

By the end of the course a student is expected to:

- CO1 Study algorithms for various computing problems
- CO2 Analyze the time and space complexity of algorithms
- CO3 Efficiently implement their solution using programming language C
- CO4 Apply algorithms for solving problems based on linear and non-linear data structures.

Course Contents

Unit I

Data Structures: Definition and its types, Abstract Data Types, Static and dynamic memory storage. Arrays, matrices, sparse matrices, multi-dimensional arrays, operations on arrays, Linear search, Binary search, Insertion sort, selection sort, Bubble sort, Merge sort.
Linked Lists: List Types (singly, doubly, singly circular, header, doubly circular), Operations on Lists – create, insert, delete, search, display; Applications of linked list

Unit II

Stacks: Definition, Array implementation of stacks, Linked implementation of stacks, Applications of Stacks: Infix, Postfix and prefix expression, conversions and evaluation of expressions, Recursion, Quick Sort.
Queues: Definition, Array implementation of queues, Linked implementation of queues, Circular queues, Priority queues, Double-ended queues

Unit III

Trees: Binary Trees and their properties, Linked and static representation of binary trees, Complete Binary Tree, Threaded Binary tree, Different tree traversal algorithms(non-recursive), Binary Search Tree (create, delete, search, insert, display), Heap Sort and its complexity analysis, AVL Trees, Balanced multi-way search trees.

Unit IV

Graphs: Definition, Array and linked representation of graphs, Graph Traversal (BFS and DFS), Adjacency matrix and adjacency lists, path matrix, Finding Shortest Path - Warshall's Algorithm, Hashing, Hash table, Hash functions.

Running time: Time Complexity, Big – Oh - notation, Best Case, Worst Case, Average Case, Factors depends on running time, Evaluating time Complexity

Text and Reference Books:

1. Theory & Problems of Data Structures, Jr. Seymour Lipschetz, Schaum's outline by TMH, 1998
2. Data Structures using 'C', Tenenbaum, Langsam, Augenstein, Pearson Education, 2008.
3. Data Structures Using 'C', Bala Guruswamy, TMH, 2007.
4. Data Structures Using 'C', Weiss, Pearson Education, 1997.
5. Data Structures and Algorithms, A.V. Aho, J.E. Hopcroft and T.D. Ullman, Original edition, Addison Wesley, Low Priced Edition, 1999.
6. Data Structures and Program Design in C, D.Robert Kruse, PHI, 1994.

Discrete Structures

General Course Information:

Course Code: CSE-203-L/IT-203-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Hours/Week Mode: Lecture(L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Basic knowledge of Pre-calculus, Algebra and Trigonometry.

About the Course and its Objectives & Outcomes:

The purpose of this course is to understand and use discrete structures that are backbones of computer science. Introduction to Discrete Mathematics is a course designed for students interested in information technology and programming that includes topics in set theory, algebraic structures, Boolean algebra, and graph theory.

The objectives of this course are to:

1. Familiarize students with basic logic and set theory.
2. To make students learn core ideas in combinatorial mathematics.
3. To make them learn core ideas in graph theory

By the end of the course a student is expected to:

- CO1. be able to use logical notation to define and reason about fundamental mathematical concepts such as sets, relations, functions, and integers.
- CO2. be able to Draw and apply Venn diagrams.
- CO3. be able to classify types of graphs, find paths, circuits.
- CO4. be able to apply graph theory model.

Course Contents

Unit I

Set Theory: Introduction to set theory, Set operations, Algebra of sets, Duality, Finite and Infinite sets, Classes of sets, Power Sets, Multi sets, Cartesian Product, Representation of relations, Types of relation, Equivalence relations and partitions, Partial ordering relations and lattices, Function and its types, Composition of function and relations, Cardinality and inverse relations.

Unit II

Propositional Calculus: Basic operations: AND(\wedge), OR(\vee), NOT(\sim), Truth value of a compound statement, propositions, tautologies, contradictions.

Algebraic Structures: Definition and examples of a monoid, Semigroup, Groups and rings, Homomorphism, Isomorphism and Automorphism, Subgroups and Normal subgroups, Cyclic groups, Integral domain and fields, Cosets, Lagrange's theorem.

Unit III

Recursion and Recurrence Relation: Polynomials and their evaluation, Sequences, Introduction to AP, GP and AG series, partial fractions, linear recurrence relation with constant coefficients, Homogeneous solutions, Particular solutions, Total solution of a recurrence relation using generating functions.

Unit IV

Graphs and Trees: Introduction to graphs, Directed and Undirected graphs, Homomorphic and Isomorphic graphs, Subgraphs, Cut points and Bridges, Multigraph and Weighted graph, Paths and circuits, Shortest path in weighted graphs, Eulerian path and circuits, Hamilton paths and circuits, Planar graphs, Euler's formula, Trees, Spanning trees, Binary trees and its traversals

Text and Reference Books:

1. Elements of Discrete Mathematics, C.L Liu, McGraw Hill, 1985.
2. Discrete Mathematics, Johnson Bough R., 5th Edition, PEA, 2001.
3. Concrete Mathematics: A Foundation for Computer Science, Ronald Graham, Donald Knuth and Oren Patashnik, Addison-Wesley, 1989.
4. Mathematical Structures for Computer Science, Judith L. Gersting, Computer Sc Press, 1993.
5. App Discrete Structures for Computer Science, Doerr and Levasseur, (Chicago:SRA), 1985.
6. Discrete Mathematics by A. Chtewynd and P. Diggle (Modular Mathematics series), Edward Arnold, London, 1995.
7. Schaums Outline series: Theory and problems of Probability by S. Lipshutz, McGraw-Hill Singapore, 1982.
8. Discrete Mathematical Structures, B. Kolman and R.C. Busby, PHI, 1996.
9. Discrete Mathematical Structures with Applications to Computers by Tembley & Manohar, Mc Graw Hill, 1995.

Object Oriented Programming Using C++

General Course Information:

Course Code: CSE-205-L/IT-205-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4Hours/Week Mode: Lecture(L) Examination Duration:3hrs	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Basic knowledge of programming language like C and Data structure is required for good understanding of C++

About the Course and its Objectives & Outcomes:

C++ is a generic and step-stone for all languages. Students can switch to any other language without any problem.

The objectives of this course are to:

1. To get a clear understanding of object oriented programming through C++.
2. To make understanding of functional, logic, and object-oriented programming paradigms
3. Understand design/implementation issues involved with variable allocation and binding, control flow, types, subroutines, generic parameter passing

By the end of the course a student is expected to:

- CO1. Be able to develop, design and implement simple computer programs.
- CO2. Describe the concept of function overloading, operator overloading, virtual functions and polymorphism.
- CO3. Understand object-oriented design and programming.
- CO4. Understand dynamic memory management techniques using keywords, pointers, constructors, destructors, etc.
- CO5. Be able to design, implement, and test relatively large C++ programs.
- CO6. Classify inheritance with the concept of early and late binding, exception handling, and generic programming for STL.

Course Contents

Unit I

Introduction: Object Oriented Programming, C++ Standard Library, Basics of a Typical C++ Environment, Illustrative Simple C++ Programs, Pre-processors Directives, Macro Programs, Header Files and Namespaces, library files, new features of ANSI C++ standard, Introduction to VC++, Dev C++ etc.

OOPs concepts: Encapsulation (Information Hiding), Access Modifiers: Controlling access to a class, method, or variable (public, protected, private, block level and scope), Other Modifiers.

Class: Block structure of Class and Struct in memory, Accessing Members of Structures, Class Scope and Accessing Class Members, Separating Interface from Implementation.

Initializing Class Objects: Default Constructors, Chained Constructor, Default Arguments with Constructors, Constant Object and Const Member Functions, Object as Member of Class, Using Destructors.

Function: Controlling Access Function and Utility Functions, Function overloading.

Unit II

Classes and Data Abstraction: Introduction, Inline Function, Friend Function and Friend Classes, Using This Pointer, Dynamic Memory Allocation with New and Delete, Static Class Members, Container And Iterators, algorithm and functional Classes, Proxy Class.

Polymorphism: Overloading, Inheritance, Overriding Methods, Abstract Classes, Reusability, Class's Behaviors.

Inheritance: Base Classes And Derived Classes, Protected Members, Casting Base- Class Pointers to Derived- Class Pointers, Using Member Functions, Overriding Base –Class Members in a Derived Class, Public, Protected and Private Inheritance, Using Constructors and Destructors in derived Classes, Implicit Derived – Class Object to Base- Class Object Conversion, Composition Vs. Inheritance.

Unit III

Virtual Functions and Polymorphism: Introduction to Virtual Functions, Abstract Base Classes and Concrete Classes, Polymorphism, New Classes and Dynamic Binding, Virtual Destructors, Polymorphism, Dynamic Binding.

Files and I/O Streams: Files and Streams, Creating a Sequential Access File, Reading Data From a Sequential Access File, Updating Sequential Access Files, Random Access Files, Creating a Random Access File, Writing Data Randomly to a Random Access File, Reading Data Sequentially from a Random Access File.

Unit IV

Managing Console I/O: Stream Input/output Classes and Objects, Stream Output, Stream Input, Unformatted I/O (with read and write), Stream Manipulators, Stream Format States, Stream Error States.

Exception Handling: Introduction, Basics of C++ Exception Handling: Try Throw, Catch, Throwing an Exception, Catching an Exception, Rethrowing an Exception, Exception specifications, Processing Unexpected Exceptions, Stack Unwinding, Constructors, Destructors and Exception Handling, Exceptions and Inheritance.

Generic Classes (Templates): Introduction, Function Templates, Overloading Template Functions, Class Template, Class Templates and Non-Type Parameters, Templates and Inheritance, Templates and Friends, Templates and Static Members.

Text and Reference Books:

1. C++ How To Program 6th Ed by H M Deitel and P J Deitel, Prentice Hall, 2008.
2. Object-Oriented Programming in C++ 3rd Ed by Robert Lafore, 2001.
3. Programming with C++ 3rd Ed by D Ravichandran, T.M.H, 2011.
4. Object oriented Programming with C++ 6th Ed by E Balagurusamy, Tata McGraw-Hill, 2013.
5. Computing Concepts with C++ Essentials 3rd Ed by Horstmann, John Wiley,2003.
6. The Complete Reference in C++ 5th Ed by Herbert Schildt , TMH, 2012.

Digital Electronics

General Course Information:

Course Code: CSE-207-L/IT-207-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3 hrs	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Basic knowledge of computers and Boolean algebra.

About the Course and its Objectives & Outcomes:

The objectives of this course are to:

1. acquaint the students with Digital techniques of circuit design
2. design counters, multiplexers and other sequential circuits and combinational circuits

By the end of the course a student is expected to:

- CO1 Design, simulate, built and debug complex combinational and sequential circuits based on an abstract functional specification
- CO2 Combinational systems using standard gates and minimization methods such as karnaugh maps.
- CO3 Have an understanding of registers and counters.
- CO4 Have an understanding of logic families.

Course Contents

Unit I

Combinational circuits: Boolean algebra – Boolean theorems, minimization of Boolean function, K-Map, minimization using tabular method, Basic logic gates. Boolean functions realization using logic gates, half & full adder, subtractors, coders, decoders, multiplexer, & de-multiplexers & their applications, Comparators, Digital techniques related to PLAs, PALs, ROMs

Unit II

Sequential circuits : introduction to sequential logic, concept of history sensitive circuits & feed back , introduction to flip-flop , RS, D, T, JK flip-flops, race around condition, Master slaves , flip-flop clocked sequential circuits. Asynchronous Sequential Logic: Introduction, Analysis Procedure, Circuits with Latches, Design Procedure, Reduction of state and Flow Tables, Race-Free state Assignment Hazards

Unit III

Counter and shift register :Asynchronous & Synchronous counters , design of synchronous circuits, state transition diagram , excitation table for flip – flop , design using minimization techniques ,shift register , basic principal , serial and parallel data transfer , shift left/right register.

Unit IV

Logic families, diode switching, transistor as a switching element , circuit concept and comparison of logic families – TTL, ECL, NMOS & CMOS. Tristate logic open collector outputs, interfacing between logic families digital Techniques related to PLDs, FPGA, GaAs defined circuits, Introduction to BiCMOS circuits

Text and Reference Books:

5. Digital Design, Morris Mano, PHI, 2008
6. Digital Electronics, Bignill & Donovan, Delmar publishers, 1989.
7. Digital Integrated Circuit, A.K.Gautam- Katson Publication
8. Digital Integrated Electronics, Taub and Schilling ,TMH, 1977
9. Fundamentals of Digital Computers, Bartee , Thomas C , Tata McGraw-Hill, 2004
10. Introduction To Digital Microelectronic Circuits, Gopalan, K. Gopal,Tata McGraw-Hill, 2002
11. Digital Principles & Applications , Malvino, A.P. & Leach, Donald P. , Tata McGraw-Hill , 2001
12. Digital Electronics Principles & Application, Tokheim, H. Roger L. ,Tata McGraw-Hill ,8th Ed., 2014

Environmental Studies

Course Code: EVS-201-L Course Credits: 3 Mode: Lecture(L) and Tutorial(T) Type: Compulsory Contact Hours: 3 hours (L) + 01 hour (T) per week. Examination Duration: 03 hours.	Course Assessment Methods (Internal: 30; External: 70) Two minor test each of 20marks, class performance measured through percentage of lecture attended (4 marks), assignments, quiz etc. (6 marks) and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus, it will contain seven short answer type question. Rest of the eight questions is to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the four units. All questions carry equal marks.
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Prerequisite: Student should have prior knowledge of basic environment science.

Objectives:

- To enhance knowledge skills and attitude to environment.
- To understand natural environment and its relationship with human activities.

Course outcomes:

CO-1 Students will be able to enhance and analyze human impacts on the environment.

CO-2 Integrate concepts & methods from multiple discipline and apply to environmental problems.

CO-3 Design and evaluate strategic terminologies and methods for sustainable management of environmental systems.

CO-4 Field studies would provide students first-hand knowledge on various local environment aspects which forms an irreplaceable tool in the entire learning process.

Unit-I

Multidisciplinary nature of Environmental studies: Definition, scope and importance, need for public awareness; Concept, Structure and function of an ecosystem: Producers, consumers and decomposers, Energy flow in the ecosystem, Ecological succession, Food chains, Food webs and ecological pyramids; Introduction, types, characteristics features, structure and function of Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystem (Ponds, Stream, lakes, rivers, oceans, estuaries); Biodiversity: Introduction, Definition: genetic, species and ecosystem diversity, Bio-geographical classification of India, Value of biodiversity: consumptive use, productive use, social ethical, aesthetic and option values; Biodiversity at global, national and local level, India as a mega-diversity nation, Hot-spot of biodiversity, Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts, Endangered and endemic species of India, Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity

Unit-II

Renewable and non-renewable resources, Natural resources and associated problems, Forest resources: Use and over-exploitation, deforestation, case studies, Timber extraction, mining, dams and their effects on forests and tribal people; Water resources: Use and over utilization of surface and ground water, floods, droughts conflicts over water, dams benefits and problems; Mineral resources: Use and exploitation, environmental effects of extracting and mineral resources; Food resources: World food problem, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity; Energy resources: Growing energy needs, renewable and non-renewable energy sources, use of alternate energy sources, case studies; Land resources: Land as a resource, land degradation, main induced landslides, soil erosion and desertification, Role of an individual in conservation of natural resources, Equitable use of resources for suitable lifestyle.

Unit-III

Definition of Environment Pollution; Causes, effects and control measures of: Air Pollution, Water Pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution, Nuclear hazards; Solid waste Management: Causes effects and control measures of urban and industrial wastes; Role of an individual in prevention of pollution, Pollution case studies; Disaster management: floods, earthquake, cyclone and landslides; Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust, Case studies;

different laws related to environment: Environment Protection Act, Air (Prevention and Control of Pollution) Act, Water (Prevention and Control of Pollution) Act, Wildlife Protection Act, Forest Conservation Act.; Issues involved in enforcement of environmental legislation, Public awareness

Unit-IV

Social issues and the Environment: From unsustainable to Sustainable development, Urban problems related to energy; Water conservation, rain water harvesting, watershed management; Resettlement and rehabilitation of people; its problem and concern, case studies; Environment ethics: Issues and possible solutions; Wasteland reclamation; Consumerism and waste products; Human Population growth, variation among nation, Population explosion- Family Welfare Programme, Environment and human health , Human Rights, Value Education, HIV/AIDS, Women and Child Welfare, Role of Information Technology in Environment and human health, Case Studies.

Field Work: Visit to a local area to document environmental assets- river/forest/grassland/hill/mountain; Study of simple ecosystems – ponds, river, hill slopes etc; Study of common plants, insects, birds; Visit to a local polluted site- Urban/Rural/Industrial/Agricultural.

TEXT BOOK:

1. Erach Bharucha , “Environmental Studies for Undergraduate Courses”, University Grants Commission and Bharati Vidyapeeth Institute of Environment Education and Research, Pune, University press pvt. Ltd. (India)
2. Fundamental concepts in Environmental studies, Dr. D.D. Mishra. S. Chand publications

REFERENCE BOOKS:

1. Essentials of Ecology and Environmental Science, Dr. S .V .S. Rana, PHI Learning Pvt. Ltd, Delhi
2. Environmental Chemistry, Anil Kumar De, Wiley Eastern Limited.
3. Environmental Science, T.G. Miller, Wadsworth Publishing Co, 13th edition.
4. Ecology and Environment, P. D. Sharma, Rastogi publications

Data Structures & Algorithms Lab.

General Course Information:

Course Code: CSE-201-P/IT-201-P *Course Credits: 1 Mode: Practical Contact Hours: 2Hours/Week Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites:

Students are expected to have the strong theoretical concepts and computer fundamentals as well as are expected to be proficient in programming language like 'C'.

The objectives of this laboratory course are to:

1. Learn how to efficiently implement basic and advanced data structures and various operations on these data structures in a programming language.
2. Learn how to deal with memory management.

By the end of the course a student is expected to:

- CO1 Able to choose appropriate data structure as applied to specified problem definition.
- CO2 Able to handle operations like searching, insertion, deletion, traversing mechanism etc. on various data structures.
- CO3 Able to design various linear and non-linear data structures.
- CO4 Able to apply concepts learned in various domains.

Students are required to do eight to ten assignments. The lab. assignments are evenly spread over the semester. Every student is required to prepare a file of lab. experiments done.

List of Programs:-

1. Write C functions to perform following operations on tables using functions only a) Addition b) Subtraction c) Multiplication d) Transpose e) Search an element in a table using linear search.
2. Write C functions (Iterative and recursive) for finding the element in an array using Binary Search Method.
3. Write C functions to implement the following insertion operations on Singly linked list: a) create a singly linked list b)insert a node at the beginning c) insert a node at end c) insert a node after a given location d) c) insert a node before a given location and e) display content of the list.
4. Write C functions to implement the following deletion operations on Singly linked list: a) create a singly linked list b)delete a node at the beginning c) delete a node at end c) delete a node at given location and d) display content of the list.
5. Write C functions for the following to implement an integer stack using arrays: a) Initialize b) Push an element c) pop an element d) Check empty stack e) Check full stack f) Display stack size g) Display stack contents.
6. Write C functions for the following to implement an integer stack using singly linked list: a) Initialize b) Push an element c) pop an element d) Display stack size e) Display stack contents.
7. Write C functions for the following to implement an integer queue using arrays: a) Initialize b) Insert an element c) remove an element d) Check empty queue e) Check full queue f) Display queue size g) Display queue contents.
8. Write C functions for the following to implement an integer circular queue using singly linked list: a) Initialize b) Insert an element c) remove an element d) Display queue size e) Display queue contents.
9. Write the following C functions to implement Binary tree and binary search tree: a) create a Binary tree or binary search tree, b) traverse the BT and BST in pre-order, in-order and post-order.
10. Write C functions to implement the following sorting techniques a) Bubble sort b) Quick sort c) Selection sort d) Merge sort.

Note: The list is indicative. The Teacher can alter/add more number of experiments as per the requirement.

OOPS using C ++ Lab.

General Course Information

Course Code: CSE-205-P/IT-205-P Course Credits: 1 Mode: Practical Contact Hours: 2Hours/Week Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites:

Students are expected to have the strong theoretical concepts and computer fundamentals.

The objectives of this laboratory course are to:

1. Learn how to efficiently implement concepts of classes, methods.
2. Learn how to deal with encapsulation, inheritance.

By the end of the course a student is expected to:

- CO1. Able to create classes.
- CO2. Able to handle operations like encapsulation, inheritance etc.
- CO3. Able to write file handling programs.
- CO4. Able to apply concepts learned to various domains.

Students are required to do eight to ten assignments. The lab. assignments are evenly spread over the semester. Every student is required to prepare a file of lab. experiments done.

Q 1.C++ program to print ASCII value of a character and convert lowercase to uppercase and vice versa.

Q 2.Create class to get and print details of a student.

Q 3. Raising a number n to a power p is the same as multiplying n by itself p times. Write a function called power () that takes a double value for n and an int value for p, and returns the result as double value. Use a default argument of 2 for p, so that if this argument is omitted, the number will be squared. Write a main () function that gets values from the user to test this function.

Q 4.Create two classes DM and DB which store the value of distances. DM stores distances in metres and centimeters and DB in feet and inches. Write a program that can read values for the class objects and add one object of DM with another object of DB. Use a friend function to carry out the addition operation. The object that stores the results maybe a DM object or DB object, depending on the units in which the results are required. The display should be in the format of feet and inches or meters and centimeters depending on the object on display.

Q 5.Create a class rational which represents a numerical value by two double values- NUMERATOR & DENOMINATOR. Include the following public member Functions:

- constructor with no arguments (default).
- constructor with two arguments.
- void reduce() that reduces the rational number by eliminating the highest common factor between the numerator and denominator.

- Overload + operator to add two rational number.
- Overload >> operator to enable input through cin.
- Overload << operator to enable output through cout.

Write a main () to test all the functions in the class.

- Q 6. A hospital wants to create a database regarding its indoor patients. The information to store include
 a) Name of the patient b) Date of admission c) Disease d) Date of discharge
 Create a structure to store the date (year, month and date as its members). Create a base class to store the above information. The member function should include functions to enter information and display a list of all the patients in the database. Create a derived class to store the age of the patients. List the information about all the to store the age of the patients. List the information about all the pediatric patients (less than twelve years in age).
- Q 7. C++ program to use function as a LVALUE using reference variable
- Q 8. Write a program to access a function with the help of pointer.
- Q 9. Make a class **Employee** with a name and salary. Make a class **Manager** inherit from **Employee**. Add an instance variable, named department, of type string. Supply a method to **toString** that prints the manager's name, department and salary. Make a class **Executive** inherit from **Manager**. Supply a method **toString** that prints the string "**Executive**" followed by the information stored in the **Manager** superclass object. Supply a test program that tests these classes and methods.
- Q 10. Imagine a tollbooth with a class called toll Booth. The two data items are a type unsigned int to hold the total number of cars, and a type double to hold the total amount of money collected. A constructor initializes both these to 0. A member function called payingCar () increments the car total and adds 0.50 to the cash total. Another function, called nopayCar (), increments the car total but adds nothing to the cash total. Finally, a member function called displays the two totals. Include a program to test this class. This program should allow the user to push one key to count a paying car, and another to count a nonpaying car. Pushing the ESC key should cause the program to print out the total cars and total cash and then exit.
- Q 11. Write a function called reversit () that reverses a string (an array of char). Use a for loop that swaps the first and last characters, then the second and next to last characters and so on. The string should be passed to reversit () as an argument. Write a program to exercise reversit (). The program should get a string from the user, call reversit (), and print out the result. Use an input method that allows embedded blanks. Test the program with Napoleon's famous phrase, "Able was I ere I saw Elba".
- Q 12. Program to write and read an object in, from binary file using write() and read() in C++
- Q 13. C++ program to write and read time in/from binary file using fstream
- Q 14. C++ Program to implement Stack in STL, Vector in STL
- Q 15. C++ Program to Implement String in ST

Note: The list is indicative. The Teacher can alter/add more number of experiments as per the requirement.

Digital Electronics Lab

General Course Information:

Course Code: CSE-207-P/IT-207-P *Course Credits: 1 Mode: Practical Contact Hours: 2Hours/Week Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites: Knowledge of Electronics Components, Boolean Algebra.

The objectives of this laboratory course are to:

1. Realize combinational circuits using transistors such as realize half and full adders and verify truth tables using NAND gates.
2. Realize decoders, multiplexers and various types of flip-flops
3. Verify the operation of decade counter and display the count on seven segment display.
4. Verify the operation of 4 bit shift register using IC 7474.

By the end of the course a student is expected to:

- CO1.** Realize and verify the operation of combinational circuits
- CO2.** Realize counters and display count on seven-segment display.
- CO3.** Verify the truth table of flip-flops, multiplexers and demultiplexers
- CO4.** Realize gates using transistors.

Students are required to do eight to ten assignments. The lab. assignments are evenly spread over the semester. Every student is required to prepare a file of lab. experiments done.

Note: The list is indicative. The Teacher can alter/add more number of experiments as per the requirement.

Skills and Innovation Lab

Course Code: IT-209-P Course Credits: 0.0 Mode: Practical Contact Hours: 03 hours per week Examination Duration: 03 hours	Course Assessment Methods (internal: 30; external: 70): This is a non-credit course of qualifying nature. Internal practical evaluation is to be done by the course coordinator. The end semester practical examination will be conducted jointly by external and internal examiners.
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Prerequisite: Basic knowledge of field of information Technology.

Objectives:

1. Understand and identify research topics related to information Technology through brain storming sessions.
2. Propose a novel idea/modified technique/new interpretation after identifying the existing research work.
3. Devise specific identified issue/problem in the form of research objectives.
4. Work in a group and communicate effectively the research topic through presentation and/or brain storming.

Course outcomes:

CO1 Understand the research analysis of issues/problems on topics related to of information Technology.

CO2 Understand the techniques and tools used for research analysis.

CO3 Understand literature related to a research topic.

CO4 Communicate effectively the research topic through presentation and/or brainstorming.

Lab Contents

A group of students are required to carry out a study related to current development and emerging trends in the field of information Technology. Each group of students will also try to improve their basic skills in their respective field. The students may use the equipment's/machines/instruments available in the labs with the due permission of Chairperson/Director on recommendation of the Course Coordinator.

The students in consultation with the course coordinator will decide the topic of the study. The study report will be submitted by group at the end of semester and will be evaluated by Course Coordinator

Database Management System

General Course Information:

Course Code: CSE-202-L/IT-202-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 hours/week Mode: Lectures Exam Duration: 3 hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. The syllabus is divided into four units. For the end semester examination, nine questions are to be set by the examiner. Question number one is compulsory and contains seven short answer questions covering entire syllabus. Rest eight questions are set by giving two questions from each of the unit of the syllabus. A candidate is required to attempt any of four questions selecting at least one from each of the four units. All questions carry equal marks.
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Prerequisite

Elementary knowledge about computers including some experience of using Unix or Windows. It is beneficial have the knowledge about programming in some common programming language and knowledge about data structures and algorithms, corresponding to the basic course on Data Structures and Algorithms.

About the Course and its Objectives & Outcomes:

The objectives of this course are

1. To provide comprehensive coverage of the problems involved in database design, in-depth coverage of data models and database languages, and a survey of implementation techniques applied in modern DBMS.
2. To provide practical skills of conceptual/logical database design and general familiarity with the problems and issues of database management.
3. To develop skills that is appropriate for Database Administrators, Database Application Developers, Database Specialists, and DBMS developers.

By the end of the course a student is expected to be familiar with:

- CO1 the basic concepts and appreciate the applications of database systems.
- CO2 the distributed databases and concurrency control.
- CO3 the basics of SQL and construct queries using SQL.
- CO4 a relational database system theory and be able to write relational algebra expressions for queries by writing SQL using the system.

Course Contents

Unit I

Overview: Database, File Systems vs. DBMS, Characteristics of the Data Base Approach, Database users, Advantages and Disadvantages of a DBMS, Responsibility of Database Administrator.

Data Base Systems Concepts and Architecture: Data Models, Schemas and Instances, DBMS architecture and various views of Data, Data Independence, Database languages.

Unit II

E-R Model: Entity Types, Attributes & Keys, Relationships, Roles and Structural Constraints, E-R Diagrams, Reduction of an E-R Diagram to Tables.

Relational Data Model: Relational Algebra & various operations.

Unit III

SQL: Data Definition, Constraints, Insert, Delete & Update statements in SQL, Queries in SQL.

Relational Database Design: Functional Dependencies, Integrity Constraints, Decomposition, Nominalization (Up to 4NF).

Unit IV

DDBMS Design: Replication and Fragmentation Techniques
Concurrency Control Techniques: ACID properties of a Transaction, Locking Techniques, Time-stamp ordering,
Multi-version Techniques, Deadlock, Recovery Techniques in centralized DBMS.

Text and Reference Books:

1. Fundamentals of Database systems, Elmasri & Navathe, Addison Wesley, 3rd Edition, New Delhi, 2010.
2. Database Management Systems, R.Pannerselvam, PHI Learning Pvt Ltd, New Delhi , Second Edition, 2011.
3. An Introduction to Database System, Bipin C.Desai, Galgotia Publication, New Delhi, 1990.
4. Essentials of Data Base Management System , Alexis Leon and Mathews Leon, Vikas Publishing Limited, Chennai First Edition, 2009.
5. Database Management Systems, Ramon a.Mato-Toledo, Pauline K.Cushman, Schaums'Outline series, TMH, New Delhi Special Indian Edition 2007.
6. Database Management Systems, Sharad Maheswari, Ruchin Jain, Firewall Media, New Delhi, Second Edition Reprint 2010.

Principles of Software Engineering

General Course Information:

Course Code: CSE-204-L/IT-204-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4Hours Mode: Lecture(L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Students are expected to have knowledge of algorithms, flow charts and at least one programming language

About the Course and its Objectives & Outcomes:

The objectives of this course are to:

1. Introduce students about software development life cycle and models of developing effective and efficient software.
2. **Identify** software requirements for manual and automated real world systems.
3. Provide the students with the opportunity to practice software development skills.
4. Provide the students with the opportunities to develop basic computing skills with respect to preparation of documents.

By the end of the course a student is expected to:

- CO1. Understand the basic concepts and issues of Software Development
- CO2. Illustrate the software requirement specification and system design.
- CO3. Understand about software design methodologies and software testing techniques.
- CO4. Understand the purpose and functionality of computer aided software engineering tools.
- CO5. Understand about the software quality standards.

Course Contents

Unit I

Introduction to Software and Software Engineering, the process, software products, Phases of software development, software engineering paradigms, software characteristics, role of software engineer and software project manager, software project management plan (SPMP), Metrics for project size estimation, Software cost estimation, Project scheduling, personnel planning, organization and team structure.

Unit II

Requirement Engineering process, Software Requirements, Guidelines for software requirements, Software Requirement Specification, characteristics of SRS, structure of SRS, Structured Analysis, Tools of structured analysis-Data Flow Diagrams, Decision tables, Decision trees, Data dictionary, Structured charts, Object Oriented Analysis, Data modelling, Behavioural Modelling,

Unit III

Software Configuration Management, Software Risks, Risk Management, Software Design fundamentals, Design principles, Module level Concepts, Design methodology (Structured design and Object Oriented Design), Design Documentation, User Interface Design.

Coding standards and Guidelines, Code verification techniques, Code documentation, Computer Aided Software Engineering (CASE) tools, characteristics and advantages of CASE tools.

Unit IV

Testing fundamentals, Test Plan, Test Case design, Levels of Software Testing-Unit Testing, Integration Testing-

Top down Integration and Bottom up Integration Testing, Regression Testing, Smoke Testing, System Testing-Recovery Testing, Security Testing, Stress Testing, Performance Testing, Acceptance Testing-Alpha Testing, Beta Testing. Testing Techniques-White box Testing and Black Box testing.

Software Quality concepts, ISO9126, McCall's Quality factors, SQA, SQA activities, Software Reviews-Review process, Walkthroughs, Formal Technical Review (FTR), Defect amplification Model, ISO 9000 Quality standards, Capability Maturity Model (CMM). Software Reliability, Software Maintenance, Software Re-engineering.

Text and Reference Books:

1. Fundamentals of Software Engineering, Rajib Mall, Prentice Hall India, 2004.
2. An integrated approach to Software Engineering, Pankaj Jalote, Narosa, 3rd ed., 2014.
3. Software Engineering: A practitioner's approach, Roger S. Pressman, McGraw Hill, 7th ed., 2014.
4. Software Engineering, Ian Sommerville, Addison-Wesley, 10th ed. 2015.

Microprocessors And Interfacing

General Course Information:

Course Code: CSE-303-L/IT-206-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture (L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

The students are expected to have a strong background in the Computer Organization Digital System Design.

About the Course and its Objectives & Outcomes:

The objectives of this course are:

1. To impart knowledge on the basics of Microprocessor Architecture
2. To acquire knowledge on the concepts of Peripheral Interfacing
3. To develop assembly language Programming skills

By the end of the course a student is expected to:

- CO1 Understand the architecture of 8085 and 8086 Microprocessor.
- CO2 Interface Memory, Input/output with Microprocessor.
- CO3 Summarize the functionality of various peripheral chips.
- CO4 Ability to develop programs in assembly language

Course Contents

Unit-I

Introduction to microprocessor, 8085 microprocessor architecture, instruction set, interrupt structure.

Architecture of 8086, block diagram of 8086, details of sub-blocks such as EU, BIU; memory segmentation and physical address computations, program relocation.

Unit II

Addressing modes, instruction formats, pin diagram and description of various signals.

Instruction execution timing, assembler instruction format, data transfer instructions, arithmetic instructions, branch instructions, looping instructions, NOP and HLT instructions, flag manipulation instructions, logical instructions, shift and rotate instructions, directives and operators, programming examples.

Unit III

Assembler directives, Programming with an Assembler, Programming examples, coding style, The art of assembly language programming.

Software Development with Interrupts, Introduction to Stack, Stack Structure of 8086, Introduction to Subroutines, Recursion, MACROS. BIOS (Basic Input/Output System), DOS (Disk Operating System).

Unit IV

The 8255 PPI chip: Architecture, control words, modes and examples.

Introduction to DMA process, 8237 DMA controller.

8259 Programmable interrupt controller, Programmable interval timer chips.

Text and Reference Books:

1. Microprocessor Architecture, Programming & Applications with 8085 : Ramesh S Gaonkar; Wiley Eastern Ltd. ,5th edition, 2002.
2. The Intel Microprocessors 8086- Pentium processor : Brey; PHI, 8th edition, 2009
3. Microprocessors and Interfacing Douglas V Hall TMH -2005
4. The 8088 & 8086 Microprocessors-Programming, interfacing,Hardware & Applications :Triebel & Singh; PHI , 4th edition , 2003

5. Microcomputer systems: the 8086/8088 Family: architecture, Programming & Design : Yu-Chang Liu & Glenn A Gibson; PHI, 2001.
6. Advanced Microprocessors and Interfacing : Badri Ram; TMH, 2001.
7. The Intel Microprocessors, Barry B. Brey, 8th Edition, PHI,2013

Java Programming

General Course Information:

Course Code: CSE-208-L/IT-208-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture (L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Knowledge of any programming language.

About the Course and its Objectives & Outcomes:

This course gives you a platform to design and develop market based software applications.

The objectives of this course are to:

1. Understand the Object Oriented Technology using Java.
2. Know how to write Java Applications using OO concepts.
3. Have the knowledge of information hiding, reusability and Graphical User Interface.
4. Get an idea how to handle the exceptions occurred at run time environment.
5. Be familiar with parallel processing and synchronization using multithreading environment.

By the end of the course a student is expected to:

- CO1 Express fundamental concepts of Object Oriented Technology and Java Programming.
- CO2 Solve different kind of mathematical problems.
- CO3 Design a small Java Based Application.
- CO4 Run a problem into multiple parts for better efficiency.
- CO5 Design and develop an efficient software application using the concepts of multithreading and exception handling.

Course Contents

Unit I

Programming Introduction and Evolution - Programming Languages: Machine Language, Assembly Language and High Level Languages, Object Technology: Object, Methods, Classes, Instantiation, Reuse, Messages and Methods Calls, Data-types and Instance Variables, Abstraction, Encapsulation, Inheritance, Polymorphism, Java Development Environment: Creating and Running a Program (understanding all phases), Main Method, Comments, Identifiers and Their Rules, Common Escape Sequences, Packages, Classes and Methods, Anatomy of a Java Program.

Unit II

Decision Making and Overloading – Java Tokens (Keywords, Identifiers, Literals, Operators (Arithmetic Operators, Relational Operators, Logical Operators, Assignment Operators, Increment and Decrement Operators etc.), Separators, JVM (Java Virtual Machine), Control Statements (Decision Making and Branching), Looping Statements (Decision Making and Looping), Jumping Statements, Objects Declaration, Classes Declaration and Use, User Defined Methods, Visibility Controls, Constructors and Its Types, Constructors Overloading, Methods Overloading, Method Overriding, Static Members, Abstract Methods and Classes.

Unit III

Inheritance, Interfaces, Packages and GUI – Inheritance: Single Inheritance, Multilevel Inheritance, Hierarchical Inheritance and Hybrid Inheritance, Interfaces: Defining, Extending and Implementing, Packages: Putting Classes Together, Java API Packages, Using System Packages, Creating and Accessing a Package, Adding a class to a package, Hiding Classes, Introduction to GUI Programming: Displaying a Message, Graphics Class, Lines and Rectangles, Circle and Ellipses, Java Applets.

Unit IV

Multithreading, Exception and File Handling – Creating a Thread, Extending the Thread Class, run Method, Stopping and Blocking a Thread, Life Cycle of a Thread, Thread Methods, Thread Exceptions, Thread Priority, Synchronization, Exception: Types of Errors, Run-Time Error, Try, Catch, Multiple Catch, Finally Statement, Throwing User Defined Exception, Stream Classes Concept, Byte Stream Classes (Input and Output Stream Classes), Character Stream Classes (Reader and Writer Stream Classes), Creation of Files.

Text and Reference Books:

1. Java™: How to Program, Paul Deital, Harvey Deital, 9th Edition, Pearson Education (Prentice Hall), 2012.
2. Java™: The Complete Reference, Herbert Schildt, 7th Edition, McGraw-Hill, 2007.
3. Head First Java, Kathy Sierra, Bert Bates, 2nd Edition, O Reilly, 2005.
4. Java Programing From the Group Up, Ralph Bravaco , Shai Simoson, Tata McGraw-Hill.
5. Programming in Java, Sachin Malhotra, Saurabh Chaudhary, Oxford University Press, 2011.
6. Programming with Java: A Premier, E. Balagurusamy, 3rd Edition, Tata McGraw-Hill, New Delhi, 2007.

Computer Architecture & Organization

General Course Information:

Course Code: CSE-210-L/IT-210-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Students are expected have the elementary knowledge about digital Electronic and computers system.

About the Course and its Objectives & Outcomes:

Computer Architecture and organization described the role of processors, main memory, and input/output devices. Illustrate the simple data path and control designs for processors. It helps to understand the different operations and concept of instructions. It would help the student to learn the basic function and architecture of modern computer system.

The objectives of this course are to:

1. This course will teach the fundamentals of Computer Organization and Architecture.
2. Basic understanding of Digital logic and computer design, understanding the concepts and design of instruction code, instruction cycle and operation in instruction sets.
3. Provide basic knowledge of Parallel Processing, Memory Hierarchy and Input /output Techniques.

By the end of the course a student is expected to:

- CO1. To know the basic knowledge of digital system design and instruction in computer system.
- CO2. To be able to perform different operation on instruction sets.
- CO3. Understand the addressing sequence and implementation of control memory.
- CO4. Have knowledge different type of memory their architecture and access methods.
- CO5. Able to understand the parallel processing and different input/ output techniques.

Course Contents

Unit I

Basic Principles: Boolean algebra and Logic gates, Combinational logic blocks (Adders, Multiplexers, Encoders, de-coder), Sequential logic blocks (Flip-Flops, Registers, Counters); Flynn's classification of computers (SISD, MISD, MIMD); Multi-level viewpoint of a machine: digital logic, micro architecture, operating systems, high level language; Performance metrics: MIPS, MFLOPS; CPU Architecture types: computer register, (accumulator, register, stack, memory/ register) detailed data path of a typical register based CPU.

Unit II

Computer Organization: Store program control concept, Instruction codes, timing and control, instruction cycle; type of instructions: memory reference, register reference, I/O reference; Basics of Logic Design, accumulator logic, Control memory; Micro Programmed Control: address sequencing, micro-instruction formats, micro-program sequencer, Implementation of control unit.

Unit III

Instruction Set Architecture & Parallelism: Instruction set based classification of processors (RISC, CISC, and their comparison); Stack Organization, Instruction Formats; addressing modes: register, immediate, direct, indirect, indexed; Operations in the instruction set: Arithmetic and Logical, Data Transfer, Control Flow; Types of interrupts; Introduction to Parallelism: Goals of parallelism (Exploitation of concurrency, throughput

enhancement); Amdahl's law; Instruction level parallelism (pipelining, super scaling –basic features); Processor level parallelism (Multiprocessor systems overview).

Unit IV

Memory Hierarchy & I/O Techniques: The need for a memory hierarchy (Locality of reference principle, Memory hierarchy in practice: Cache, main memory and secondary memory, Memory parameters: access/ cycle time, cost per bit); Main memory (Semiconductor RAM & ROM organization, memory expansion, Static & dynamic memory types); Cache memory (Associative & direct mapped cache organizations; input-output interface, mode of transfer, DMA (Direct memory transfer).

Text and Reference Books:

1. Digital Logic and Computer Design, Mano, M. Morris, Prentice Hall of India Pvt. Ltd., 1981.
2. Computer System Architecture, M. Morris Mano, Prentice Hall of India Pvt. Ltd., 1993.
3. Computer Architecture and Organization, An Integrated Approach, Milles J. Murdocca, Vincent P. Heuring, John Wiley & Sons Inc., 2007
4. Computer Organization & Architecture, William Stallings, 10th edition, Prentice Hall, 2016.
5. Computer Systems Design and Architecture, Heuring, V.P., Jordan, H.F., Addison Wesley, 1997.

FUNDAMENTALS OF MANAGEMENT

<p>Course Code: HUM-201-L Course Credits: 3.0 Mode: Lecture (L) and Tutorial (T) Type: Compulsory Contact Hours: 3 hours (L) + 0 hour (T) per week. Examination Duration: 03 hours.</p>	<p>Course Assessment Methods (Internal: 30; External: 70) Two minor test each of 20marks, class performance measured through percentage of lecture attended (4 marks), assignments, quiz etc. (6 marks) and end semester examination of 70 marks.</p> <p>For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus; it will contain seven short answer type questions. Rest of the eight questions is to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the four units. All questions carry equal marks.</p>
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Prerequisite: The students should have basic understanding of the concept of management and business organizations.

Objectives:

1. To enhance knowledge skills and attitude to Management.
2. To understand management and its relationship with organisation.

Course outcomes:

- CO1 To develop the basic understanding of the concept of management and functions of management.
- CO2 the students will come to know about Human Resource management and Marketing management functions of management.
- CO3 Students will come to know about the production activities of any manufacturing organisations.
- CO4 To know that how finances are arranged and disbursed for all the activities of business organisations.

Unit-I

Concept of Management: Definitions, Characteristics, Significance, Practical Implications; Management Vs. Administration; Management- Art, Science and Profession; Development of Management Thoughts; Managerial Functions.

Unit-II

Concept of Human Resource Management: Human resource planning; Recruitment, Selection, Training and Development, Compensation; Concept of Marketing Management: Objectives and functions of Marketing, Marketing Research, Advertising, Consumer Behaviour.

Unit-III

Concept of Production Management, Production Planning and Control, Material management, Inventory Control, Factory location and Production Layout.

Unit-IV

Concept of Financial Management, Capital Structure and various Sources of Finance, Working Capital, Short term and long term finances, Capital Budgeting.

TEXT BOOK:

1. Principles and Practices of Management: R. S. Gupta, B. D. Sharma, N. S. Bhalla; Kalyani Publishers.
2. Organisation and Management: R. D. Aggarwal; Tata McGraw Hill.

REFERENCE BOOKS:

1. Marketing Management: S. A. Sherlikar; Himalaya Publishing House.
2. Financial Management: I.M. Pandey; Vikas Publishing House.
3. Production Management: B. S. Goel; Himalaya Publishing House.

Database Management System Lab

General Course Information:

Course Code: CSE-202-P/IT-202-P *Course Credits: 1 Type: Compulsory Contact Hours: 2 hours/week Mode: Experimental Lab. *In lab work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal practical examination is conducted by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites:

Student should have sound knowledge of database systems and their entities like tuple, relation, join operation, select operation, project operation etc. Knowledge of MS- Access will be added advantage.

About the Course and its Objectives & Outcomes:

The objectives of this lab course are to:

1. develop proficiency in execution of commands of the different types of database languages, and
2. teach the database design, query and PL/SQL.

By the end of the course a student is expected to be able:

- CO1. Create database objects
- CO2. Modify database objects
- CO3. Manipulate the data
- CO4. Retrieving the data from the database server
- CO5. Performing database operations in a procedural manner using PL/SQL.
- CO6. Design and Develop applications like banking, reservation system, etc.,

Syllabus

Create a database and write the programs to carry out the following operation:

1. Create a database
2. Alter the structure of an existing database
3. Add a record in the database
4. Delete a record in the database
5. Modify the record in the database
6. Generate queries
7. Generate the report
8. List all the records of database in ascending / descending order
9. Execute various set operations such as Union, Subtraction and Intersection
10. Execute of Aggregate functions as Sum, Count, Avg, Max, Min etc.
11. Implement various Outer Join operations.

Reference Books:

1. Database System Concepts by A. Silberschatz, H. F. Korth and S. Sudarshan, 3rd edition, 1997, McGraw-Hill, International Edition.
2. Teach Your Self SQL/PLSQL using oracle 8i and 9i with SQLJ, Bayross, BPB, 2002.
3. An Introduction to database Systems C. J. Date, 7th edition, Low Priced edition 2000.
4. Oracle 8i-A beginners guide, Abbey, TMH-2000.
5. A Guide to SQL Standard, Date, C. and Darwen, H. 3rd edition, Reading, MA., Addison-Wesley,1996.

Microprocessors and interfacing Lab

General Course Information

Course Code: CSE-303-P/IT-206-P *Course Credits: 1 Mode: Practical Contact Hours: 2 hours/week Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites:

Students are expected to have basic concepts of Digital Electronics and Logic Design, Computer Organization

The objectives of this laboratory course are to:

1. To become familiar with the instruction set of Intel 8085 and 8086 microprocessor.
2. To provide practical hands on experience with Assembly Language Programming.
3. To familiarize the students with interfacing of various peripheral devices.

By the end of the course a student is expected to:

- CO1.** Describe and comprehend the instruction set of 8085.
- CO2.** Describe and comprehend the instruction set of 8086.
- CO3.** Understand the principles of Assembly Language Programming.
- CO4.** Apply assembly language programming in developing microprocessor based applications.

Students are required to do eight to ten assignments. The lab. Assignments are evenly spread over the semester. Every students is required to prepare a file of lab. experiments done.

Java Programming Lab

General Course Information:

Course Code: CSE-208-P/IT-208-P *Course Credits: 1 Mode: Practical Contact Hours: 2 Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites: Knowledge of any programming language.

About the Course and its Objectives & Outcomes:

This course gives you a platform to design and develop market based software applications.

The objectives of this course are to:

1. Understand the Object Oriented Technology using Java.
2. Make students capable of writing Java programs using OO concepts.
3. Make students aware of information hiding, reusability and Graphical User Interface.
4. Make them able to write programs for handling exceptions.

By the end of the course a student is expected to:

- CO1. Express fundamental concepts of Object Oriented Technology and Java Programming.
- CO2. Solve different kind of mathematical problems.
- CO3. Design a small Java Based Application.
- CO4. Run a problem into multiple parts for better efficiency.
- CO5. Design and develop an efficient software application using the concepts of multithreading and exception handling.

Students are required to do eight to ten assignments. The lab. assignments are evenly spread over the semester. Every student is required to prepare a file of lab. experiments done.

Personality Development

Course Code: PSY-201-L Course Credit: 0.0 Contact Hours: 03hrs/week Mode: Lectures (L-2;T-01) Examination Duration: 3 Hours	Course Assessment Methods (Internal: 30; External: 70) Two minor test each of 20marks, class performance measured through percentage of lecture attended (4 marks), assignments, quiz etc. (6 marks) and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus; it will contain seven short answer type questions. Rest of the eight questions is to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the four units. All questions carry equal marks.
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Objectives:

- 1 Holistic development of the students.
- 2 Make the students to understand self and personality through the interactive task based sessions.
- 3 To develop the life skills required to lead an effective personal and professional life.

Expected outcomes:

CO-1 Understand the concept of self and personality.

CO-2 Develop the life skills required to lead an effective personal and professional life.

Unit-I

Understanding the concept of self, Self-Esteem, Characteristics of individuals with high and low self-esteem. Self- Confidence, Strategies of building self-confidence. Case Study.

Unit-II

Understanding Personality, Factors affecting Personality: Biological, Psychological Social, Theories of Personality: Freud, Allport.

Personality Assessment- Neo-Big Five Personality Test; T.A.T

Unit-III

Stress: Causes of Stress and its impact, Strategies of stress management.

Case study.

Unit-IV

Emotional Intelligence: Concept, emotional quotient why Emotional Intelligence matters, Measuring EQ, Developing healthy emotions.

Management of anger and interpersonal relations. Case study.

TEXT BOOK:

1. Burger, J.M. (1990), Personality, Wardsworth: California.
2. Hall C.S., Lindzey, G. (1978), Theories of Personality, New York: Wiley Eastern Limited.
3. Morgan, C.T.King R.A. Weisz, J.R., and Schopler, J. (1987), Introduction to Psychology, Singapore: Mc Graw Hill.
4. Byronb. D., and Kalley, N. (1961). Introduction to Personality: Prentice Hall.
5. Taylor,S.E., (2009). Health Psychology (9th Ed). New Delhi: Tata McGraw-Hill Publishing Company Ltd.

Principles of Operating System

General Course Information:

Course Code: CSE-301-L/IT-301-L Course Credits: 3.5 Type: Compulsory Contact Hours: - 4 hours/week Mode: Lectures- Tutorial Examination Duration: 3 hrs.	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Students are expected to be proficient in programming in a standard programming language like C.

About the Course and its Objectives & Outcomes:

The objective of this course is to help students become familiar with the fundamental concepts of operating systems and provide students with sufficient understanding of operating system design.

The objectives of this course are to:

1. Ability to handle the issues associated with operating systems and comparison of different operating systems
2. Ability to manage different memory management schemes including virtual memory
3. Ability to handle issues related to file system interface and implementation, disk scheduling & management
4. Able to gain knowledge about various process management concepts including scheduling, synchronization and I/O related issues
5. Ability to resolve deadlocks and to handle the problems associated with deadlock detection and recovery

By the end of the course a student is expected to:

- CO1 Exhibit familiarity with the fundamental concepts of operating systems.
- CO2 Understand deadlock and memory management techniques.
- CO3 Exhibit competence in recognizing operating systems features and issues.
- CO4 Apply a mature understanding of operating system design and its impact on application systems design and performance.

Course Contents

Unit I

Introductory Concepts: Operating systems functions and characteristics, operating system services and systems calls, system programs, operating system structure. operating systems generation, operating system services and systems calls. Types of Operating systems: Batch operating system, Time-sharing OS, Distributed operating system, Real time systems.

File Systems: Types of Files and their access methods, File allocation methods, Directory Systems: Structured Organizations, directory and file protection mechanisms, disk scheduling and its associated algorithms.

Unit II

Processes: Process concept, Process Control Block, Operations on processes, Cooperating processes.

CPU scheduling: Levels of Scheduling, scheduling criteria, Comparative study of scheduling algorithms, Algorithm evaluation, Multiple processor scheduling, Critical-section problem, Semaphores.

Unit III

Storage Management: Storage allocation methods: Single contiguous allocation, non-contiguous memory allocation, Paging and Segmentation techniques, segmentation with paging, Virtual memory concepts, Demand Paging, Page- replacement Algorithms, Thrashing.

Unit IV

Deadlock: System model, Deadlock characterization, Methods for handling deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from deadlock
Case Studies: Comparative study of WINDOW, UNIX & LINUX system.

Text and Reference Books:

1. Operating System Concepts (8th Edition) by Silberschatz, Peter B. Galvin and Greg Gagne, WileyIndian Edition 2010.
2. Modern Operating Systems (Third Edition) by Andrew S Tanenbaum, Prentice Hall India 2008.
3. Principles of Operating Systems by Naresh chauhan, Oxford Press 2014.
4. Operating Systems by D.M. Dhamdhare, Tata McGraw Hill 2nd edition.
5. Operating Systems (5th Ed) – Internals and Design Principles by William Stallings, Prentice Hall India, 2000

Computer Networks

General Course Information:

Course Code: CSE-206-L/IT-303-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 hours/week Mode: Lecture(L) Examination Duration: 3 hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Basic knowledge of Digital and Analog Communication

About the Course and its Objectives & Outcomes:

This course has been designed with an aim to provide students with an overview of the concepts and fundamentals of data communication and computer networks.

The objectives of this course are to:

1. Independently understand basic computer network technology.
2. Recognize the different types of network topologies, internetworking devices and their functions.
3. Familiarize the student to advanced networking concepts; make ready the student for entry advanced courses in computer networking
4. Awareness with the basic protocols of computer networks, and how they can be used to support in network design and implementation.

By the end of the course a student is expected to:

- CO1. To have depth knowledge of the fundamental concepts of computer networking.
- CO2. Explain the role of each layer of the OSI model and TCP/IP and their functions.
- CO3. To have knowledge of congestion control and routing algorithms.
- CO4. Be able to gain expertise in some specific areas of networking such as the design and maintenance of individual networks.

Syllabus

Unit I

Introduction: Uses, Topologies, Reference Models.

Networking Devices: Hubs, Repeaters, Bridges, Modems, Switches, Routers, Gateways.

Unit II

Flow Control at Data Link Layer: Need of flow control, Stop-and-wait, Go-back-N and selective repeat flow control protocols.

Framing & Error Handling: Framing Protocols, Error detection and correction mechanisms.

Multiple Access Communication: Pure and Slotted, Carrier sense, splitting and controlled access multiple access algorithms.

LAN Standards & Technologies: Ethernet (IEEE 802.3, IEEE 802.3u, IEEE 802.3z, IEEE 802.3 ae), Wireless LAN (IEEE 802.11), Bluetooth (IEEE 802.15).

Unit III

Network Layer in Internet: IPV4 and IPV6, IP addressing (IP Addressing (Classful Addressing, Private IP Addresses, Classless Addressing: Sub-netting and Super-netting, NAT: Network Address Translation), ARP.

Routing: Introduction, Administrative Distance, Types of Routing: Default Routing, Static Routing, IGP & EGP. Mobile IP, Internet Control Protocols, Congestion Control Algorithm, Introduction to Voice over IP.

Unit IV

Transport Layer: Connection Management, Flow control and multiplexing. Basics of Internet Transport Protocols.

Network Management: Network Management Basics, Remote Monitoring Techniques, SNMP, Applications.

The Application Layer

Introduction to DNS, FTP, TELNET, HTTP, SMTP, Electronic Mail, WWW and Multimedia.

Text and Reference Books:

1. Computer Networks, Andrew S Tanenbaum, 5th Edition, Pearson, 2010.
2. Data Communication and networking, Forouzan, 5th Edition, TMH, 2012.
3. Data & Comp. Communication, William Stalling, 6th edition, LPE Pearson Education, 2013.
4. CCNA Study Guide, Todd Lammle, 6th Edition, 2013.
5. RFCs and Internet Drafts, available from Internet Engineering Task Force.

Analysis and Design of Algorithms

General Course Information:

Course Code: CSE-308-L/IT-305-L Course Credits: 3.5 Type: Compulsory Contact Hours:4 Mode: Lecture(L)-3 Tutorials (T)-1 Examination Duration: 03 Hrs	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Knowledge of Data Structure and a Programming Language

About the Course and its Objectives & Outcomes:

This Course focus on effective and efficient design of algorithms. In this course various algorithm design techniques and their analysis is to be studied. After studying this subject a student will be expected to find one of the better techniques for solving any given programming problem and prove it analytically.

The objectives of this course are to:

1. To understand the basics of algorithm design and its analysis
2. To study and analyse various data structures and sorting & searching techniques.
3. To understand the contextual applicability of problem specific algorithm design techniques
4. To study and understand benefits and limitations of above mentioned techniques.

By the end of the course a student is expected to:

- CO1 select one of the better techniques for solving any given programming problem and prove it analytically.
- CO2 recognize the use of several design techniques and use these methods to solve simple problems
- CO3 write and solve recurrence relations for recursive algorithms
- CO4 determine asymptotic growth rates for algorithm

Course Contents

Unit I

Algorithms , Algorithms as a technology, Insertion sort, Analyzing algorithms, Asymptotic notations, Divide and Conquer: General method, binary search, merge sort, quick sort, Strassen's matrix multiplication algorithms and analysis of algorithms for these problems.

Unit II

Sorting and Data Structure: Heapsort, Hash Tables, Red Black Trees Greedy Method: General method, knapsack problem, minimum spanning trees, single source paths and analysis of these problems.

Unit III

Dynamic Programming: General method, matrix chain multiplication, longest common subsequence, optimal binary search trees,

Back Tracking: General method, 8 queen's problem, graph colouring, Hamiltonian cycles, analysis of these problems.

Unit IV

Branch and Bound: Method, 0/1 knapsack and traveling salesperson problem

NP Completeness: Polynomial time, NP-completeness and reducibility, NP-complete problems

Text and Reference Books:

1. Introduction to Algorithms, Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein, MIT press, 3rd Edition, 2009.
2. Fundamental of Computer Algorithms, Ellis Horowitz, Satraj Sahni, Sanguthevar Rajasekaran, Galgotia publication pvt. Ltd., 1999.
3. Algorithms, S. Dasgupta, C. Papadimitriou, and U. Vazirani, McGraw-Hill Higher Education. 2006

.NET Technologies

General Course Information:

Course Code: CSE-307-L/IT-307-L Course Credits: 3.5 Type: Compulsory Contact Hours:4 Mode: Lecture(L)-3 Tutorials (T)-1 Examination Duration: 03 Hrs	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Concepts of Object oriented programming approach.

About the Course and its Objectives & Outcomes:

This course will cover all the tools of .net framework and popular languages support by the framework. Basic knowledge of database connectivity also included.

The objectives of this course are to:

1. To utilize the .NET framework to build applications.
2. To develop ASP.NET Web Services, secure web services, and .NET remoting applications.
3. To understand the protocols behind web services including: SOAP, DISCO, and UDDI.
 4. To develop web applications using a combination of client-side (JavaScript, HTML, XML, WML) and server-side technologies (ASP.NET, ADO.NET).

By the end of the course a student is expected to:

- CO1. Use .NET framework architecture, various tools, and validation techniques,
- CO2. Use different templates available in Visual Studio
- CO3. Be able to implement and test strategies in real time applications.
- CO4. Use advanced concepts related to assembly (DLL), Web Services, WCF, and WPF in project development.

Course Contents

Unit I

Introduction to .NET Framework: NET Architecture, MSIL, CLR, CLS, CTS, JIT, Namespaces, Common Language Implementation, Assemblies, COM, ILDASM, GAC, Strong name, Garbage Collection,.

C# - Basics and Console Applications in C#: Namespaces - Constructor and Destructors, Function Overloading & Inheritance, Operator Overloading, Boxing and Unboxing, 'ref' and 'out' parameters, Modifiers - Property and Indexers , Attributes & Reflection API, When to use Console Applications - Generating Console Output, Processing Console Input.

ADO.NET: Benefits of ADO.NET, ADO.NET compared to classic ADO -, Datasets, Managed Providers and Data Binding: Introducing Data Source Controls, Reading and Write Data Using the SqlDataSource Control

Unit II

C#.NET: Language Features and Creating .NET Projects, Namespaces Classes and Inheritance, Namespaces Classes and Inheritance, Exploring the Base Class Library, Debugging and Error Handling, Data Types, Exploring Assemblies and Namespaces, String Manipulation ,Files and I/O, Collections.

Windows Forms and Controls in details: The Windows Forms Model, Creating Windows Forms Windows Forms Properties and Events, Delegates, Windows Form Controls, Menus, Dialogs, ToolTips.

Visual Inheritance in C#.NET: Apply Inheritance techniques to Forms, Creating Base Forms, and Programming Derived Forms.

Mastering Windows Forms: Handling Multiple Events, GDI+, Creating Windows Forms Controls

Unit III

ASP.NET: Introduction to ASP.NET, Working with Web and HTML Controls, Using Rich Server Controls, Login controls, Overview of ASP.NET Validation Controls, Using the Simple Validations, Using the Complex Validators Accessing Data using ADO.NET, Using the Complex Validators Accessing Data using ADO.NET, Configuration Overview, UNICODE,

Managing State: Preserving State in Web Applications and Page-Level State, Using Cookies to Preserve State, ASP.NET Session State, Storing Objects in Session State, Configuring Session State, Setting Up an Out-of-Process State Server, Storing Session State in SQL Server, Using Cookie less Session IDs, Application State Using the Data List and Repeater Controls, Overview of List-Bound Controls, Creating a Repeater Control and Data List Control.

Unit IV

Themes and Master Pages: Creating a Consistent Web Site, ASP.NET 5 Themes, Master Pages, Displaying Data with the Grid View Control Introducing the Grid View Control, Filter Data in the Grid View Control, Allow Users to Select from a Dropdown List in the Grid, Add a Hyperlink to the Grid, Deleting a Row and Handling Errors

Creating and Consuming Web Services: The Motivation for XML Web Services, Creating an XML Web Service with Visual Studio, SAO architecture, Designing XML Web Services, Creating Web Service Consumers, Discovering Web Services Using SOAP, DISCO, and UDDI.

Advanced in .NET: Introduction to Windows Presentation Foundation (WPF), Window Communication Foundation and its Application.

Text and Reference Books:

1. Mastering C# and .NET Framework by Marino Posadas, 2016.
2. Beginning ASP.NET 4.5 in C# and VB, Wrox, 2012.
3. Beginning ASP.NET 4.5 in C#, Apress, 2012.
4. .NET 4.5 Programming 6-in-1, Black Book by Kogent Learning Solutions Inc. 2013.
5. C # PROGRAMMING with .Net Framework, by Dr. Ashutosh Kumar Bhatt, Kamlesh Padaliya, 2016.
6. Pro C# with .NET 3.0, by Andrew Troelsen, Apress, 2007

Intelligent Systems

General Course Information:

Course Code: CSE-304-L/IT-309-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Knowledge of Data structure, Probability and Statistics

About the Course and its Objectives & Outcomes:

The objectives of this course are to:

1. Study the concepts of artificial intelligence.
2. Understand and learn methods for solving problem using artificial intelligence.
3. Understand various ways to represent knowledge in AI.
4. Study the concept of expert system and machine learning.

By the end of the course a student is expected to:

- CO1 Apply underlying searching techniques in basic problems.
- CO2 Select and apply knowledge representation to solve AI problems.
- CO3 Study expert systems.
- CO4 Apply machine learning techniques in various domains.

Course Contents

Unit-I

Introduction to AI: Introduction, Turing Test, AI problems and techniques, production system & its characteristics, problem characteristics.

Problem Solving Using Search: Blind search techniques - Breadth first search, Depth first search. Heuristic search techniques - Generate and test, Hill Climbing, Best first search, A* Algorithm, AO* Algorithm.

Unit-II

Knowledge Representation: Introduction, Knowledge Representation- Representation and Mappings, Issues in Knowledge Representation, Symbolic Logic - Propositional logic, Predicate logic- Representing simple facts in logic, Representing Instances and ISA Relationship, Computable functions and Predicates, Unification, Resolution, Natural Deduction.

Representing Knowledge Using Rules: Procedural versus Declarative Knowledge, Logic Programming, Forward versus Backward Reasoning, Matching, Control Knowledge.

Unit-III

Reasoning Under Uncertainty: Introduction to Nonmonotonic Reasoning, Logics for Nonmonotonic Reasoning, Implementation Issues, Probability and Baye's Theorem, Certainty Factors and Rule-based Systems, Bayesian Networks, Dempster-Shafer Theory.

Fuzzy logic system: Introduction, Crisp Set, Fuzzy Sets, Fuzzy Membership Functions, Operations on Fuzzy Sets, Fuzzy Relations.

Unit-IV

Game Playing: Overview, The Minimax Search Procedure, Adding Alpha-Beta Cut-offs, Iterative Deepening.

Learning: Introduction, Rote Learning, Learning by Taking Advice, Learning From Examples, Explanation

Based Learning, Discovery, Analogy.

Expert system: Introduction, Architecture, Representing and Using Domain Knowledge, Expert System Shells, Explanation, Knowledge Acquisition.

Text and Reference Books:

1. Artificial intelligence, Elaine Rich, Kevin Knight and Shivashankar B Nair, McGraw Hill Education. 3rd edition, 2009.
2. Artificial intelligence: A modern Approach, Stuart Russel and Peter Norvig, Pearson Education, 3rd edition, 2015
3. Introduction to Artificial Intelligence and Expert System, Dan W. Patterson, Pearson Education. 1st edition, 2007.
4. A first course in Artificial Intelligence, Deepak Khemani, McGraw Hill Education. 3rd edition, 1st edition, 2013.
5. Artificial Intelligence: Structures and Strategies for Complex Problem Solving, George F. Luger, Pearson Education, 5th edition, 2009.

OS lab

General Course Information

Course Code: CSE-301-P/ IT-301-P *Course Credits: 1 Mode: Practical Contact Hours: 2 hours/week Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites:

Students are expected to have basic concepts (theoretical) of computer graphics as well as programming capability in C/C++.

The objectives of this laboratory course are to:

1. Teach students various Linux utilities
2. To make them aware of shell scripting, sed scripts, awk programming.

By the end of the course a student is expected to:

- CO1. To use and execute vi editor, Emacs editor.
- CO2. Run general commands and utilities.
- CO3. Use file system related commands
- CO4. To write basic shell scripts, use sed commands, write awk programs, use perl command line.

Students are required to do eight to ten assignments. The lab. assignments are evenly spread over the semester. Every students is required to prepare a file of lab. experiments done.

List of Experiments/Practicals

1. Study of WINDOWS operating system.
2. Study of LINUX Operating System (Linux kernel, shell, basic commands pipe & filter commands).
3. Administration of LINUX Operating System.
4. Writing of Shell Scripts (Shell programming).
5. AWK programming.

Note: The list is indicative. At least 5 to 10 more exercises to be given by the teacher concerned. The Teacher can alter/add more number of experiments as per the requirement.

Recommended Books:

1. Operating System Concepts, (6th Edition), by Abraham Silberschatz, Peter Baer Galvin, Greg Gagne.
2. A Practical Guide to Linux Commands, Editors, and Shell Programming, by Mark G. Sobell
3. Linux: A Practical Approach, by B. Mohamed Ibrahim, Laxmi Publications; First edition (2016)

PC and Computer Networks Lab.

General Course Information:

Course Code: CSE-206-P/IT-303-P *Course Credits: 1 Mode: Practical Contact Hours: 2 Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites: Basic Knowledge of Programming in C

The objectives of this laboratory course are to:

1. develop skills to design and analyze the basic scenarios
2. develop skills to configuring network devices (Switches, Routers etc), establishing Local area networks (LAN), implement different routing and wide area network (WAN) protocols.

By the end of the course a student is expected to:

- CO1. Able to understand different models used for study of computer networks and ability to identify different designs.
- CO2. Able to understand, how information transforms while moving through network and understand different technologies used to improve efficiency of communication.
- CO3. Able to design and engineer routes to create interconnect of nodes.
- CO4. Able to build some simple networking models using the Network Simulator.

Students are required to do eight to ten assignments. The lab. assignments are evenly spread over the semester. Every student is required to prepare a file of lab. experiments done.

.NET Lab

General Course Information:

Course Code: CSE-307-P/IT-307-P *Course Credits: Mode: Practical Contact Hours: Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites:

Student should be familiar with OOPs concept.

The objectives of this laboratory course are to:

1. To develop programs practically too good understanding of technology.
2. To make better understanding of dependent applications.

By the end of the course a student is expected to:

- CO1 To play in DOS with .NET framework architecture .
- CO2 Write programs in C#.
- CO3 Write programs in ASP.Net.
- CO4 To build and call library files.

Students are required to do eight to ten assignments. The lab. assignments are evenly spread over the semester. Every students is required to prepare a file of lab. experiments done.

List of Experiments/Practical's (if any)

1. Write a program to check whether empty query string is entered in Asp .net
2. Write a program to change color of Label text control programmatically in Asp .Net
3. Write a program to Enable-Disable Textbox and change width of TextBox programmatically in Asp .Net
4. Write a program to increase and decrease font size programmatically.
5. Write C# code to display the asterisk pattern as shown below:
 - a. *****
 - b. *****
 - c. *****
 - d. *****
 - e. *****
6. Write C# code to prompt a user to input his/her name and country name and then the output will be shown as an example below: Hello Ram from country India!
7. Write C# code to do the following
 - a. Convert binary to decimal
 - b. Convert decimal to hexadecimal
 - c. Convert decimal to binary
 - d. Convert decimal to octal
8. Write C# code to convert infix notation to postfix notation.
9. Write a C# code to convert digits to words
10. Write a C# code to convert following currency conversion. Rupees to dollar, frank, euro.
11. Write a C# code to Perform Celsius to Fahrenheit Conversion and Fahrenheit to Celsius conversion.
12. Write ASP.Net program to Store Objects in Session State and Storing Session State in SQL Server.

Note: The list is indicative. The Teacher can alter/add more number of experiments as per the requirement.

INTELLIGENT SYSTEMS LAB

General Course Information:

Course Code: CSE-304-P/It-309-P *Course Credits: 1 Mode: Practical Contact Hours: 2 Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites:

Knowledge of Computer and Information System, Programming Languages

The objectives of this laboratory course are to:

1. Implement the concepts of AI using prolog.
2. Use and modify heuristic state-space search algorithms.
3. Implement various AI techniques/algorithms in Lab.

By the end of the course a student is expected to:

- CO1. Understand and learn the concepts of prolog.
- CO2. Write simple programs in prolog.
- CO3. Understand and implement various AI techniques.
- CO4. Apply AI techniques to solve problems.

Students are required to do eight to ten assignments. Lab assignments are evenly spread over the semester. Every student is required to prepare a file of lab. experiments done.

List of Experiments/Practical's (if any)

1. Turbo Prolog features and format.
2. Write a program for usage of rules in prolog.
3. Write a program for using Input, Output and fail predicates in prolog.
4. Write a program for studying usage if arithmetic operators in prolog.
5. Write a program to study usage of Cut, Not, Fail predicates in prolog.
6. Write a program to study usage of recursion in prolog.
7. Write a program to implement DFS/ BFS.
8. Write a program to implement A* algorithm.
9. Write a program to solve 8 queens problem.
10. Write a program to solve travelling salesman problem.

Note: The list is indicative. The Teacher can alter/add more number of experiments as per the requirement.

Recommended Books: Lab Manual

High Speed Network Technologies

General Course Information:

Course Code: CSE-305-L/IT-302-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3 HOURS	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Basic knowledge of computer networks, layers of OSI reference model, protocols at different layers of OSI reference model.

About the Course and its Objectives:

1. Today we have seen sufficient growth in terms of computing power but a lot of work is required to be done to improve communication speed of computers.
2. This course has been designed with an aim that student should learn about different high speed technologies like 10 G Ethernet, WiFi, WiMAX, Fiber Channel, GSM, CDMA, ATM, ISDN and Frame Relay.

Course Outcomes :

- CO1. In-depth knowledge about use and applications of Gigabit and 10 Gigabit Ethernet technology.
- CO2. Design and implementation of Fiber Chanel technologies.
- CO3. Knowledge about high speed WAN such as ISDN and Frame Relay
- CO4. Design and implementation of Wireless technologies such as WiFi, Bluetooth and WiMAX.
- CO5. To know the relevance and importance of Internet Suite of Protocols for Fast Network design.

Syllabus

UNIT I

HIGH SPEED LAN :Gigabit Ethernet: Overview of fast Ethernet, Gigabit Ethernet – overview, specifications, layered protocol architecture, network design using Gigabit Ethernet, applications, 10GB Ethernet – overview, layered protocol architecture, applications.

Fibre Channel : Fibre channel physical characteristics – topologies & ports, layered protocol architecture, class of service.

UNIT II

HIGH SPEED WAN: Frame Relay : Protocol architecture and frame format.

ISDN & B-ISDN : Channels, interfaces, addressing, protocol architecture, services.

ATM : Virtual circuits, cell switching, reference model, traffic management.

UNIT III

WIRELESS LAN: Wireless Networks: Existing and emerging standards, Wireless LAN(802.11), Broadband Wireless(802.16), Bluetooth(802.15) their layered protocol architecture and security. Mobile Networks – GSM, CDMA and GPRS

UNIT IV

INTERNET SUITE OF PROTOCOLS: Internet Layer : IPV4 and IPV6, IP addressing, IP classes, CIDR.

Transport Layer : UDP/TCP protocols & architecture, TCP connection management.

Application Layer : DNS, E-Mail, Voice over IP, audio & video compression.

Text and Reference Books:

- 1 Computer Networks, Andrew S Tanenbaum, 5th Edition, Pearson 2013
- 2 Mobile Communication, Jochen Schiller, 2nd Edition, Pearson,2009.
- 3 Mobile Cellular Telecommunications, Lee, McGRAW- WILL, 2nd Edition, 2006.

Web Development

General Course Information:

Course Code: CSE-309-L/IT-304-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3 HOURS	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Basic knowledge of HTML, XML, ASP, JSP and Web Designing.

About the Course and its Objectives & Outcomes:

The objectives of this course are to:

1. Learn HTML, XML and design various web pages.
2. Study about Client Side Programming and Server Side Programming.
3. Learn ASP, JSP and its uses in web designing process with HTML.

By the end of the course a student is expected to:

- CO1. Learn Web Designing Complete Process.
- CO2. Made Web Pages using HTML and XML.
- CO3. To use ASP and JSP with HTML in web design..
- CO4. Get proficient in using HTML and XML.

Syllabus

Unit I

Information Architecture The Role of Information Architect, Collaboration and Communication, Organizing information, Organizational challenges, Organizing Web Sites and Intranets, Creating Cohesive Organization Systems, Designing Navigation Systems, Types of navigation Systems, Integrated Navigation Elements, Remote Navigation Elements, Designing Elegant Navigation Systems, Designing the Search Interface, Indexing the Right Stuff, Grouping Content, Conceptual Design; High-Level Architecture Blueprints, Architectural Page Mockups, Design Sketches.

Unit II

Dynamic HTML and Web Designing HTML Basic Concepts, Good Web Design, Process of Web Publishing, Phases of Web Site development, Structure of HTML documents, HTML Elements - Core attributes, absolute and relative links, ordered and unordered lists, Linking Basics, Linking in HTML, Images and Anchors, Anchor Attributes, Image Maps, Semantic Linking Meta Information, Image Preliminaries, , Images as Buttons, Introduction to Layout: Backgrounds, Colors and Text, Fonts, Layout with Tables, Advanced Layout : Frames and layers, HTML and other media types, FORMS, Forms Control, New and emerging Form Elements.

Separating style from structure with style sheets: Internal style specifications within HTML, External linked style specification using CSS, page and site design considerations, Positioning with Style sheets.

Unit III

Client side programming: Introduction to the JavaScript syntax, the JavaScript object model, Event handling, Output in JavaScript, Forms handling, miscellaneous topics such as cookies, hidden fields, and images; Applications.

Server side programming: Introduction to Server Side Technologies CGI/ASP/JSP., Programming languages for server Side Scripting, Configuring the server to support CGI, applications; Input/ output operations on the WWW, Forms processing, (using PERL/VBSCRIPT/JavaScript)

Unit IV

Java Server Pages and Active Server Pages: Basics, Integrating Script, JSP/ASP Objects and Components, configuring and troubleshooting,: Request and response objects, Retrieving the contents of a an HTML form, Retrieving a Query String, Cookies, Creating and Reading Cookies. Using application Objects and Events.

Overview of advance features of XML, XML Relationship between HTML, SGML, and XML, The future of XML.

Text and Reference Books:

1. HTML-The Complete Reference, Thomas A Powell, Tata McGraw Hill, 3rd edition, 2001.
2. CGI Programming with Perl, Scott Guelich, Shishir Gundavaram, Gunther Birzniek, 2nd edition, O'Reilly, 2000.
3. Programming Web Services with SOAP, Doug Tidwell, James Snell, Pavel Kulchenko, O'Reilly, 2009.
4. XML in Action, Web Technology, Pardi, PHI, 1999.
5. XML Step by Step, Yong, PHI, 2nd edition, 2002
6. Web Authoring Desk Reference, Aaron Weiss, Rebecca Taply, Kim Daniels, Stiven Mulder, Jeff Kaneshki, Techmedia Publications.

Android Programming

General Course Information:

Course Code: CSE-306-L/IT-306-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture (L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Java programming and Object-oriented programming, Knowledge of RDBMS and OLTP

About the Course and its Objectives & Outcomes:

This course will teach students how to develop Android apps.

The objectives of this course are to:

1. The Android environment
2. Tools for creating Android applications
3. The Android approach to structuring applications
4. Basic user interfaces
5. Application life cycles

By the end of the course a student is expected to:

- CO1. To have knowledge of android evolution and its architecture.
- CO2. To be able to understand the process of developing software for the android mobile.
- CO3. To be able to create mobile applications on the Android Platform.
- CO4. To be able to create mobile applications involving data storage in SQLite database

Course Contents

Unit I

Basics of Android: OOPs concepts, What is Android, History and Version, Android architectural overview, Challenges of the mobile platform, Installing software, Setup Eclipse, Hello Android example, Internal Details, Dalvik VM, Software Stack, Android Core Building Blocks, Android Emulator, AndroidManifest.xml, R.java file, Hide Title Bar, Screen Orientation.

Unit II

UI Widgets: Working with Button, Toast, Custom Toast, Button, Toggle Button, Switch Button, Image Button, CheckBox, Alert Dialog, Spinner, AutoCompleteTextView, RatingBar, DatePicker, TimePicker, ProgressBar, Quick Contact Budge, Analog Clock and Digital Clock, Working with hardware Button, File Download.

Unit III

Activity, Intent & Fragment: Activity Lifecycle, Activity Example, Implicit Intent, Explicit Intent, Fragment Lifecycle, Fragment Example, Dynamic Fragment.

Android Menu: Option Menu, Context Menu, Popup Menu

Layout Manager: Relative Layout, Linear Layout, Table Layout, Grid Layout.

Unit IV

Adaptor: Array Adaptor, ArrayList Adaptor, Base Adaptor.

View: GridView, WebView, ScrollView, SearchView, TabHost, DynamicListView, Expanded ListView.

SQLite: SQLite API, SQLite Spinner, SQLite ListView

XML & JSON: XML Parsing SAX, XML Parsing DOM, XML Pull Parser, JSON basics, JSON Parsing.

Text and Reference Books:

1. Android Programming by Redazione Io Programmo, 2011
2. Android Programming for Beginners by John Horton, 2015
3. Android Database Programming by Jason Wei, 2012
4. Android Programming Tutorials, 3rd Edition by Mark L Murphy, 2010
5. Android Programming - The "Big Nerd Ranch" Guide by Bill Phillips et al., 2017
6. Android Application Development: Programming with the Google SDK by Rick Rogers et al. 2009

Network Administration And Management

General Course Information:

Course Code: IT-308-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3 hrs	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Computer Networks, Basics of Windows and Linux.

About the Course and its Objectives & Outcomes:

The objectives of this course are to:

- 1 Install and configure the role of servers.
- 2 Manage Network and Monitor LANs using tools.

By the end of the course a student is expected to:

- CO1 Set up DHCP, DNS, FTP, HTTP servers in Windows and Linux systems
- CO2 Monitor and Manage Networks using RMON and SNMP.
- CO3 Monitor and Manage the events in different systems for response
- CO4 Apply Network Administration tools to various Networks.

Course Contents

Unit I

Network Administration: Introduction to Network Administration Approaches, Addressing, Subnetting and Supernetting, Fixed Vs Variable Masks, VLAN Principles and Configuration, Routing Concepts: Static and Dynamic Routing, Routing Protocols: RIP, OSPF, BGP. Network Address Translation (NAT), Configuring a Linux/Windows Box as a Router, Dial-up configuration and Authentication: PPP, Radius, RAS. Configuring a DNS Server, Configuring Sendmail Service, Configuring a Web Server, Configuring a Proxy Server, TCP/IP Troubleshooting: ping, traceroute, ifconfig, netstat, ipconfig.

Unit II

Linux Network Administration: Setting up a file server, setting up samba server, configuring Network services: installing and configuring DHCP server, installing and configuring DNS server, setting up internal NTP server, hosting http content via Apache.

Unit III

Network management: Management Standards and models, Configuration Management and auto discovery, Fault Management, Fault identification and isolation, Event correlation techniques, SNMPv1, SNMPv2: Structure of Management Information, Std. Management Information Base(MIBs), MIB-II, Network Management Functions: Accounting Management, Performance Management, Network Usage, Metrics, and Quotas, SNMPv3: Protocol, MIB.

Unit IV

Network Monitoring: Network Performance Monitoring, RemoteNetwork Monitoring(RMON1): Statistics Collection, Alarms and Filters, RMON 2: Monitoring Network Protocol Traffic, Application-Layer Visibility, Management Tools, Systems and Applications: Test and Monitoring tools, Integrating tools, Development tools, Development tools, Web-based Enterprise Management.

Text and Reference Books:

1. Principles of Network and System Administration, Mark Burgess, John Wiley and Sons Ltd.
2. TCP/IP Network Administration (3 rd Edition), Craig Hunt, O'Reilly and Associates Inc.
3. Windows 2016 Administration, George Splading, McGraw-Hill.
4. Linux Network Administrator's Guide, Olaf Kirch and Terry Dawson, O'Reilly and Associates Inc., (Shroff Publishers and Distributors, Calcutta),

Theory of Automata and Computation

General Course Information:

Course Code: CSE-310-L/IT-310-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture (L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

The students are expected to have a strong background in the fundamentals of discrete mathematics like in the areas of symbolic logic, set, induction, number theory, summation, series, combinatorics, graph, recursion, basic proof techniques.

About the Course and its Objectives & Outcomes:

The objectives of this course are:

1. Give an account of important concepts and definitions for automata and formal languages;
2. Classify machines by their power to recognize languages.
3. Employ finite state machines to solve problems in computing.
4. Explain deterministic and non-deterministic machines.
5. Comprehend the hierarchy of problems arising in the computer sciences.

By the end of the course a student is expected to:

- CO1. Understand the basic concepts and application of Theory of Computation.
- CO2. Understand the concept of abstract machines and their power to recognize the languages
- CO3. Attains the knowledge of language classes & grammars relationship among them with the help of Chomsky hierarchy.
- CO4. Apply this basic knowledge of Theory of Computation in the computer field to solve computational problems and in the field of compiler also.

Course Contents

Unit I

Finite Automata and Regular Expressions: Finite State Systems, Basic Definitions Non-Deterministic finite automata (NFA), Deterministic finite automata (DFA), Equivalence of DFA and NFA Finite automata with E-moves, Regular Expressions, Equivalence of finite automata and Regular Expressions, Regular expression conversion and vice versa, Conversion of NFA to DFA by Arden's Method.

Unit II

Introduction to Machines: Concept of basic Machine, Properties and limitations of FSM. Moore and mealy Machines, Equivalence of Moore and Mealy machines.

Properties of Regular Sets: The Pumping Lemma for Regular Sets, Applications of the pumping lemma, Closure properties of regular sets, Myhill-Nerode Theorem and minimization of finite Automata, Minimization Algorithm.

Unit III

Grammars: Definition, Context free and Context sensitive grammar, Ambiguity regular grammar, Reduced forms, Removal of useless Symbols and unit production, Chomsky Normal Form (CNF), Griebach Normal Form (GNF).

Pushdown Automata: Introduction to Pushdown Machines, Application of Pushdown Machines

Unit IV

Turing Machines: Deterministic and Non-Deterministic Turing Machines, Design of T.M, Halting problem of

T.M., PCP Problem.

Chomsky Hierarchies: Chomsky hierarchies of grammars, Unrestricted grammars, Context sensitive languages, Relation between languages of classes.

Computability: Basic concepts, Primitive Recursive Functions.

Text and Reference Books and Links:

1. Introduction to automata theory, language & computations- Hopcroft & O.D.Ullman, R Mothwani, 2001, AW
2. Theory of Computer Sc.(Automata, Languages and computation):K.L.P.Mishra & N.Chandrasekaran, 2000, PHI.
3. Introduction to formal Languages & Automata-Peter Linz, 2001, Narosa Publ..
4. Fundamentals of the Theory of Computation- Principles and Practice by RamondGreenlaw and H. James Hoover, 1998, Harcourt India Pvt. Ltd..
5. Elements of theory of Computation by H.R. Lewis & C.H. Papaditriou, 1998, PHI. □ Introduction to languages and the Theory of Computation by John C. Martin 2003, T.M.H.

Web Development Lab

General Course Information

Course Code: CSP-309-P/It-304-P *Course Credits: 1 Mode: Practical Contact Hours: 2 Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites:

Knowledge of HTML language, XML Language.

The objectives of this laboratory course are to:

1. Make students expertise in HTML Language.
2. Learn PERL/XML/JSP along with HTML Language.
3. Understand various uses of HTML/CGI.

By the end of the course a student is expected to:

CO1. Be able to develop the HTML programs.

CO2. Be able to develop XML Programs.

CO3. Describe the use of HTML/CGI and Get expertise in use of XML/JSP/PERL along with HTML/CGI.

CO4. Be able to write code HTML/CGI using XML/JSP/PERL.

Software and Tools to be learnt: Simple Notepad and PERL Language.

Android Lab

General Course Information:

Course Code: CSE-306-P/IT-306-P *Course Credits: 1 Mode: Practical Contact Hours: 2 Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites:

The students are expected to have a knowledge of Java programming, object-oriented programming, RDBMS and OLTP.

The objectives of this laboratory course are to:

1. To develop programs practically too good understanding of technology.
2. To understand Android Studio framework.

By the end of the course a student is expected to:

- CO1.** To be able to understand the process of developing software for the android mobile.
- CO2.** To be able to create mobile applications on the Android Platform.
- CO3.** Student will be able to design android application.
- CO4.** To be able to design database connectivity application.

Students are required to do eight to ten assignments. The lab assignments are evenly spread over the semester. Every student is required to prepare a file of lab experiments done.

List of Experiments/Practical's (if any)

1. Create "Hello World" application to "Hello World" in the middle of the screen in the red color with white background.
2. Create sample application with login module.(Check username and password), validate it for login screen or alert the user with a Toast.
3. Create and validate a login application using username as Email ID else login button must remain disabled.
4. Create and Login application and open a browser with any one search engine.
5. Create an application to display "Hello World" string the number of times user inputs a numeric value. (Example. If user enters 5, the next screen should print "Hello World" five times.)
6. Create spinner with strings from the resource folder (res >> value folder). On changing spinner value, change image.
7. Create an application to change screen color as per the user choice from a menu.
8. Create a background application that will open activity on specific time.
9. Create an application that will have spinner with list of animation names. On selecting animation name, that animation should effect on the images displayed below.
10. Create an UI listing the diploma engineering branches. If user selects a branch name, display the number of semesters and subjects in each semester.
11. Use content providers and permissions by implementing read phonebook contacts with content providers and display in the list.
12. Create an application to call a phone number entered by the user the Edit Text.
13. Create an application that will create database to store username and password.
14. Create an application to insert, update and delete a record from the database.

Note: The list is indicative. The Teacher can alter/add more number of experiments as per the requirement.

Network Administration and Management Lab.

General Course Information:

Course Code: IT-308-P *Course Credits: Mode: Practical Contact Hours: Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites:

knowledge of Computer Networks, System Administration, Unix/Linux Command line

The objectives of this laboratory course are to:

- 1 get the machines configured in a Network to share files, other resources like printer.
- 2 configure machines as various servers.

By the end of the course a student is expected to:

- CO1 Administer their machines using linux/Unix systems.
- CO2 Configure Network Services on machines.
- CO3 Configure Web server, Mail server, print server, FTP server, DHCP server
- CO4 Manage the Network using RMON, tcpdump and other Network Monitoring tools.

Students are required to do eight to ten assignments. The lab. assignments are evenly spread over the semester. Every student is required to prepare a file of lab. experiments done.

Python Lab

General Course Information:

Course Code: CSE-207-P/IT-312-P *Course Credits: 1 Mode: Practical Contact Hours: 2 Examination Duration: 03 Hrs: *In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites:

Basic operating skills of Linux Systems, Logic development.

The objectives of this laboratory course are to:

1. Apply and test algorithmic plans using simple Python.
2. Identify and track the values of variables representing both scalar and complex types within Python programs
3. Employ repetition, selection, and user defined methods in the design of basic Python Programs
4. Write and use programs that manage a variety of data types and media (numbers, text, pictures, sound etc.)
5. Write object-oriented programs using Python.
6. Exception handling using Python

By the end of the course a student is expected to:

- CO1. Be fluent in the use of procedural statements — assignments, conditional statements, loops, method calls and arrays.
- CO2. Be able to design, code, and test small Python programs that meet requirements expressed in English. This includes a basic understanding of top-down design.
- CO3. Understand the concepts of object-oriented programming as used in Python: classes, subclasses, properties, inheritance, and overriding.
- CO4. Have knowledge of basic searching and sorting algorithms. Have knowledge of the basics of vector computation.

Students are required to do eight to ten assignments. The lab. assignments are evenly spread over the semester. Every student is required to prepare a file of lab. experiments done.

Compiler Design

General Course Information:

Course Code: CSE-401-L/IT-401-L Course Credits: 3.5 Type: Compulsory Contact Hours:4 Mode: Lecture(L) Examination Duration: 3	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Discrete Mathematics, Theory of Computation, Data Structure or Equivalent

About the Course and its Objectives & Outcomes:

The objectives of this course are to:

- 1 Understand the basic concepts and application of Compiler Design
- 2 Apply their basic knowledge Data Structure to design Symbol Table, Lexical Analyser, and Intermediate Code Generation, Parser (Top Down and Bottom Up Design) and will able to understand strength of Grammar and Programming Language.
- 3 Understand and Implement a Parser.
- 4 Understand various Code optimization Techniques and Error Recovery mechanisms

By the end of the course a student is expected to:

- CO1 Learn the design principles of a Compiler.
- CO2 Learn the various parsing techniques and different levels of translation
- CO3 Learn how to optimize and effectively generate machine codes
- CO4 Generate and Optimize code

Course Contents

Unit I

Introduction To Compilers: Compilers and translators, need of translators, structure of compiler :its different phase , Compiler construction tools. Lexical Analysis: Role of lexical analyzer, design of lexical analyzer, regular expressions, Specification and recognition of tokens, input buffering, A language specifying lexical analyzer. Finite automata, conversion from regular expression to finite automata, and vice versa, minimizing number of states of DFA, Implementation of lexical analyzer.

Unit II

Syntax Analysis: Role of parsers, context free grammars, definition of parsing. Parsing Technique: Shift- reduce parsing, operator precedence parsing, top down parsing, predictive parsing.

Unit III

LR parsers, SLR, LALR and Canonical LR parser. Syntax Directed Translations: Syntax directed definition, construction of syntax trees, syntax directed translation scheme, implementation of syntax directed translation, three address code, quadruples and triples.

Unit IV

Symbol Table & Error Detection and Recovery: Symbol tables, its contents and data structure for symbol tables; trees, arrays, linked lists, hash tables. Errors, lexical phase error, syntactic phase error, semantic error. Code Optimization & Code Generation: Code generation, forms of objects code, machine dependent code, optimization, register allocation for temporary and user defined variables

Text and Reference Books:

1. Compilers Principle, Techniques & Tools - Alfred V. AHO, Ravi Sethi & J.D. Ullman, Addison Wesley, 2007.
2. Theory and practice of compiler writing, Tremblay & Sorenson, Mc. Graw Hill, 1985.
3. System software , Dhamdare, MGH, 1986.
4. Principles of compiler Design, Alfred V. AHO & J.D. Ullman Narosa Publication, 2002.

Information And Cyber Security

General Course Information:

Course Code: CSE-404-L/IT-403-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3hrs	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Basic knowledge of Number theory, Complexity Theory, Basic programming skills for security.

About the Course and its Objectives & Outcomes:

The increase in techniques to penetrate into systems has led to variety of information and cyber attacks, To mitigate the exploitation of the vulnerabilities leading to these attacks we need to adopt robust security architecture into our premises. We have to choose between various security technologies such as cryptography, Digital Signatures, Key Management, Program Security, Database security, cyber laws, Wifi security. In the current scenario we require to secure end-to-end devices, Networks, Networking devices, clouds.

The objectives of this course are to:

1. To understand several security issues.
2. To understand several cryptographic algorithms.
3. To understand the social legal and ethical implications of modern security systems.
4. To get acquainted with the latest trends in cyber security.

By the end of the course a student is expected to:

- CO1 Have a basic Conceptual Knowledge of security aspects involved in information systems.
- CO2 Get known to various Cryptographic Algorithms and other security technologies
- CO3 Learn cyber Attacks and cyber Laws to protect against miscreants in the public Networks.
- CO4 Apply tools to analyze contents of packet on local Area Network

Course Contents

Unit I

Cryptography: Overview of Information Security, Basic Concepts, Cryptosystems, Cryptoanalysis, Ciphers & Cipher modes, Symmetric Key Cryptography DES, AES. Asymmetric Key Cryptography, RSA algorithm, Key management protocols, Diffie Hellman Algorithm. Digital Signature-Digital Signatures, Public Key Infrastructure.

Unit II

System Security: Program Security, Security problems in Coding, Malicious Logic, Protection. Database Security- Access Controls, Security & Integrity Threats, Defence Mechanisms. OS Security-Protection of System Resources, Models for OS security, .Net Security-User based security, Code access security, form authentication.

Unit III

Ethics in Cyber Security: Privacy, Intellectual Property in the cyberspace, Professional Ethics, Freedom of Speech, Fair User and Ethical Hacking, Trademarks, Internet Fraud, Electronic Evidence, forensic Technologies, Digital Evidence collections. Tools and Methods Used in Cybercrime: Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Keyloggers and Spywares, Virus and Worms, Phishing and Identity Theft, Trojan Horses and Backdoors, Steganography, DoS and DDoS Attacks, SQL Injection, Buffer overflows

Unit IV

Cybercrimes and Cybersecurity: Cybercrime and Legal Landscape around the world, Cyberlaws, The Indian IT Act, Challenges, Digital Signatures and Indian IT Act, Amendments to the Indian IT Act, Cybercrime and punishment, Cost of Cybercrimes and IPR Issues, Web threats for Organizations, Social Computing and associated Challenges for Organizations.

Text and Reference Books:

1. Cryptography and Network security-Principles and Practices, Pearson Education, Ninth Indian Reprint 2005
2. Charlie Kaufman , Network Security : Private communication in Public World, Prentice-Hall International, Inc. April 2008
3. Cyber Security by Nina Godhole, Sunit Belapure, Wiley India, 2011
4. Cyber Security Essentials by James Graham, Ryan Olson, Rick Howard CRC Press, Taylor & Francis, 2011

Internet Of Things

General Course Information:

Course Code: IT-405-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3 hrs	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Computer Language such as Java,PHP, Database such as MYSQL.

About the Course and its Objectives & Outcomes:

The objectives of this course are to:

1. Vision and Introduction to IoT.
2. Understand IoT Market perspective.
3. Real World IoT Design Constraints, Industrial Automation and Commercial Building Automation in IoT.

By the end of the course a student is expected to:

- CO1 Use of Devices, Gateways and Data Management in IoT, building state of the art architecture in IoT.
- CO2 Application of IoT in Industrial and Commercial Building Automation and Real World design Constraints.
- CO3 know real world design constraints and Industrial Automation
- CO4 study technologies used behind Internet Of things

Course Contents

Unit I

M2M to IoT-The Vision-Introduction, From M2M to IoT, M2M towards IoT-the global context, A use case example, Differing Characteristics.A Market Perspective– Introduction, Some Definitions, M2M Value Chains, IoT Value Chains, An emerging industrial structure for IoT, The international driven global value chain and global information monopolies. M2M to IoT-An Architectural Overview– Building an architecture, Main design principles and needed capabilities, An IoT architecture outline, standards considerations, IoT paradigm .

Unit II

M2M and IoT Technology Fundamentals- Devices and gateways, Local and wide area networking, Data management, Business processes in IoT, Everything as a Service(XaaS), M2M and IoT Analytics, Knowledge Management IoT Architecture-State of the Art – Introduction, State of the art, Architecture Reference Model-Introduction, Reference Model and architecture, IoT reference Model

Unit III

IoT Reference Architecture- Introduction, Functional View, Information View, Deployment and Operational View, Other Relevant architectural views. Real-World Design Constraints- Introduction, Technical Design constraints-hardware is popular again, Data representation and visualization, Interaction and remote control. Industrial Automation- Service-oriented architecture-based device integration, SOCRADES: realizing the enterprise integrated Web of Things, IMC-AESOP: from the Web of Things to the Cloud of Things, Commercial Building Automation- Introduction, Case study: phase one-commercial building automation today, Case study: phase two- commercial building automation in the future.

Unit IV

Technologies behind the Internet of Things: RFID, NFC, Wireless networks: WSN, RTLS, GPS, Agents Multiagent systems, Creative thinking techniques: Modifications, Combination scenarios, Breaking assumptions, Solving problems Internet of things in retail.

Text and Reference Books:

1 From Machine-to-Machine to the Internet of Things: Introduction to a New Age of Intelligence, Jan Holler, Vlasios Tsiatsis, Catherine Mulligan, Stefan Avesand, Stamatis Karnouskos, David Boyle, , 1st Edition, Academic Press, 2014.

2 Internet of Things (A Hands-on-Approach, Vijay Madiseti and Arshdeep Bahga, , 1st Edition, VPT, 2014.

3 Rethinking the Internet of Things: A Scalable Approach to Connecting Everything, Francis daCosta, , 1st Edition, Apress Publications, 2013

Data Warehousing and Data Mining

General Course Information:

Course Code: CSE-407-L/IT-407-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 hours /week Mode: Lecture(L) Examination Duration: 3 hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Knowledge of database systems, elementary knowledge of statistics and probability.

About the Course and its Objectives & Outcomes:

The objectives of this course are to:

1. Understand fundamental knowledge of data warehouse and data mining.
2. Understand various data mining techniques/ algorithms.
3. Understand the strength and limitations of underlying data mining techniques.

By the end of the course a student is expected to:

- CO1 Have knowledge and understanding of data mining process and tasks
- CO2 Have understanding of different kinds of data and its handling
- CO3 Select and apply a data mining techniques for any particular problem.
- CO4 Mine patterns and apply associations rules, Classify data using algorithms

Course Contents

Unit I

Data Mining: Introduction, Kind of data to be mined, Data Mining Functionalities, Technologies used in Data Mining, Applications of data Mining, Major Issues in Data Mining. Data Pre-Processing: Introduction, Need of preprocessing, Data Objects and Attribute type, Statistical description of data, Data Visualization, Measuring similarity and dissimilarity of data, data Cleaning, Data Integration, Data Reduction, Data Transformation and Data Discretization

Unit II

Data Warehouse: Introduction, Data Warehouse and Database Systems, Data Warehouse Architecture, Data Warehouse Models, Data Cube and OLAP, Multidimensional data Model, Concept Hierarchies, OLAP operations, Data Warehouse Implementation

Unit III

Mining Frequent Patterns, Associations and Correlations: Introduction, Frequent Itemset Mining using Apriori Algorithm ,Generating Association Rule from Frequent Itemsets. Improving efficiency of Apriori, Pattern Growth Approach for Mining Frequent Itemsets, Pattern evaluation Methods. Advanced Pattern Mining: Pattern Mining in Multilevel and Multidimensional Space, Constraint-Based Frequent Pattern Mining.

Unit IV

Classification: Introduction, Classification using Decision Tree Induction, Bayesian Classification Methods, Rule Based Classification, Model Evaluation and Selection, Techniques to Improve Classification

Accuracy. Classification by Backpropagation, Support Vector Machines, Lazy Learners. Cluster Analysis: Introduction, Basic Clustering Methods, Partitioning Methods, Hierarchical Methods, Evaluation of Clustering.

Text and Reference Books:

1. Data Mining Concepts and Techniques, Jiawei Han, Micheline Kamber and Jian Pei, Third Edition, Elsevier, 2011
2. Data Warehousing, Data Mining & Olap, Alex Berson And Stephen J. Smith, Tata Mcgraw Hill Edition, 2004
3. Introduction To Data Mining, Pang-Ning Tan, Michael Steinbach And Vipin Kumar, Pearson Education, 2014
4. Insight Into Data Mining Theory And Practice, K.P. Soman, Shyam Diwakar and V. Ajay Easter Economy Edition, Prentice Hall Of India, 2009.
5. Introduction To Data Mining With Case Studies, G. K. Gupta, , Easter Economy Edition, Prentice Hall Of India, 2006.
6. Data Mining Methods And Models, Daniel T. Larose, Wile-Interscience, 2006.
7. Building The Data Warehouse, W.H. Inmon 3rd, Wiley India, 2005.

System Programming And System Administration

General Course Information:

Course Code: IT-409-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4Hours/Week Mode: Lecture(L) Examination Duration: 3hrs	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Basic programming and logistics skills.

About the Course and its Objectives & Outcomes: Systems programming deals with various components of system programming such as compilers, assemblers, editors, debug monitors and programming environment. Macros used in editors help in creation of macro facilities run with macro processors. System Administration helps in system upkeep, configuration, and reliable operation especially multi-user computers such as servers. It assists in day to day activities such as backups, logs and audits, startup and shutdown of machines.

The objectives of this course are to:

- 1 introduce the system programming concepts in Unix operating system and its support for compilers, assemblers, macros, editors.
- 2 get known to administration tips of system managers.

By the end of the course a student is expected to:

- CO1 Administer a unix system in terms of its upkeep, maintainance and configuration.
- CO2 Understand the components of programming environment.
- CO3 Work with textual and graphical editors
- CO4 install file systems on various platforms using CLI and GUI
- CO5 create unix/Linux scripts on various kinds of shells

Course Contents

Unit I

Evolution of Components of Systems Programming- Assemblers, Loaders, Linkers, Macros, Compilers. software tools, Text editors, Interpreters and program generators, Debug Monitors. Programming environment.

Compiler: Brief overview of compilation process, Incremental compiler. Assembler: Problem statement, single phase and two phase assembler, symbol table. Loader schemes- compile and go Loader, general loader schemes, absolute loader, Subroutine linkage, Reallocating loader, Direct linkage Loader, Linking loader.

Unit II

Macro language and macro-processor, macro instructions, features of macro facility, macro instruction arguments, conditional macro expansion, macro calls with macro instruction defining macros.

Unit III

Getting Started with Unix: User names and groups, logging in, Format of Unix commands, Changing your password, Characters with special meaning, Unix documentation, Files and directories: Current directory, looking at the directory contents, absolute and relative pathnames, some Unix directories and files, Looking at

the file contents, File permissions, basic operation on files, changing permission modes, Standard files: standard output, Standard input, standard error; filters and pipelines. Processes: finding out about processes, background processes, foreground processes. Unix editor: Emacs. Text Manipulation: Inspecting files, File statistics, Searching for patterns, Comparing files, Operating on files, Printing files, Rearranging files, Sorting files, Splitting files, Translating characters, AWK utility.

Unit IV

System Administration: Definition of system administration, Booting the system, Shutdown the system Maintaining user accounts, Backups and restoration, logs and audits, installing softwares, utilities and plugins. Role and functions of a system manager. Overview of the linux operating system.

Text and Reference Books:

1. Systems Programming by Donovan, TMH, 2009
2. The unix programming environment by Brian Kernighen & Rob Pike, PHI & Rob Pike, 1983
3. Design of the Unix operating system by Maurich Bach, PHI, 1986
4. Introduction to UNIX and LINUX by John Muster, TMH, 2002

Reference Book:

1. Advanced Unix programmer Guide by Stephen Prato, BPB, 1986
2. Unix- Concept and applications by Sumitabha Das, 4th Edition, TMH, 2017

Compiler Design Lab

General Course Information:

Course Code: CSE-401-P *Course Credits: Mode: Practical Contact Hours: 2 Examination Duration: 03 Hrs: In lab. work one credit is equivalent to two hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites: C Language

The objectives of this laboratory course are to:

- 1 Develop the understanding of compiler design.
- 2 Develop problem solving ability using programming.
- 3 Develop ability to design and analyse a compiler.

By the end of the course a student is expected to:

- CO1 Demonstrate a working understanding of the process of lexical analysis, parsing and other compiler design aspects
- CO2 check the Grammars for operator precedence and recursion
- CO3 find terminals and non-terminals
- CO4 to show all operations of stack and files

List of experiments

1. Practice of LEX/YACC of compiler writing.
2. Write a program to check whether a string belong to the grammar or not.
3. Write a program to generate a parse tree.
4. Write a program to find leading terminals.
5. Write a program to find trailing terminals.
6. Write a program to compute FIRST of non-terminal.
7. Write a program to compute FOLLOW of non-terminal.
8. Write a program to check whether a grammar is left Recursion and remove left Recursion.
9. Write a program to remove left factoring.
10. Write a program to check whether a grammar is operator precedent.
11. To show all the operations of a stack.
12. To show various operations i.e. read, write and modify in a text file.

Students are required to do eight to ten assignments. The lab. assignments are evenly spread over the semester. Every students is required to prepare a file of lab. experiments done.

List of Experiments/Practical's (if any)

Note: The list is indicative. The Teacher can alter/add more number of experiments as per the requirement.

Text and Reference Books:

1. Introduction to C Programming, Reema Thareja, Oxford University press, 1st Edition 2012.

2. Programming with C, Byron S Gottfried, , Second Edition, Schaum Out Lines, TATA Mc Graw Hill, 2007
3. Compilers: Principles, Techniques, and Tools, Alfred V. Aho, Ravi Sethi, Jeffrey D. Ullman, Monica S. Lam, Addison-Wesley, 2006
4. Introduction to Compiler Construction, Thomas W. Parsons, Computer Science Press, 1992

Distributed Operating System

General Course Information:

Course Code: CSE-402-L/IT-402-L Course Credits: 3.5 Type: Compulsory Contact Hours:4 Mode: Lecture(L)-3 Tutorials (T)-1 Examination Duration: 03 Hrs	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Knowledge of operating system , computer networks and a programming language

About the Course and its Objectives & Outcomes:

This Course focus on study of distributed system concepts and its applicability. In this course various advantages of distributed computing system are studied. After studying this subject a student will be expected to understand the design issues of distributed systems and propose problem specific solution.

The objectives of this course are to:

1. To understand the basics of distributed operating system
2. To understand the concepts of synchronization and related issues in distributed systems
3. To study process management in distributed systems
4. To understand the issues related to memory management and file handling and associated solutions in distributed systems

By the end of the course a student is expected to:

- CO1 A student will be expected to understand the benefits of distributed systems over simple Client server based computer networks and find solutions to the problems inherent in distributed systems
- CO2 Study the synchronization in distributed environment and deadlock avoidance
- CO3 Scheduling in distributed environment of processes and processors
- CO4 Distributed File systems and distributed shared memory

Course Contents

Unit I

Introduction: Introduction to Distributed System, Goals of Distributed system, Hardware and Software concepts, Design issues. Communication in distributed system: Layered protocols, ATM networks, Client – Server model ,Remote Procedure Calls and Group Communication. Middleware and Distributed Operating Systems.

Unit II

Synchronization in Distributed System: Clock synchronization, Mutual Exclusion, Election algorithm, the Bully algorithm, a Ring algorithm, Atomic Transactions, Deadlock in Distributed Systems, Distributed Deadlock Prevention, Distributed Deadlock Detection .

Unit-III

Processes and Processors in distributed systems: Threads, System models, Processors Allocation, Scheduling in Distributed System, Real Time Distributed Systems.

Unit IV

Distributed file systems: Distributed file system Design, Distributed file system Implementation, Trends in Distributed file systems. Distributed Shared Memory: What is shared memory, Consistency models, Page based distributed shared memory, shared variables distributed shared memory.

Text and Reference Books:

1 Distributed Operating Systems: Concepts and Design, Pradeep K Sinha, Prentice Hall of India, 2007.

- 2 Distributed Systems: Principles and Paradigms, Tanenbaum A.S., Van Steen M., , Pearson Education,
- 3 Distributed Computing, Principles and Applications, Liu M.L., , Pearson Education, 2004.
- 4 Distributed Algorithms, Nancy A Lynch, Morgan Kaufman Publishers, USA, 2003.

Wireless & Mobile Communication

General Course Information:

Course Code: CSE-403-L/IT-404-L Course Credits: 3.5 Type: Compulsory Contact Hours:4 Mode: Lecture(L) Examination Duration: 3	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Basic knowledge of computer networks, Network Architecture and reference model, High Speed Network technologies, Ethernet, TCP/IP architecture.

About the Course and its Objectives:

1 Today we have seen sufficient growth in terms of network speed in fixed network but a lot of work is required to be done to improve mobile/wireless communication speed and quality.

2 This course has been designed with an aim that student should learn basis about mobile/wireless communication system, mobile protocols and mobile/wireless communication technologies like WiFi, WiMAX, Bluetooth, LTE, GSM, CDMA.

Course Outcomes :

CO1 In-depth knowledge about use and applications of Mobile Communication Technologies

CO2 Design and implementation of Mobile Communication System.

CO3 Study of Wireless LAN such as WiFi, WiMAX, Bluetooth and LTE.

CO4 Knowledge of Network layer protocols for Mobile Communication.

CO5 Knowledge of Transport layer protocols for Mobile Communication.

Course Contents

Unit I

Mobile Communication- Wireless Transmission--- Frequencies, signals, antennas, signal propagation, multiplexing, modulation, spread spectrum, cellular system. Specialized MAC, SDMA, FDMA, TDMA- fixed TDM, classical ALOHA, slotted ALOHA, CSMA, DAMA, PRMA, reservation TDMA. Collision avoidance, polling inhibit sense multiple access. CDMA, GSM- mobile services, architecture, radio interface, protocol, localization, calling, handover, security, new data services, Introduction to WLL.

Unit II

Wireless LAN-IEEE 802.11-System and protocol architecture, physical layer. Frame format. , Bluetooth--- Protocol architecture, Frame format., WiMAX – Layered Protocol architecture, frame types, format, Applications, Introduction to LTE, LTE advanced, VoLTE

Unit III

Mobile network Layer- Mobile IP- goals, assumption, requirement, entities, terminology, IP packet delivery, Agent advertisement and discovery, registration, tunneling, encapsulation, optimization , reverse tunneling, IPV6. DHCP. Adhoc Networks—routing , Destination Sequence Distance Vector, dynamic source routing, hierarchical algorithm, alternative metric.

Unit IV

Mobile Transport Layer- Traditional TCP, Indirect TCP, Snooping TCP, Mobile TCP fast retransmission/ recovery, transmission/time out freezing, selective retransmission, Transaction oriented TCP.

Text and Reference Books:

- 1 Computer Networks, Andrew S Tanenbaum,, 5th Edition, Pearson, 2013
- 2 Mobile Communication, Jochen Schiller , 2nd Edition, Pearson, 2009.
- 3 Mobile Cellular Telecommunications, Lee, McGrawHILL, 2nd Edition, 1994

Cloud Computing

General Course Information:

Course Code: CSE-406-L/IT-406-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture (L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Basics of Computing.

About the Course and its Objectives & Outcomes:

This course gives an introduction to cloud computing and its techniques, issues, services and securities that will lead to design and development of a small cloud service.

The objectives of this course are:

- 1 To analyse cloud computing components and its business perception.
- 2 To know the latest Trends in Cloud.
- 3 To collaborate with real time cloud services.
- 4 To analyse the case studies to derive the best practice model to apply while developing and deploying cloud applications.

By the end of the course a student is expected to:

- CO1 Understand the cloud system and its business model.
- CO2 Have the knowledge of various cloud development tools.
- CO3 Know how to work together with real time cloud services.
- CO4 Design and develop small cloud applications.

Course Contents

Unit I

Cloud at Overview of Cloud Computing a Glance: The Vision of Cloud Computing, Defining a Cloud, Cloud Computing Reference Model, Characteristics and Benefits, Historical Developments: Distributed Systems, Virtualization, Web2.0, Service Oriented Computing, Building Cloud Computing Environment: Application Development, Infrastructure and System Development, Computing Platforms and Technologies: Amazon Web Services, Google AppEngine, Microsoft Azure, Hadoop, Force.com and Salesforce.com

Unit II

Virtualization & Cloud Computing Architecture – Introduction, Characteristics of Virtualized Environments, Taxonomy of Virtualization Techniques: Execution Virtualization, Other Types of Virtualization, Virtualization and Cloud Computing: Pros and Cons of Virtualization, Technology Examples: Xen: Paravirtualization, VMware: Full Virtualization, Microsoft Hyper – V, Cloud Architecture: Introduction, Cloud Reference Model Architecture, Infrastructure as a Service, Platform as a Service, Software as a Service, Types of Clouds: Public, Private, Hybrid, Community.

Unit III

Cloud in Industry and Its Applications – Amazon Web Services: Compute Services, Storage Services, Communication Services, Additional Services, Google AppEngine: Architecture and Core Concepts, Application Life-Cycle, Microsoft Azure: Core Concepts, SQL Azure, Windows Azure Platform Appliance, Cloud Applications: Scientific Applications: Healthcare: ECG, Biology: Protein Structure Prediction, Gene Expression Data Analysis for Cancer Diagnosis, Geo-Science Satellite Image Processing, Business and Consumer Applications: CRM and ERP, Social Networking, Media Applications, Multiplayer Online Gaming.

Unit IV

Security in Cloud – Cloud Information Security Fundamentals, Cloud Security Services, Design Principles, Secure Cloud Software Requirements, Policy Implementation, Cloud Computing Security Challenges, Virtualization Security Management, Cloud Computing Security Architecture.

Text and Reference Books:

1. Mastering Cloud Computing, Rajkumar Buyya, Christian Vecchiola and S. Thamarai Selvi, McGraw Hill Publication (India) Private Limited, 2013 (ISBN 978-1-25-902995-0).
2. Cloud Security, Krutz, Vines, Wiley Publication.
3. Cloud Computing for Dummies, Bloor R., Kanfman M., Halper F. Judith Hurwitz (Wiley India Edition),2010.
4. Cloud Computing Implementation Management and Strategy, John Rittinghouse & James Ransome, CRC Press, 2010.
5. A Practical Approach, Antohy T Velte ,Cloud Computing : McGraw Hill,2009.
6. Cloud Computing: Principles and Paradigm,Rajkumar Buyya, James Broberg and Andrez Gossicinski, John Wiley and Sons, Inc. 2011

CLOUD COMPUTING LAB

General Course Information:

Course Code: CSE-406-P/IT-406-P Course Credits: 1 Contact Hours: 2 Mode: Practical Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) An internal evaluation is done by the course coordinator. The end semester practical examination is conducted jointly by external and internal examiners. External examiner is appointed by the COE of the university from the panel of examiners approved by BOSR of the Department of Computer Science and Engineering, Hisar and the internal examiner is appointed by the Chairperson of the Department.
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Pre-requisites: Basic knowledge of java, C#,

The objectives of this laboratory course are to:

1. Objective of this module is to provide students an overview of the Cloud Computing and architecture and different types of cloud computing.
2. Learn the Virtualization Basics, Objectives of Virtualization, and Benefits of Virtualization in cloud

By the end of the course a student is expected to:

- CO1 Be exposed to tool kits for cloud environment.
- CO2 Be familiar with developing web services/Applications in cloud framework.
- CO3 Learn to run virtual machines of different configuration.
- CO4 Learn to use Aneka.

Software and Tools to be learnt:- Aneka, cloudsim.

List of Experiments

Working of Goggle Drive to make spreadsheet and notes.
Installation and Configuration of Hadoop/Eucalyptus
Working and installation of Google App Engine
Working and installation of Microsoft Azure
Working with Mangrasoft Aneka Software

Object Oriented Systems Development

General Course Information:

Course Code: CSE-414-L/IT-414-L Course Credits: 3.5 Type: Prog Elective II Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Software Engineering or Equivalent.

About the Course and its Objectives & Outcomes:

The objectives of this course are to:

1. This graduate course is intended to provide an in depth understanding of object oriented approaches to software development
2. Learn the UML design diagrams.
3. Learn to map design to code.
4. The analysis and design phases of the software life cycle

By the end of the course a student is expected to:

- CO1 Design and implement projects using OO concepts.
- CO2 Use the UML analysis and design diagrams.
- CO3 Apply appropriate design patterns.
- CO4 Create code from design.

Course Contents

Unit I

Introduction: Introduce the concepts of object-orientation, object-oriented analysis and design, Unified Modeling Language (UML). In addition, the concepts of software development process and activities, and Unified Development Process are also introduced. A case study is used to illustrate the overview of object-oriented analysis and design with UML.

Review of the Traditional Methodologies, Advantages of Object Oriented, Methodologies over Traditional Methodologies, Classes, Objects, Encapsulation, Association, Aggregation, Inheritance, Polymorphism, States and Transitions.

Unit II

Static Design Model : Design system static model, including design class diagram, identification of classes, attributes and methods, identification of generalization, aggregation, composition, and dependency relations, Naming Relationships, Role Names ,Defining associations with multiplicities and constraints by illustrating with case studies.

Checking the Model: Making the Model Homogeneous, Combining Classes, Splitting Classes, Eliminating Classes, Consistency Checking, Scenario Walk-through, Event Tracing, Documentation Review, Designing the System Architecture: The need for Architecture, The“4+1” view of Architecture, The Logical view, The Component View, The Process View, The Deployment View, The Use Case view.

Unit III

Use Case Model: Analyze and specify the requirements model, including use case diagram, use case definition, system operation sequence diagram, activity diagram, and conceptual class diagram by illustrating with case

studies. Design system dynamic model, including design sequence diagram, activity diagram and state diagram, Package, component and Deployment diagrams mapping design to codes by illustrating with case studies

Unit IV

Software Development Life Cycle: Inception -Use case Modeling - Relating Use cases – include, extend and generalization - Elaboration - Domain Models - Finding conceptual classes and description classes – Associations – Attributes – Domain model refinement – Finding conceptual class Hierarchies - Aggregation and Composition

The Iteration Planning Process: Benefits, Goals, Design the User Interface, Adding Design Classes, The Emergence of Patterns, Designing Relationships, Designing Attributes and Operations, Designing for Inheritance, Coding, Testing, and Documenting the Iteration.

Text and Reference Books:

1. UML User Guide, Grady Booch, James Rumbaugh, Ivar Jacobson, Addison Wesley ,2005.
- 2 Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development, Craig Larman, Third Edition, Pearson Education, 2005.
- 3.Object Oriented Systems Analysis and Design Using UML, ,Simon Bennett, Steve Mc Robb and Rayarmer
Fourth Edition, Mc-Graw Hill Education, 2010.
- 4 UML Distiled, Maxtin Fowler with Kendall Scott, Second Edition, 2000
- 5 Sams Teach Yourself UML In 24 Hours , Joseph Schmuller ,2000

Embedded System Design

General Course Information:

Course Code: CSE-416-L/IT-416-L Course Credits: 3.5 Type: Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: students should have knowledge of microprocessors and operating systems.

About the Course and its Objectives & Outcomes:

The objectives of this course are to:

1. Design embedded computer system hardware.
2. Design, implement, and debug multi-threaded application software that operates under real-time constraints on embedded computer systems
3. Describe the implementation of a real-time operating system on an embedded computer system

By the end of the course a student is expected to:

- CO1 Ability to understanding of general system theory and how this applies to embedded system.
- CO2 Ability to build a prototype circuit on breadboard using 8051 microcontroller.
- CO3 Study communication with 8051 using RS232C Connections
- CO4 Interfacing 8051 to other devices like stepper motor, ADC etc.

Unit I

Introduction to an embedded systems design & RTOS: Introduction to Embedded system, Processor in the System, Microcontroller, Memory Devices, Embedded System Project Management, ESD and Co-design issues in System development Process, Design cycle in the development phase for an embedded system, Use of target system or its emulator and In-circuit emulator, Use of software tools for development of an ES.

Inter-process Communication and Synchronization of Processes, Tasks and Threads, Problem of Sharing Data by Multiple Tasks, Real Time Operating Systems: OS Services, I/O Subsystems, Interrupt Routines in RTOS Environment, RTOS Task Scheduling model, Interrupt Latency and Response times of the tasks

Unit II

Overview of Microcontroller: Microcontroller and Embedded Processors, Overview of 8051 Microcontroller family: Architecture, basic assembly language programming concepts, The program Counter and ROM Spaces in the 8051, Data types, 8051 Flag Bits and PSW Register, 8051 Register Banks and Stack Instruction set, Loop and Jump Instructions, Call Instructions, Time delay generations and calculations, I/O port programming Addressing Modes, accessing memory using various addressing modes, Arithmetic instructions and programs, Logical instructions, BCD and ASCII application programs, Single-bit instruction programming, Reading input pins vs. port Latch, Programming of 8051 Timers, Counter Programming

Unit III

Communication with 8051: Basics of Communication, Overview of RS-232, I²C Bus, UART, USB, 8051 connections to RS-232, 8051 serial communication programming, 8051 interrupts, Programming of timer interrupts, Programming of External hardware interrupts, Programming of the serial communication interrupts,

Interrupt priority in the 8051

Unit IV

Interfacing with 8051: Interfacing an LCD to the 8051, 8051 interfacing to ADC, Sensors, Interfacing a Stepper Motor, 8051 interfacing to the keyboard, Interfacing a DAC to the 8051, 8255 Interfacing with 8031/51, 8051/31 interfacing to external memory.

Text and Reference Books:

1. Embedded Systems, Raj Kamal, TMH, 2004.
2. The 8051 Microcontroller and Embedded Systems, M.A. Mazidi and J. G. Mazidi, PHI, 2004.
3. An Embedded Software Primer, David E. Simon, Pearson Education, 1999.
4. The 8051 Microcontroller, K.J. Ayala, , Penram International, 1991.
5. 8051 Microcontroller & Embedded Systems, Dr. Rajiv Kapadia, Jaico Press
6. Embedded Real Time System, Dr. Prasad, Wiley Dreamtech, 2004.
7. Design with PIC Microcontrollers, John B. Peatman, Pearson Education Asia, 2002
8. Computers as components: Principles of Embedded Computing System Design Wayne Wolf, Morgan Kaufman Publication, 2000
9. The Design of Small-Scale embedded systems, Tim Wilmshurst, Palgrave, 2003
10. Embedded System Design, Marwedel, Peter, Kluwer Publishers, 2004

Digital Image Processing

General Course Information:

Course Code: CSE-418-L/ IT-418-L Course Credits: 3.5 Type: Prog Elective II Contact Hours: 4 Mode: Lecture and Tutorial Examination Duration: 3	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Students are expected to have knowledge in basic linear algebra, basic probability theory and basic programming techniques, Fourier Transform.

About the Course and its Objectives & Outcomes:

The objectives of this course are::

1. To make them understand a theoretical foundation of digital image processing concepts.
2. To provide mathematical foundations for digital manipulation of images, image acquisition, preprocessing, enhancement, segmentation, and compression.
3. To make them learn algorithms that perform basic image processing operations (e.g., histogram processing, noise removal and image enhancement and restoration);
4. To make them learn algorithms for image analysis (e.g., image compression, image segmentation and image representation.

By the end of the course a student is expected to:

- CO1 Describe two-dimensional signal acquisition, sampling, and quantization.
- CO2 Apply mathematical functions for digital manipulation of images such as image acquisition, preprocessing, segmentation, compression and representation.
- CO3 Explain the image enhancement in the spatial domain and frequency domain.
- CO4 Design and implement algorithms for digital image processing operations such as histogram equalization, filtering, enhancement, restoration and denoising, segmentation, compression.

Course Contents

Unit I

Introduction and fundamental to digital image processing: What is digital image processing, Origin of digital image processing, Examples that use digital image processing, Fundamental steps in digital image processing, Components of digital image processing system, Image sensing and acquisition, Image sampling, Quantization and representation, Basic relationship between pixels.

Image enhancement in spatial domain and frequency domain: Background, Basic gray level transformation, Histogram processing, Basics of spatial filtering, Smoothing and sharpening spatial filters, Introduction to Fourier transform and the frequency domain, discrete fourier transform, Smoothing and sharpening frequency domain filters.

Unit II

Image Restoration: Image degradation/restoration Process, Noise models, Restoration in presence of noise, Inverse filtering, Minimum mean square filtering, Geometric mean filter, Geometric transformations. Color Image Processing: Color fundamentals, Color models, Basics of full color image processing, Color transformations.

Unit III

Image Compression: Fundamentals, Image compression models, Error free compression, Lossy compression.
Image Segmentation: Detection of discontinuities, Edge linking and boundary detection, Thresholding, Region based segmentation.

Unit IV

Representation and Description and Recognition: Representation-chain codes, polygonal approximation and skeletons, Boundary descriptors-simple descriptors, shape numbers, Regional descriptors- simple, topological descriptors.

Recognition: Pattern and Pattern classes, Decision theoretic models.

Text and Reference Books:

1. Digital Image Processing, Rafael C. Gonzalez and Richard E. Woods,, Pearson Education,Ed, 2001.
2. Fundamentals of Digital Image Processing, Anil K. Jain, Pearson Education, PHI, 2001.
3. Image Processing-Principles and Applications, Tinku Acharya and Ajoy K. Ray, John Wiley & Sons, Inc., 2005.
4. Digital Image Processing and Analysis, Chanda and D. Dutta Majumdar, PHI, 2003.
5. Image Processing, Analysis, and Machine Vision, Milan Sonka, Vaclav Hlavac, Roger Boyle, ,Brookes/Cole, PWS Publishing Company, Thomson Learning, 2nd edition, 1999.

Network Programming

General Course Information:

Course Code: IT-420-L/ IT-420-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4Hours/Week Mode: Lecture(L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Java programming, Programming Techniques.

About the Course and its Objectives & Outcomes:

The course is an introduction to programming applications that use computer networks. The focus is on problem solving with emphasis on network programming. The operation and characteristics of major computer networks are studied because of their strong influence on programming interfaces (APIs) and application design.

The objectives of this course are to:

On successful completion of this course you should be able to :-

1. Analyse the requirements of a networked programming environment and identify the issues to be solved.
2. Create conceptual solutions to those issues and implement a programming solution.
3. Understand the key protocols that support the Internet.
4. Apply several common programming interfaces to network communication.
5. Understand the use of TCP/UDP Sockets.
6. Apply advanced programming techniques such as Broadcasting, Multicasting etc.

By the end of the course a student is expected to:

- CO1 understand the addressing schemes of hosts on various Networks.
- CO2 Create sockets for TCP and UDP on Client- Server paradigm.
- CO3 Apply algorithms for iterative connection oriented servers and iterative connectionless servers for TCP and UDP.
- CO4 To get versatile in RPC models for client and server.

Course Contents

Unit I

Introduction to UNIX O.S and networking, Inter process communication of TCP/IP Protocol and its architecture, Classful internet addresses, CIDR(Classless Inter Domain routing) ,VLSM (Variable Length subnet masking),supernetting & aggregation , address resolution Protocol (ARP) and RARP, IP datagram format, UDP and TCP , ICMP its purpose , NET STAT details & IP config.

Unit II

Socket introduction, elementary TCP sockets, TCP client sever, I/O functions, select & poll functions, socket options elementary UDP sockets, elementary node and address conversions,echo service (TCP and UDP),Routing sockets,broadcasting to mobile network, data link access, debugging techniques .

Unit III

Algorithm and issues in server software design :iterative connectionless servers, (UDP), Iterative connection oriented servers (TCP), single process, concurrent servers multi protocol servers (TCP,UDP), multi service servers (TCP,UDP).

Unit IV

Remote procedure call concept (RCP) : RPC models, analogy between RPC of client and server,remote programs and procedures, their multiple versions and mutual exclusion communication semantics, RPC retransmits, dynamic port mapping ,authentication.

Text and reference books:

- 1 Unix Network programming, W.Richard Stevens Vol -2 2nd edition, Addison-Wesley, 2003
- 2 Internetworking with TCP/IP Vol-1, Doubles E-commer. 5th edition, Prentice Hall, 2005
- 3 Unix Network Programming – The Sockets Networking API, W. Richard Stevens, B. Fenner , A.M. Rudoff , 3rd edition, Pearson ,2004.
- 4 Internetworking with TCP/IP Vol. II, Comer, Douglas E.; Stevens, David L., 3rd Edition, Prentice Hall, 2004
- 5 Internetworking with TCP/IP Vol III, Doubles E comer, David L.Stevens, Prentice Hall, 1993

SOFTWARE TESTING

General Course Information

Course Code: CSE-422-L/ IT-422-L	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
Course Credits: 3.5	
Type: Prog Electiv	
Contact Hours: 4Hours/Week	
Mode: Lecture(L)	
Examination Duration: 03 hours	

Pre-requisites: Basic knowledge of Software Process, SRS, Software Development Life Cycle and Software Models.

About the Course and its Objectives & Outcomes:

This course covers software testing in the context of testing concepts and methods that can be implemented in practice. The course will introduce basics of software testing, types of software testing, software verification, Selection, Minimization and Prioritization of Test Cases for Regression Testing, Software Testing Activities, Object Oriented Testing and finally Metrics and Models in Software Testing.

The objectives of this course are to:

- 1 To help students in finding defects which may get created by the programmer while developing the software.
- 2 Gaining confidence in and providing information about the level of quality and to prevent defects, thereby increasing overall quality of software.

By the end of the course a student is expected to:

- CO1 understand the importance of software testing and design test cases without considering internal structure of the program.
- CO2 be proficient in control flow testing, dataflow testing, slice based testing, mutation testing and verification testing.
- CO3 select, minimize and prioritize test cases for regression testing and familiar with other software testing activities, debugging approaches and testing tools along with their commercial applications.
- CO4 understand the importance of Object Oriented Testing and Software Metrics used in software testing with their practical application in predicting models using commercial data sets.

Course Contents

Unit I

Introduction: Some Testing Failures, Testing Process, Some Terminologies, Limitations of Testing and V-Shaped Software Life-Cycle Model. Functional Testing: Boundary Value Analysis, Equivalence Class Testing, Decision Table Based Testing, and Cause Effect Graphing Technique.

Unit II

Structural Testing: Control Flow Testing, Data Flow Testing, Slice Based Testing and Mutation Testing. Software Verification: Verification Methods, Software Requirement Specification Document Verification, Software Design Description Document Verification, Source Code Reviews, User Documentation Reviews and Software Project Audit.

Unit III

Selection, Minimization and Prioritization of Test Cases for Regression Testing: Regression Testing, regression Test Case Selection, Reducing the Number of Test Cases, Risk Analysis and Code Coverage Prioritization Techniques.

Software Testing Activities: Levels of Testing, Debugging, Software Testing Tools, Software Test Plan.

Unit IV

Object Oriented Testing: Object Orientation, Object Oriented Testing, Path Testing, State Based Testing and class testing.

Metrics and Models in Software Testing: Software Metrics, Categories of Metrics, Object Oriented Metrics in Testing, What Should We Measure During Testing? and Software Quality Attributes Prediction Models.

Text and Reference Books:

1. Software Testing, . Yogesh Singh, Cambridge University Press, 2012.
2. Effective Methods for Software Testing, William E. Perry, John Wiley and Sons, 2002.
3. Software Testing: Principle, Techniques and Tools, M. G. Limaye, Tata McGraw Hill, 2009.
4. Software Engineering, K. K. Aggarwal and Yogesh Singh, New Age International Publishers, Third Edition, 2008.
5. The Art of Software Testing, Glenford J.Myers, Tom Badgett and Corey Sandler, Wiley & Sons, Third Edition, 2012.

Ubiquitous Computing

General Course Information:

<p>Course Code: CSE-424-L/ IT-424-L Course Credits: 3.5 Type: Compulsory Contact Hours:4 Mode: Lecture(L)-3 Tutorials (T)-1 Examination Duration: 03 Hrs</p>	<p>Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.</p>
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Pre-requisites:

Knowledge of operating system , computer networks and a programming language

About the Course and its Objectives & Outcomes:

This Course focus on study of ubiquitous computing system concepts and its applicability. In this course the ideas of ubiquitous computing techniques based on human experience is introduced. After studying this subject a student will be expected to design, analyze on real life problems and perform experiments using various smart devices, smart interaction and smart environment.

The objectives of this course are to:

- 1 To introduce the ideas of ubiquitous computing techniques based on human experience.
- 2 To generate an ability to design, analyze and perform experiments on real life problems using various smart devices, smart interaction and smart environment.
- 3 To integrate computation into the environment, rather than having computers as distinct objects.
- 4 To enable people to move around and interact with computers more naturally than they currently do.

By the end of the course a student is expected to have knowledge and understanding regarding:

- CO1 The objectives and the historical development of the field of ubiquitous computing
- CO2 Fundamentals of sensor technology and sensor networks
- CO3 Apply middleware techniques to implement ubiquitous computing systems
- CO4 Design of new (often embedded) interactive artifacts
- CO5 Context aware and adaptive systems
- CO6 Compare the usability of alternative design of interactions for specific ubiquitous computing systems

Course Contents

Unit I

Introduction to Ubiquitous Computing: Definition, Advantage, Application and Scope. Properties of Ubiquitous Computing, Ubiquitous System Environment Interaction, Architectural Design for UbiCom Systems: Smart DEI model. Smart Devices and Services: Introduction to Smart Devices : Users, Mobiles, Cards and Device Networks. Service Architecture Models, Service Provision Life-Cycle. Virtual Machines and Operating Systems Mobile Computers and Communicator Devices.

Unit-II

Sensing and Controlling : Tagging the Physical World. Sensors and Sensor Networks. Micro Actuation and Sensing: Micro-Electro-Mechanical Systems (MEMS). Embedded Systems and Real-Time Systems. Control Systems for Physical World Tasks. Robots Context-Aware Systems : Introduction to Context-Aware Computing, Context-Aware Systems, Context-Aware Applications, Designing and Implementing Context-Aware Applications, Issues for building Context-Aware Applications.

Unit-III

Human–Computer Interaction: User Interfaces and Interaction for Four Widely Used Devices. Hidden UI Via Basic Smart Devices. Hidden UI Via Wearable and Implanted Devices. Human-Centered Design (HCD). User Models: Acquisition and Representation. iHCI Desi

Unit-IV

Ubiquitous Communication: Data Networks. Audio Networks. Wireless Data Networks. Universal and Transparent Audio, Video and Alphanumeric Data. Ubiquitous Networks. Network Design Issues. Human Intelligence Versus Machine Intelligence. Challenges in Ubiquitous System, Social Issues: Promise Versus Peril.

Text and Reference Books:

1 Ubiquitous Computing: Smart Devices, Environments and Interactions, Stefan Poslad. Wiley Publication, 2009

2 Ubiquitous Computing Fundamentals , John Krumm.. CRC Press, 2009

3 Ubiquitous Computing: Design, Implementation, and Usability, Yin-Leng Theng and Henry B. L. Duh. IGI Global, 2008

4 Everywhere the Dawning age of Ubiquitous Computing, Adam Greenfield. Published in Association with AIGA, 2006

5 Mobile and Ubiquitous Computing”, Georgia Tech, 2003.

Machine Learning

General Course Information:

Course Code: CSE-426-L/ IT-426-L Course Credits: 4 Type: Elective Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3 hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Basics of Linear Algebra and Statistics, Basics of Probability Theory, Data Structures and Computer Algorithms.

About the Course and its Objectives & Outcomes:

Machine learning is the study of computer algorithms that improve their performance through experience. Machine learning draws its conceptual foundation from the fields like artificial intelligence, probability and statistics, computational complexity, cognitive science, biology and information theory etc. The course introduces some of the key machine learning algorithms and the theory that form the backbone of these algorithms. The examples of such algorithms are classification algorithms for learning patterns from data, clustering algorithms for grouping objects on the basis of similarity, neural network algorithms for pattern recognition, genetic algorithms for searching large and complex search spaces etc.

The objectives of this course are to:

- 1 introduce students to the basic concepts in the domain of machine learning.
- 2 make students understand a range of machine learning algorithms.
- 3 develop skills of applying machine learning algorithms to real world problems.

By the end of the course a student is expected to:

- CO1 appreciate the use of machine learning algorithms.
- CO2 apply decision tree, instance based learning and clustering algorithms on toy problems or problems with moderate complexity.
- CO3 design Genetic Algorithms for optimization and search problems.
- CO4 apply Neural Networks for pattern recognition problems.
- CO5 apply Bayesian framework for predicting class probabilities.
- CO6 examine issues related to sampling and error estimation.

Course Contents

Unit I

Introduction: Well posed learning problems, Designing a learning system, Issues in machine learning, The concept learning task, Concept learning as search, Finding a maximally specific hypothesis, Version spaces and candidate elimination algorithm, Remarks on version spaces and candidate-eliminations, Inductive bias.

Unit II

Decision Tree Learning: Decision tree representation, Appropriate problems for decision tree learning, The basic decision tree learning algorithm, Hypothesis space search in decision tree learning algorithm, Inductive bias in decision tree learning, Issues in decision tree learning.

Instance based learning: k-nearest neighbour learning, distance-weighted nearest neighbour algorithm.

Clustering: Clustering analysis, type of data in clustering analysis, k-means and k-medoids, CLARAN clustering algorithms, Hierarchical agglomerative and divisive clustering methods, DBSCAN density based clustering method.

Unit III

Artificial Neural networks: Neural Network representations, Appropriate problems for neural network learning, Perceptron. The perceptron training rule, Gradient descent and delta rule, Multilayer Networks and back propagation algorithm.

Genetic Algorithms: Basic terminology related to Genetic Algorithms, Working and block diagram of a genetic algorithm, Representing individual solutions or hypotheses, Genetic operators, Fitness functions and selection, Illustrative examples of genetic algorithms in function optimization and knapsack problem. Population and schema theorem.

Unit IV

Bayesian Learning: Bayes theorem, Bayes theorem and concept learning, Maximum likelihood and least-squared error hypotheses, Naïve Bayes Classifier.

Evaluating Hypotheses: Estimating hypothesis Accuracy, Basics of sampling theory, Error estimation and estimating Binomial proportions, The binomial distribution, Mean and variance, Bias and variance, Confidence intervals, Two sided or one sided bounds, Central limit theorem, Hypothesis testing, Comparing learning algorithms

Text and Reference Books:

- 1 Machine Learning , Tom M. Mitchell, McGraw-Hill, 1997.
- 2 Pattern Recognition and Machine Learning, Bishop Christopher, Springer Verlag, 2006.
- 3 The Elements of Statistical Learning: Data Mining, Inference and Prediction, Trevor Hastie, Robert Tibshirani, Jerome Friedman, Springer, 2nd edition, 2009..J. Han and M. Kamber, 3rd Edition, Elsevier, 2012.
- 4 Data Mining Concepts and Techniques, Tibshirani, Jerome Friedman, Springer, 2nd edition, 2009..J. Han and M. Kamber, 3rd Edition, Elsevier, 2012.
- 5 Genetic Algorithms +Data Structures = Evolutionary Program, Z. Michalewicz, 3rd Edition, Springer-Verlag, 1996.
- 6 Neural Networks, Fuzzy Logic and Genetic Algorithm: Synthesis and Applications, S. Rajeshkaran, G. A. Vijayalakshmi Pai, PHI, 2003.

Bioinformatics

General Course Information:

Course Code: CSE-428-L/ IT-428-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture (L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Prerequisites

Basic knowledge of databases, biology

About the Course and its Objectives & Outcomes:

The objectives of this course are:

1. To give a basic introduction to molecular biology.
2. To introduce students to the field of bioinformatics.
3. To explain proteins, DNA, and RNA.
4. Explain the role of DNA and proteins in human disease and therapies.
5. To explain analysis of genomic and proteomic data.

By the end of the course a student is expected to:

- CO1 Be aware of basic terminologies used in the field of Bioinformatics.
CO2 Be aware of databases related to Bioinformatics and able to comprehend data in these databases.
CO3 Be able to perform sequence alignment and analysis using software tools.
CO4 Be able to apply computational techniques and prediction algorithms to solve problems related to the domain of Bioinformatics.

Unit I

Introduction to Basic Cell Chemistry: Cell chemistry and macromolecules. Biochemical pathways e.g. Glycolysis. Protein structure and functions. Cell Structure and Function: Cell components. Different types of cell. Chromosome structure and organisation. Cell division. The Hereditary Material: DNA structure, replication and protein synthesis. Structure and roles of RNA. Genetic code. Mechanism of protein synthesis: transcription and translation. Mutation.

Recombinant DNA Technology: Restriction enzymes. Hybridisation techniques. Gene cloning. Polymerase chain reaction. Genomics and Structural Genomics: Genes, genomes, mapping and DNA sequencing.

Unit II

Introduction to bioinformatics: Definitions, Sequencing, Biological sequence/structure, Genome Projects, Pattern recognition and prediction, Folding problem, Sequence Analysis, Homology and Analogy. Protein Information Resources: Biological databases, Primary sequence databases, Protein Sequence databases, Secondary databases, Protein pattern databases, and Structure classification databases.

Unit III

Genome Information Resources: DNA sequence databases, specialized genomic resources DNA Sequence analysis: Importance of DNA analysis, Gene structure and DNA sequences, Features of DNA sequence analysis, EST (Expressed Sequence Tag) searches, Gene hunting, Profile of a cell, EST analysis, Effects of \EST data on DNA databases.

Unit IV

Pair wise alignment techniques: Database searching, Alphabets and complexity, Algorithm and programs, Comparing two sequences, sub-sequences, Identity and similarity, The Dotplot, Local and global similarity, different alignment techniques, Dynamic Programming, Pair wise database searching. Multiple sequence

alignment: Definition and Goal, The consensus, computational complexity, Manual methods, Simultaneous methods, Progressive methods, Databases of Multiple alignments and searching.
Introduction to Secondary database searching

Text and Reference Books:

1. Introduction to Bioinformatics, T K Attwood & D J Parry-Smith ,Addison Wesley Longman, 1999
2. Bioinformatics- A Beginner's Guide Jean-Michel Claveriw, Cerdric Notredame , WILEY dreamlech India Pvt. Ltd
3. Introduction to Bioinformatics,M.Lesk , OXFORD publishers (Indian Edition), 4th edition, 2013
4. Biochemistry - Lubert Stryer, WH Freeman and Co.
5. Bioinformatics and Functional Genomics, Jonathan Pevsner, 2009 (new edition Oct 2015)
6. Discovering Genomics, Proteomics, and Bioinformatics, Campbell et al, 2002
7. Bioinformatics - Genes, Proteins and Computers, C.A. Orengo, D.T. Jones and J.M. Thornton, BIOS Scientific Publishers, 2003
8. Mathematical Biology, J.D. Murray, Springer, 1993.

Big Data Analytics

General Course Information:

Course Code: CSE-430-L/IT-430-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Mode: Lecture (L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Prerequisites

Basic knowledge of databases, data mining.

About the Course and its Objectives & Outcomes:

The objectives of this course are:

1. To introduce the students about knowledge of Data Management and data analysis
2. To provide a basic understanding of the issues and problems involved in massive on-line repository system.
3. To provide knowledge about Big Data stacks and practical techniques for satisfying the needs of such systems.
4. To understand, use, and build practical big data analytics systems.

By the end of the course a student is expected to:

- CO1 Know distributed computing for big data.
- CO2 Be familiar with virtualization of memory, network, server and applications.
- CO3 Gain understanding of HDFS.
- CO4 Get acquainted with big data tools

Course Syllabus

Unit-I

Big Data Introduction: The Evolution of Data Management, Defining Big Data, Traditional and advanced analytics. Distributed Computing, need of distributed computing for big data, economics of computing, latency problem. Examining Big Data Types, Structured Data, sources of big structured data, role of relational databases in big data, Unstructured Data, sources of unstructured data, role of a CMS in big data management.

Unit-II

Big Data Stack: Redundant Physical Infrastructure, Security Infrastructure, Operational Databases. Organizing Data Services and Tools, Analytical Data Warehouses, Big Data Analytics, Big Data Applications. Virtualization and big data: Server virtualization, Application virtualization, Network virtualization, Processor and memory virtualization, Data and storage virtualization, Managing Virtualization with the Hypervisor.

Unit-III

MapReduce Fundamentals, Putting map and reduce Together, Optimizing MapReduce Tasks. Hadoop, Hadoop Distributed File System (HDFS), Name Nodes, Data nodes, Hadoop MapReduce.

Unit-IV

Big Data Analytics: Basic analytics, Advanced analytics, Operationalized analytics, Monetizing analytics, Text Analytics and Big Data, Social media analytics, Text Analytics Tools for Big Data, Attensity, Clarabridge, OpenText. Integrating Data Sources: Dealing with Real-time Data Streams and Complex Event Processing, Operationalizing Big Data, Applying Big Data within Your Organization, Security and Governance for Big Data Environments.

Text and reference books:

1. Big Data For Dummies, Judith S. Hurwitz, Alan F. Nugent, Fern Halper, Marcia A. Kaufman, John Wiley & Sons, Inc. 2013
2. Hadoop For Dummies, Robert D. Schneider, John Wiley & Sons, Inc. 2012.
3. Understanding Big Data: Analytics for Enterprise Class Hadoop and streaming data, Paul Zikopoulos, ,McGraw Hill 2012.

Operations Research

General Course Information:

Course Code: CSE-432-L/ IT-432-L Course Credits: 3.5 Type: Compulsory Contact Hours: 4 Hours/Week Mode: Lecture(L) Examination Duration: 3 Hours	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

Basic knowledge mathematical tools like graph.

About the Course and its Objectives & Outcomes:

The objectives of this course are to

1. Develop proficiency in business study and decide the feasibility of system
2. To carry out the profitable solution for industries.

By the end of the course a student is expected to be able to:

- CO1 Make the decision about business system
- CO2 Find the Maximum profit and Minimum loss for the business
- CO3 Integer Programming with PERT and CPM
- CO4 Understand dynamic Programming and Queuing models

Course Contents

Unit I

Introduction: The Historical development, Nature, Meaning and Management application of Operations research. Modeling, Main characteristic and phases of OR, Impact of OR.

Linear Programming: Formulation, Graphical solution, Standard and Matrix forms of Linear Programming Problems, Simplex method, Big-M method, Two-Phase method, Degeneracy.

Duality: Introduction, Definition, General Rule for converting any primal into its Dual, Dual Simplex method and its flow chart.

Unit II

Assignment problem: Assignment problem and its mathematical formulation, solution of assignment problem (Hungarian method).

Transportation problem: Transportation problem and its mathematical formulation, Initial basic feasible solution of transportation problem by North-West corner rule, Lowest Cost Entry method and Vogel's Approximation method, Optimal solution of transportation problem.

Unit III

Integer Programming: Importance and Applications, Gomory's all integer programming problem technique, Branch and Bound Method.

PERT and CPM: Basic steps in PERT and CPM, Forward and Backward computation, Representation in tabular form, Slack and Critical path, Difference between CPM and PERT, Float.

Unit IV

Dynamic Programming: Introduction to Dynamic Programming, General inventory Model, Static Economic Order Quantity (EOQ) Models.

Queuing Models: Introduction, Applications, Characteristic Waiting and Ideal time costs, Transient and Steady states, Kendall's Notations, Pure Birth & Death model, Generalized Poisson Queuing model, Specialized Poisson Queues.

Text and Reference Books:

1. Operation Research, Gupta P.K., Hira and D.S., Sultan Chand & Sons, New Delhi, 2002
2. Operation Research, Kanti Swarup, Gupta P.K. & Man Mohan, Sultan Chand & sons, New Delhi, 2014
3. Optimization Methods in Operations Research and System Analysis, Mittal, K.V., New Age International (P) Ltd., New Delhi, 2009
4. Optimization Theory and Applications, Rao S.S., Wiley Eastern Ltd. New Delhi, 1985
5. Operations Research, Sharma, S.D., Kedar Nath and Ram Nath, Meerut, 2005.
6. Operation Research - An Introduction, Taha, H.A., McMillan Publishing Co, New York, 2010.
7. Operation Research & Networking, Bazara, Wiley, 2008

Multimedia Technology

General Course Information:

Course Code: CSE-434-L/ IT-434-L Course Credits: 3.5 Type: Contact Hours: 4Hours/Week Mode: Lecture(L) Examination Duration: 3	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Basic programming skills, HTML.

About the Course and its Objectives & Outcomes: Multimedia is combined use of text, graphics, sound, animation and video. This course introduces students to current multimedia technology. Using skills with graphics, image animation student create dynamic multimedia projects

The objectives of this course are to:

1. To demonstrates how still images, sound and video can be digitized on computers.
2. To teach students how to develop multimedia programs.

By the end of the course a student is expected to:

- CO1 formulate a working definition of interactive multimedia.
- CO2 develop conceptual maps for content and process for interactive multimedia programs.
- CO3 plan and design multimedia projects using virtual reality environment
- CO4 work on action scripts in Macromedia flash

Course Contents

Unit I

Basic of Multimedia Technology: Computer, Communication and Entertainment; Multimedia an introduction, Multimedia devices;CD-Audio,CD-ROM,CD-I,DVD, Presentation devices and the user interface, Multimedia Authoring Tools, Text in multimedia, Symbols and Icons, Choosing text fonts,3D graphics program, Animation Techniques,Antialiasing,Morphing,Video on demand, Application of multimedia.

Unit II

Image Compression and Standards: Making still images; editing and capturing images, scanning images, Computer color models, Color palettes; Vector drawing;3D Drawing and Rendering, JPEG objectives and Architecture;JPEG-DCT encoding and quantization, JPEG performance, Overview of other image file formats GIF,TIFF,BMP,PNG etc

Unit III

Audio and Video: Digital audio, making digital audio files. MIDI audio, MIDI vs Digital audio, Audio file format,Adding sound to multimedia projects,How video works and displayed: Analog video, Digital video, digital video containers,MPEG,Shooting and Editing video,DVI technology, Virtual reality and Virtual Environment Displays, Planning and Designing the multimedia project.

Unit IV

Introduction to flash: Flash Environment:-,interface;menubar,frames,timeline,Drawing and Working with color,symbols,buttons and movie clips, Layers and its working, introduction to action script in flash, action panel, operators object and properties

Text Reference Books:

- 1 An introduction Multimedia, Villamil & Molina, Mc Milan, 1997.
- 2 Multimedia: sound & video, Lozano, PHI, (Que), 1997
- 3 Multimedia: Production, Planning and Delivery, Vilamil & Molina, Que, 1997.
- 4 Multimedia on the PC, Sinclair, BPB, 1995.
- 5 Multimedia: Making it work, Tay Vaughan, fifth edition, TMH, 1994.
- 6 Multimedia System, Koegel, AWL, 2010
- 7 Multimedia Communication, Halsall & Fred, AW, 2001.

Natural Language Processing

General Course Information:

Course Code: CSE-436-L/ IT-436-L Course Credits: 3.5 Type: Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites:

A course on compiler design and artificial intelligence

About the Course and its Objectives & Outcomes:

The objectives of this course are to:

1. To learn the techniques in natural language processing
2. To understand the syntax and semantics of natural languages.
3. To understand semantics and machine translation for any compiler.

By the end of the course a student is expected to:

CO1 Analyse the natural language text

CO2 Generate the natural language

CO3 Do machine translation

CO4 Do symantic Analysis such as syntax driven analysis and symantic grammars etc

Course contents

Unit I

Introduction: Need for Processing Natural languages, Issues in NLP and Complexity of Processing NLP, Brief history of NLP application development. Language Modeling: Various types of Languages and its modeling, Grammar based language models, Government and Binding, Lexical Functional Grammar and Paninian Grammar for handling natural languages, Statistical modeling

Unit II

Word Level Analysis: Regular expressions, Finite State Automata, Morphological parsing, Spelling Error Detection and Correction, Words and word classes (Hindi and English), Part of speech tagging : Rule-based tagger, Stochastic tagger, Hybrid tagger, Unknown words

Syntactic Analysis: Context Free Grammar, Phrase and sentence level Constructions, Parsing: Top-down Parsing, Bottom-up parsing, A Basic Top-down Parser, The Earley Parser, The CYK Parser, Probabilistic Parsing : Estimating Rule Probabilities, Parsing PCFGs, Problems with PCFG

Unit III

Semantic Analysis: Meaning Representation, Characteristics of Meaning Representation Languages, Meaning structure of languages, Syntax-driven semantic analysis, Semantic Grammars, Lexical Semantics, Relationships, Internal structure of words, Ambiguity, Word Sense Disambiguation, Selectional Restriction in Word sense Disambiguation, Context-based Word Sense Disambiguation Approaches, Knowledge sources in WSD,

Applications of WSD, WSD Evaluation Discourse Context and World Knowledge: Local discourse Context and Anaphora Resolution, World Knowledge, Discourse Structure, Discourse Analysis
Language Generation: Architecture of language generators, Template-based, Phrase-based and Feature-based
Natural language generation, Knowledge-based Approaches

Unit IV

Machine Translation: Problems in Machine Translation, Characteristics of Indian Languages, Machine Translation Approaches: Direct Machine Translation, Rule-based
Machine Translation: Transfer-based and Interlingua based Machine Translation, Corpus-based Machine Translation: Statistical and Example-based Machine Translation, Semantic or Knowledge based MT systems

Text and reference books:

1. Natural language Processing and Information Retrieval, T. Siddiqui and U. S. Tiwary, Oxford Univ. Press, 2008
2. Natural Language Understanding, James Allen 2/e, Pearson Education, 2003
3. Statistical Language Learning: E. Charniac, MIT Press, 2000
4. Natural Language Processing with Python , Steven Bird, 1st Edition, 2009
5. Foundations of Statistical Natural Language Processing, Christopher Manning, 1999
6. Speech and Language Processing, D. Jurafsky, J. H. Martin, Pearson Education, 2002
7. Natural Language Processing and Language Representation, L.M. Ivasca, S. C. Shapiro.
8. Language as a Cognitive Process, T. Winograd, Addison-Wesley, 1997
9. An introduction to Linguistics, language grammar and semantics, P.Syal , D.V.Jindal,, Eastern Economy Edition, 2009

Management Information System

General Course Information:

Course Code: CSE-438-L/ IT-438-L Course Credits: 3.5 Type: Contact Hours: 4 Mode: Lecture(L) Examination Duration: 3	Course Assessment Methods (internal: 30; external: 70) Two minor examinations each of 20 marks, Class Performance measured through percentage of lectures attended (4 marks) Assignment and quiz (6 marks), and end semester examination of 70 marks. For the end semester examination, nine questions are to be set by the examiner. Question number one will be compulsory and based on the entire syllabus. It will contain seven short answers type questions. Rest of the eight questions are to be given by setting two questions from each of the four units of the syllabus. A candidate is required to attempt any other four questions selecting one from each of the remaining four units. All questions carry equal marks.
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Pre-requisites: Knowledge of computer terminologies, databases and programming language(s) will help in understanding the given concepts very easily.

Course Objectives:

1. To study of people, technology, organizations, and the relationships among them.
2. To understand the basic needs of an organization required to design and develop an efficient and effective MIS.
3. To understand various control and security issues to be taken care at the time of development of an MIS
4. To learn various tools and methods required to develop an effective and efficient MIS.

By the end of the course a student is expected to:

- CO1. Study of people, technology, organizations, developments & trends and the relationships among them.
- CO2. Understand the basic needs of an organization to design and develop an efficient and effective MIS tool for decision-making.
- CO3. Develop computer-based secure MIS that provides decision-makers with the tools to organize.
- CO4. Evaluate and efficiently manage various functions within an organization.

Course Contents

Unit-I

Background Meaning, Nature, Need, Role, Importance, Evolution of management through information system; Relatedness of MIS with management process. Management functions and decision-making. Concept of balance MIS effectiveness and efficiency criteria. Development and trends in telecommunications and internet technologies.

Unit-II

Development of Management Information System: Introduction, Information system planning, Motivational forces behind development of information system, Principles for information system development, SDLC for MIS development process.

Unit-III

Development of MIS: Methodology and Tools techniques for systematic identification, implementation, evaluation, and maintenance of MIS.

Control and Security Issues in Management Information Systems: Control, Why need to Control MIS, Types of Control, Audit in MIS, Security Hazards, Security Techniques. Challenges of usage of IT.

Unit-IV

Introduction to ERP, CRM, SCM, Data Warehouse and Data Mining concepts and their relevancy with computerized MIS.

Case studies: To introduce business problems and to discuss various stages for understanding the systems development process.

Text and Reference Books:

1. James A.O'Brien, Management Information Systems.
2. Kenneth C. Laudon, Jane P. Laudon, AhmedElragal, Management Information Systems: MANAGING THE DIGITAL FIRM, Pearson.
3. S. Sadagopan, Management Information Systems, PHI Learning; Second edition (2014)
4. Management Information Systems: A Computer oriented approach for business applications by Dharminder Kumar, Sangeeta Gupta, Excel books, 2006, New Delhi.
5. InderjitChatterjee, Management Information systems, PHI Learning Pvt. Ltd.(2010).
6. Davendranath G. Jha, Computer concepts and Management Information Systems, PHI Learning Pvt. Ltd.(2013).