

**B. Sc. Information Technology**

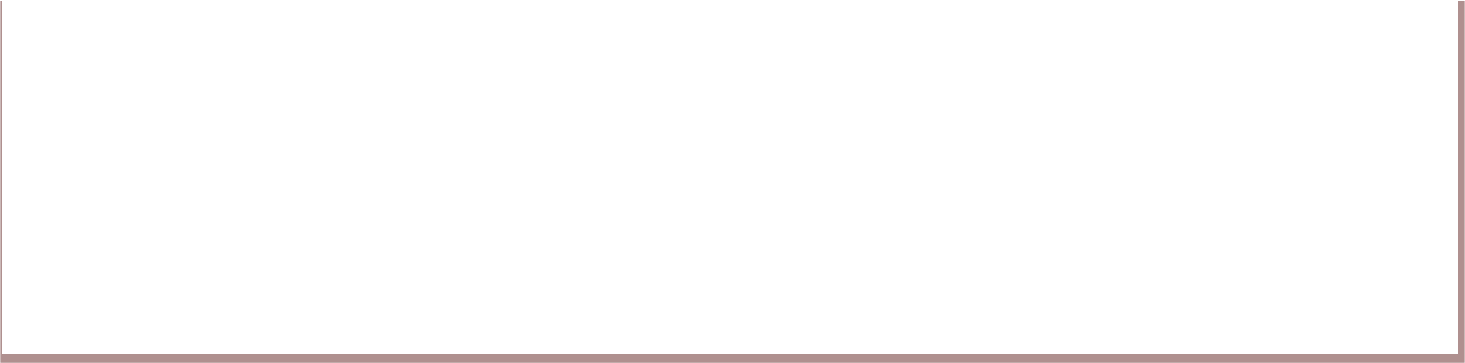
Syllabus

AFFILIATED COLLEGES

**Program Code: 26J**

**2020 – 2023 BATCH**





**BHARATHIAR UNIVERSITY**

**(A State University, Accredited with “A” Grade by NAAC, Ranked 13th among Indian Universities by MHRD-NIRF,**

**World Ranking : Times - 801-1000, Shanghai - 901-1000, URAP - 982)**

**Coimbatore - 641 046, Tamil Nadu, India**



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| **Program Educational Objectives (PEOs)** | |
| The **B. Sc. Information Technology** program describe accomplishments that graduates are  expected to attain within five to seven years after graduation | |
| PEO1 | To obtain in-depth knowledge of software and hardware techniques, which  provide a compact foundation to pursue continuing education and nurture the talent for innovation and research. |
| PEO2 | To Engage in the Information Technology related Profession locally and  globally by contributing ethically to the competent and professional practices. |
| PEO3 | To enable Graduates will be skilled in the use of modern tools for critical  problem solving and analyzing industrial and societal requirements |
| PEO4 | To train the graduates in diversified and applied areas with analysis, design and  synthesis of data to create novel products and solutions to meet current industrial and societal needs. |
| PEO5 | To nurture talent in leadership qualities, at levels appropriate to their experience,  which addresses issues in a responsive, ethical, and innovative manner. |



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| **Program Specific Outcomes (PSOs)** | |
| After the successful completion of **B.Sc. Information Technology** program, the students  are expected to | |
| PSO1 | Develop an ability to communicate effectively with a range of audiences. Develop written and oral presentations of information technology solutions appropriate for a wide range of audiences. |
| PSO2 | Develop and analyze quality computer applications by applying knowledge of software engineering, algorithms, programming, databases and networking. |
| PSO3 | The graduates of the Program will be prepared to achieve their career goals in the  software industry or pursue higher studies and enhance their professional knowledge. |
| PSO4 | To identify and utilize the state-of-the-art tools and techniques in the design and  development of software products and solutions. |
| PSO5 | Practical experience in shipping real world software, using recent industry  standard tools and collaboration techniques will equip to secure and succeed in IT industry |



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| **Program Outcomes (POs)** | |
| On successful completion of the B.Sc. Information Technology program | |
| PO1 | **Disciplinary knowledge:** Capable to apply the knowledge of mathematics, algorithmic principles and computing fundamentals in the modeling and design  of computer based systems of varying complexity. |
| PO2 | **Scientific reasoning**/ **Problem analysis**: Ability to critically analyze, categorizes,  formulate and solve the problems that emerges in the field of computer science. |
| PO3 | **Problem solving:** Able to provide software solutions for complex scientific and business related problems or processes that meet the specified needs with appropriate consideration for the public health and safety and the cultural, societal  and environmental considerations. |
| PO4 | **Environment and sustainability:** Understand the impact of software solutions  in environmental and societal context and strive for sustainable development. |
| PO5 | **Modern tool usage:** Use contemporary techniques, skills and tools necessary for  integrated solutions. |
| PO6 | **Ethics:** Function effectively with social, cultural and ethical responsibility as an individual or as a team member with positive  attitude. |
| PO7 | **Cooperation / Team Work:** Function effectively as member or leader on  multidisciplinary teams to accomplish a common objective. |
| PO8 | **Communication Skills:** An ability to communicate effectively with diverse  types of audience and also able to prepare and present technical documents to different groups. |
| PO9 | **Self-directed and Life-long Learning:** Graduates will recognize the need for self-motivation to engage in lifelong learning to be in par with changing  technology. |
| PO10 | Enhance the research culture and uphold the scientific integrity and objectivity |

## BHARATHIAR UNIVERSITY: : COIMBATORE 641 046

**B. Sc. Information Technology Curriculum**

*(For the students admitted during the academic year 2020 – 21 onwards)*

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| **Course Code** | **Title of the Course** | **Credits** | **Hours** | | **Maximum Marks** | | |
| **Theory** | **Practical** | **CIA** | **ESE** | **Total** |
| **FIRST SEMESTER** | | | | | | | |
| I | Language – I | 4 | 6 |  | 25 | 75 | 100 |
| II | English – I | 4 | 6 |  | 25 | 75 | 100 |
| III | Core 1: Computing  Fundamentals and C Programming | 4 | 4 |  | 25 | 75 | 100 |
| III | Core 2: Digital Fundamentals  and Computer Architecture | 4 | 4 |  | 25 | 75 | 100 |
| III | Core Lab 1: Programming Lab  – C | 4 |  | 3 | 40 | 60 | 100 |
| III | Allied 1: Mathematical Structures for Computer  Science | 4 | 5 |  | 25 | 75 | 100 |
| IV | Environmental Studies \* | 2 | 2 |  | - | 50 | 50 |
| **Total** | | **26** | **27** | **3** | **165** | **485** | **650** |
| **SECOND SEMESTER** | | | | | | | |
| I | Language – II | 4 | 6 |  | 25 | 75 | 100 |
| II | English – II | 4 | 6 |  | 25 | 75 | 100 |
| III | Core 3: C++ Programming | 4 | 5 |  | 25 | 75 | 100 |
| III | Core Lab 2: Programming Lab  – C++ | 4 |  | 4 | 40 | 60 | 100 |
| III | Core Lab 3: Internet Basics | 2 |  | 2 | 20 | 30 | 50 |
| III | Allied 2: Discrete Mathematics | 4 | 5 |  | 25 | 75 | 100 |
| IV | Value Education – Human  Rights \* | 2 | 2 |  | - | 50 | 50 |
| **Total** | | **24** | **24** | **6** | **160** | **440** | **600** |
| **THIRD SEMESTER** | | | | | | | |
| III | Core 4: Data Structures | 4 | 6 |  | 25 | 75 | 100 |
| III | Core 5: Java Programming | 4 | 6 |  | 25 | 75 | 100 |
| III | Core Lab 4: Programming Lab  – Java | 4 |  | 5 | 25 | 75 | 100 |
| III | Allied 3: Microprocessor &  ALP | 4 | 6 |  | 25 | 75 | 100 |
| III | Skill based Subject 1 : Introduction to web design &  Applications | 3 | 5 |  | 20 | 55 | 75 |
| IV | Tamil \*\*/ Advanced Tamil \*(OR) Non-major elective-1 (Yoga for Human Excellence)\*  / Women’s Rights\* | 2 | 2 |  | - | 50 | 50 |
| **Total** | | **21** | **25** | **5** | **120** | **405** | **525** |



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| **FOURTH SEMESTER** | | | | | | | |
| III | Core 6: System Software and  Operating System | 4 | 6 |  | 25 | 75 | 100 |
| III | Core 7: Linux and Shell  Programming | 4 | 6 |  | 25 | 75 | 100 |
| III | Core Lab 5: Linux and Shell  Programming Lab | 4 |  | 6 | 40 | 60 | 100 |
|  | Allied 4: Business Accounting | 4 | 6 |  | 25 | 75 | 100 |
| III | Skill based subject 2 (lab) : HTML, XML and JavaScript  Lab | 3 | 4 |  | 30 | 45 | 75 |
| IV | Tamil \*\*/ Advanced Tamil\*  (OR) Non-major elective-II (General Awareness) \* | 2 | 2 |  | - | 50 | 50 |
|  | **Total** | **21** | **24** | **6** | **145** | **380** | **525** |
| **FIFTH SEMESTER** | | | | | | | |
| III | Core 8: RDBMS & Oracle | 4 | 6 |  | 25 | 75 | 100 |
| III | Core 9: Visual Basic | 4 | 6 |  | 25 | 75 | 100 |
| III | Core Lab 6: Programming Lab  – VB & Oracle | 4 |  | 6 | 40 | 60 | 100 |
| III | Elective-I  Soft Computing/ Animation Techniques / Business Intelligence | 4 | 6 |  | 25 | 75 | 100 |
| III | Skill based Subject 3: Dot Net  Programming | 3 | 6 |  | 20 | 55 | 75 |
|  | **Total** | **19** | **24** | **6** | **135** | **340** | **475** |
| **SIXTH SEMESTER** | | | | | | | |
| III | Core 10: Graphics &  Multimedia | 4 | 5 |  | 25 | 75 | 100 |
| III | Core 11: Project Work Lab %% | 6 | 3 |  | 60 | 90 | 150 |
|  | Naan Mudhalvan–Skill Course –  Cyber Security **@**  <http://kb.naanmudhalvan.in/images/7/71/Cybersecurity.pdf>  (or) Machine Learning **#**  <http://kb.naanmudhalvan.in/images/1/19/PBL_Google.pdf>  (or) Android APP Development **$** <http://kb.naanmudhalvan.in/images/0/08/Android_App_Dev.pdf> | 2 | 2 |  | 25 | 25 | 50 |
| III | Core Lab 7: Programming Lab  – Graphics & Multimedia | 4 |  | 6 | 40 | 60 | 100 |
| III | Elective-II : Network Security and Administration/ Mobile Computing / Python  programming | 4 | 5 |  | 25 | 75 | 100 |
| III | Elective-III : Internet of Things  (IoT)/ Component Technology/ E-Commerce | 4 | 5 |  | 25 | 75 | 100 |
| III | Skill based Subject 4 (lab) : Dot  Net Lab | 3 |  | 4 | 30 | 45 | 75 |
| V | Extension Activities\*\* | 2 |  |  | 50 | - | 50 |
| **Total** | | **29** | **20** | **10** | **280** | **445** | **725** |
| **Grand Total** | | **140** | **144** | **36** | **1005** | **2495** | **3500** |
| **ONLINE COURSES** | | | | | | | |
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**Note:**

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| \* | No Continuous Internal Assessment (CIA), University Examinations Only. |
| \*\* | No University Examinations, Continuous Internal Assessment (CIA) Only. |
| \*\*\* | Naan Mudhalvan – Skill courses- external 25 marks will be assessed by Industry and internal will be offered by respective course teacher. |
| **#** Govt – Non-Autonomous Colleges, **$** Aided – Non-Autonomous Colleges, **@** Self - Financing **(**Non – Autonomous) | |



First Semester



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| **Course code** | |  | **Computing Fundamentals and C**  **Programming** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core Paper: 1** | **4** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Students should have basic Computer  Knowledge | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To impart knowledge about Computer fundamentals 2. To understand the concepts and techniques in C Programming 3. To equip and indulge themselves in problem solving using C | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Learn about the Computer fundamentals and the Problem solving | | | | | | | **K2** | |
| 2 | Understand the basic concepts of C programming | | | | | | | **K2** | |
| 3 | Describe the reason why different decision making and loop constructs are  available for iteration in C | | | | | | | **K3** | |
| 4 | Demonstrate the concept of User defined functions , Recursions , Scope and  Lifetime of Variables, Structures and Unions | | | | | | | **K4** | |
| 5 | Develop C programs using pointers Arrays and file management | | | | | | | **K3** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **Fundamentals of Computers & Problem Solving in C** | | | **12 hours** | | | | |
| Fundamentals of Computers : Introduction – History of Computers-Generations of Computers- Classification of Computers-Basic Anatomy of a Computer System-Input Devices-Processor-  Output Devices-Memory Management – Types of Software- Overview of Operating System- Programming Languages-Translator Programs-Problem Solving Techniques - Overview of C. | | | | | | | | | |
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| **Unit:2** | | **Overview of C** | | | **15 hours** | | | | |
| Overview of C - Introduction - Character set - C tokens - keyword & Identifiers - Constants - Variables - Data types - Declaration of variables - Assigning values to variables - Defining Symbolic Constants - Arithmetic, Relational, Logical, Assignment, Conditional, Bitwise, Special, Increment and Decrement operators - Arithmetic Expressions - Evaluation of expression - precedence of arithmetic operators - Type conversion in expression – operator precedence & associativity - Mathematical functions - Reading & Writing a character - Formatted input and  output. | | | | | | | | | |
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| **Unit:3** | | **Decision Making , Looping and Arrays** | | **15 hours** | | | | | |
| Decision Making and Branching: Introduction – if, if….else, nesting of if …else statements- else if ladder – The switch statement, The ?: Operator – The goto Statement. Decision Making and Looping: Introduction- The while statement- the do statement – the for statement-jumps in loops.  Arrays – Character Arrays and Strings | | | | | | | | | |
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| **Unit:4** | | **User-Defined Functions, Structures and Unions** | | **15 hours** | | | | | |
| User-Defined Functions: Introduction – Need and Elements of User-Defined Functions-  Definition-Return Values and their types - Function Calls – Declarations – Category of Functions- Nesting of Functions - Recursion – Passing Arrays and Strings to Functions - The | | | | | | | | | |

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| Scope, Visibility and Lifetime of Variables- Multi file Programs. Structures and Unions | | | |
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| **Unit:5** | | **Pointers & File Management** | **15 hours** |
| Pointers: Introduction-Understanding pointers -Accessing the address of a variable Declaration and Initialization of pointer Variable – Accessing a variable through its pointer Chain of pointers- Pointer Expressions – Pointer Increments and Scale factor- Pointers and Arrays- Pointers and Strings – Array of pointers – Pointers as Function Arguments Functions returning pointers –  Pointers to Functions – Pointers and Structures. File Management in C. | | | |
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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Problem Solving through C Programming - Edureka | | | |
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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | E Balagurusamy: Computing Fundamentals & C Programming – Tata McGraw-Hill, Second  Reprint 2008 | | |
|  | | | |
| **Reference Books** | | | |
| 1 | Ashok N Kamthane: Programming with ANSI and Turbo C, Pearson, 2002. | | |
| 2 | Henry Mullish & Hubert L.Cooper: The Sprit of C, Jaico, 1996. | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
| 1 | Introduction to Programming in C – NPTEL | | |
| 2 | Problem solving through Programming in C – SWAYAM | | |
| 3 | C for Everyone : Programming Fundamentals – Coursera | | |
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| Course Designed By: | | | |

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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | M | M | M | S | M | S | L |
| **CO3** | S | M | S | M | M | L | S | L | S | L |
| **CO3** | S | S | S | M | M | M | S | M | S | M |
| **CO4** | S | S | S | M | S | M | S | M | S | M |
| CO5 | S | S | S | M | M | M | S | M | S | M |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Digital Fundamentals and Computer Architecture** | **L** | | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core Paper : 2** | **4** | | | **0** | | **-** | **4** |
| **Pre-requisite** | | | **Student should have basic computer**  **knowledge** | **Syllabus**  **Version** | | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | | |
| On successful completion of this subject the students should have Knowledge on   1. To familiarize with different number systems and digital arithmetic & logic circuits 2. To understand the concepts of Combinational Logic and Sequential Circuits 3. To impart the knowledge of buses, I/O devices, flip flops, Memory and bus structure. 4. To understand the concepts of memory hierarchy and memory organization 5. To understand the various types of microprocessor architecture | | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | | |
| 1 | Learn the basic structure of number system methods like binary, octal and  hexadecimal and understand the arithmetic and logical operations are performed by computers. | | | | | | | | K3 | |
| 2 | Define the functions to simplify the Boolean equations using logic gates. | | | | | | | | K1 | |
| 3 | Understand various data transfer techniques in digital computer and control unit operations. | | | | | | | | K2 | |
| 4 | Compare the functions of the memory organization | | | | | | | | K4 | |
| 5 | Analyze architectures and computational designs concepts related to architecture  organization and addressing modes | | | | | | | | K4 | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** – Create | | | | | | | | | | |
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| **Unit:1** | | **Number System and Arithmetic circuits** | | | | **12 hours** | | | | |
| Number System and Binary Codes: Decimal, Binary, Octal, Hexadecimal – Binary addition, Multiplication, Division – Floating point representation, Complements, BCD, Excess3, Gray Code. Arithmetic Circuits: Half adder, Full adder, Parallel binary adder, BCD adder, Half subtractor, Full  subtractor, Parallel binary subtractor - Digital Logic: The Basic Gates – NOR, NAND, XOR Gates. | | | | | | | | | | |
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| **Unit:2** | | **Combinational Logic and Sequential Circuits** | | | | **14 hours** | | | | |
| Combinational Logic Circuits: Boolean algebra – Karnaugh map – Canonical form Construction and properties – Implementations – Don’t care combinations - Product of sum, Sum of products, Simplifications. Sequential circuits: Flip-Flops: RS, D, JK, and T - Multiplexers – Demultiplexers –  Decoder Encoder – Shift Registers-Counters. | | | | | | | | | | |
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| **Unit:3** | | **Input – Output Organization and Data Transfer** | | | **12 hours** | | | | | |
| Input – Output Organization: Input – output interface – I/O Bus and Interface – I/O Bus Versus Memory Bus – Isolated Versus Memory – Mapped I/O – Example of I/O Interface. Asynchronous data transfer: Strobe Control and Handshaking – Priority Interrupt: Daisy- Chaining Priority,  Parallel Priority Interrupt. Direct Memory Access: DMA Controller, DMA Transfer. Input – Output Processor: CPU-IOP Communication. | | | | | | | | | | |
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| **Unit:4** | | **Memory Organization** | | | **10 hours** | | | | | |

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| Memory Organization: Memory Hierarchy – Main Memory- Associative memory: Hardware Organization, Match Logic, Read Operation, Write Operation. Cache Memory: Associative, Direct, Set-associative Mapping – Writing into Cache Initialization. Virtual Memory: Address Space and Memory Space, Address Mapping Using Pages, Associative Memory, Page Table, Page  Replacement. | | | |
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| **Unit:5** | | **Case Studies** | **6 hours** |
| CASE STUDY: Pin out diagram, Architecture, Organization and addressing modes of 80286-  80386-80486-Introduction to microcontrollers. | | | |
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| **Unit:6** | | **Contemporary Issues** | **2 hours** |
| Expert lectures, online seminars – webinars | | | |
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|  | | **Total Lecture hours** | **56 hours** |
| **Text Book(s)** | | | |
| 1 | Digital principles and applications, Albert Paul Malvino, Donald P Leach, TMH, 1996. | | |
| 2 | Computer System Architecture -M. Morris Mano , PHI. | | |
| 3 | Microprocessors and its Applications-Ramesh S. Goankar | | |
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| **Reference Books** | | | |
| 1 | Digital Electronics Circuits and Systems, V.K. Puri, TMH. | | |
| 2 | Computer Architecture, M. Carter, Schaum‘s outline series, TMH. | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
| 1 | https://nptel.ac.in/courses/106/103/106103068/ | | |
| 2 | <http://www.nptelvideos.in/2012/12/digital-computer-organization.html> | | |
| 3 | <http://brittunculi.com/foca/materials/FOCA-Chapters-01-07-review-handout.pdf> | | |
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| Course Designed By: | | | |

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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | M | S | M | S | M | M | L |
| **CO3** | S | M | S | M | M | S | M | M | M | L |
| **CO3** | S | S | S | M | S | S | S | M | M | M |
| **CO4** | S | S | S | S | S | S | S | M | S | S |
| CO5 | S | S | S | S | S | S | S | M | S | S |
|  |  |  |  |  |  |  |  |  |  |  |

\*S-Strong; M-Medium; L-Low



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| **Course code** | | |  | **Programming Lab – C** | | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | | **Core Lab: 1** | | **0** | | **0** | | **3** | **4** |
| **Pre-requisite** | | | | Students should have basic knowledge in C  programming and algorithms | | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | | | |
| The main objectives of this course are to:   1. To practice the Basic concepts, Branching and Looping Statements and Strings in C programming 2. To implement and gain knowledge in Arrays, functions, Structures, Pointers and File   handling | | | | | | | | | | | |
|  | | | | | | | | | | | |
| **Expected Course Outcomes:** | | | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | | | |
| 1 | | Remember and Understand the logic for a given problem and to generate Prime  numbers & Fibonacci Series **(Program-1,2,3)** | | | | | | | | **K1, K2** | |
| 2 | | Apply the concepts to print the Magic square, Sorting the data , Strings, Recursive  functions and Pointers **(Program-4,5,6,8,10)** | | | | | | | | **K2, K3** | |
| 3 | | Remember the logic used in counting the vowels in a sentence **(Program-7)** | | | | | | | | **K1** | |
| 4 | | Apply and Analyze the concepts of Structures and File management  **(Program-9,11,12)** | | | | | | | | **K3&K4** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** – Create | | | | | | | | | | | |
|  | | | | | | | | | | | |
| **Programs** | | | | | | | **36 hours** | | | | |
| 1. Write a C program to find the sum, average, standard deviation for a given set of numbers. | | | | | | | | | | | |
| 2. Write a C program to generate n prime numbers. | | | | | | | | | | | |
| 3. Write a C program to generate Fibonacci series. | | | | | | | | | | | |
| 4. Write a C program to print magic square of order n where n > 3 and n is odd. | | | | | | | | | | | |
| 5. Write a C program to sort the given set of numbers in ascending order. | | | | | | | | | | | |
| 6. Write a C program to check whether the given string is a palindrome or not using pointers. | | | | | | | | | | | |
| 7. Write a C program to count the number of Vowels in the given sentence. | | | | | | | | | | | |
| 8. Write a C program to find the factorial of a given number using recursive function. | | | | | | | | | | | |
| 9. Write a C program to print the students Mark sheet assuming roll no, name, and marks in 5 subjects in a structure. Create an array of structures and print the mark sheet in the university  pattern. | | | | | | | | | | | |
| 10. Write a function using pointers to add two matrices and to return the resultant matrix to the  calling function. | | | | | | | | | | | |
| 11. Write a C program which receives two filenames as arguments and check whether the file  contents are same or not. If same delete the second file | | | | | | | | | | | |
| 12. Write a program which takes a file as command line argument and copy it to another file. At  the end of the second file write the total i) no of chars ii) no. of words and iii) no. of lines. | | | | | | | | | | | |
|  | | | **Total Lecture hours** | | **36 hours** | | | | | | |
| **Text Book(s)** | | | | | | | | | | | |
| 1 | E Balagurusamy: Computing Fundamentals & C Programming – Tata McGraw-Hill, Second  Reprint 2008 | | | | | | | | | | |

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| --- | --- |
| **Reference Books** | |
| 1 | Ashok N Kamthane: Programming with ANSI and Turbo C, Pearson, 2002. |
| 2 | Henry Mullish & Hubert L.Cooper: The Sprit of C, Jaico, 1996. |
| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | |
| 1 | Introduction to Programming in C – NPTEL |
| 2 | Problem solving through Programming in C – SWAYAM |
| 3 | C for Everyone : Programming Fundamentals – Course |
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| Course Designed By: | |

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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **Cos** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | M | L | M | S | S | S | L |
| **CO3** | S | S | S | M | L | M | S | S | S | M |
| **CO3** | S | S | S | L | L | M | S | S | S | L |
| **CO4** | S | S | S | M | L | M | S | S | S | M |

\*S-Strong; M-Medium; L-Low



Second Semester



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| **Course code** | |  | **C++ PROGRAMMING** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core: 3** | **5** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Before starting this course one should have a basic understanding of computer programs and computer programming language. If you know the concepts of C programming it will be much easier to understand this course | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. Impart knowledge of object oriented programming concepts and implement them in C++ 2. Enable to differentiate procedure oriented and object-oriented concepts. 3. Equip with the knowledge of concept of Inheritance so that learner understands the need of inheritance. 4. Explain the importance of data hiding in object oriented programming | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Define the different programming paradigm such as procedure oriented and object oriented programming methodology and conceptualize elements of OO  methodology | | | | | | | K1 | |
| 2 | Illustrate and model real world objects and map it into programming objects for a  legacy system. | | | | | | | K2 | |
| 3 | Identify the concepts of inheritance and its types and develop applications using  overloading features. | | | | | | | K3 | |
| 4 | Discover the usage of pointers with classes | | | | | | | K4 | |
| 5 | Explain the usage of Files, templates and understand the importance of exception  Handling | | | | | | | K5 | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **INTRODUCTION TO C++** | | | **10 hours** | | | | |
| Key concepts of Object-Oriented Programming –Advantages – Object Oriented Languages – I/O in C++ - C++ Declarations. Control Structures: - Decision Making and Statements: If.. Else, jump,  goto, break, continue, Switch case statements - Loops in C++: for, while, do - functions in C++ - inline functions – Function Overloading.. | | | | | | | | | |
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| **Unit:2** | | **CLASSES AND OBJECTS** | | | **10 hours** | | | | |
| Declaring Objects – Defining Member Functions – Static Member variables and functions – array of objects –friend functions – Overloading member functions – Bit fields and classes –  Constructor and destructor with static members. | | | | | | | | | |
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| **Unit:3** | | **OPERATOR OVERLOADING** | | **12 hours** | | | | | |
| Overloading unary, binary operators – Overloading Friend functions – type conversion – Inheritance: Types of Inheritance – Single, Multilevel, Multiple, Hierarchal, Hybrid, Multi path  inheritance – Virtual base Classes – Abstract Classes. | | | | | | | | | |



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| **Unit:4** | | **POINTERS** | **13 hours** |
| Declaration – Pointer to Class , Object – this pointer – Pointers to derived classes and Base classes  – Arrays – Characteristics – array of classes – Memory models – new and delete operators – dynamic object – Binding, Polymorphism and Virtual Functions. | | | |
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| **Unit:5** | | **FILES** | **13 hours** |
| File stream classes – file modes – Sequential Read / Write operations – Binary and ASCII Files – Random Access Operation – Templates – Exception Handling - String – Declaring and Initializing  string objects – String Attributes – Miscellaneous functions . | | | |
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| **Unit:6** | | **Contemporary Issues** | **2 hours** |
| Expert lectures, online seminars - webinars | | | |
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|  | | **Total Lecture hours** | **60 hours** |
| **Text Book(s)** | | | |
| 1 | Ashok N Kamthane, Object-Oriented Programming with Ansi And Turbo C++, Pearson Education,  2003. | | |
| 2 |  | | |
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| **Reference Books** | | | |
| 1 | E. Balagurusamy, Object-Oriented Programming with C++, TMH, 1998. | | |
| 2 | Maria Litvin & Gray Litvin, C++ for you, Vikas publication, 2002. | | |
| 3 | John R Hubbard, Programming with C, 2nd Edition, TMH publication, 2002. | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
| 1 | https:/[/www.spoke](http://www.spoken-tutorial.org/)n[-tutorial.org](http://www.spoken-tutorial.org/) | | |
| 2 | https:/[/www.tutorialspoint.com/cplusplus/index.htm](http://www.tutorialspoint.com/cplusplus/index.htm) | | |
| 3 | https:/[/www.w3schools.com/](http://www.w3schools.com/cpp/)c[pp/](http://www.w3schools.com/cpp/) | | |
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| Course Designed By: | | | |

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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | M | M | M | M | M | M | L |
| **CO2** | S | S | S | S | S | S | S | M | M | M |
| **CO3** | S | S | S | S | S | S | S | M | M | M |
| **CO4** | S | S | S | S | S | S | S | M | M | S |
| **CO5** | S | S | S | S | S | S | S | M | M | S |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **PROGRAMMING LAB - C++** | **L** | | **T** | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core Lab : 2** | **0** | | **0** | **4** | **4** |
| **Pre-requisite** | | | Basic understanding of computer programs and  computer programming language like C. | **Syllabus Version** | | | 2020-21  Onwards | |
| **Course Objectives:** | | | | | | | | |
| The main objectives of this course are to:   1. Impart knowledge of object oriented programming concepts and implement them in C++ 2. Enable to differentiate procedure oriented and object-oriented concepts. 3. Equip with the knowledge of concept of Inheritance so that learner understands the need of inheritance. 4. Explain the importance of data hiding in object oriented programming | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | |
| 1 | Define the different programming paradigm such as procedure oriented and object oriented programming methodology and conceptualize elements of OO  methodology | | | | | | K1 | |
| 2 | Illustrate and model real world objects and map it into programming objects for a  legacy system. | | | | | | K2 | |
| 3 | Identify the concepts of inheritance and its types and develop applications using  overloading features. | | | | | | K3 | |
| 4 | Discover the usage of pointers with classes | | | | | | K4 | |
| 5 | Explain the usage of Files, templates and understand the importance of exception  Handling | | | | | | K5 | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | |
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| **Programs** | | | | | **36 hours** | | | |
| 1. Write a C++ Program to create a class to implement the data structure STACK. Write a constructor to initialize the TOP of the STACK. Write a member function PUSH() to insert an element and  member function POP() to delete an element check for overflow and underflow conditions.. | | | | | | | | |
| 2. Write a C++ Program to create a class ARITHMETIC which consists of a FLOAT and an INTEGER variable. Write member functions ADD (), SUB(), MUL(), DIV() to perform addition, subtraction,  multiplication, division respectively. Write a member function to get and display values. | | | | | | | | |
| 3. Write a C++ Program to read an integer number and find the sum of all the digits until it reduces to a  single digit using constructors, destructors and inline member functions. | | | | | | | | |
| 4. Write a C++ Program to create a class FLOAT that contains one float data member. Overload all the  four Arithmetic operators so that they operate on the object FLOAT | | | | | | | | |
| 5. Write a C++ Program to create a class STRING. Write a Member Function to initialize, get and display stings. Overload the operators ++ and == to concatenate two Strings and to compare two  strings respectively. | | | | | | | | |
| 6. Write a C++ Program to create class, which consists of EMPLOYEE Detail like E\_Number, E\_Name, Department, Basic, Salary, Grade. Write a member function to get and display them.  Derive a class PAY from the above class and write a member function to calculate DA, HRA and PF depending on the grade. | | | | | | | | |
| 7. Write a C++ Program to create a class SHAPE which consists of two VIRTUAL FUNCTIONS Calculate\_Area() and Calculate\_Perimeter() to calculate area and perimeter of various figures. Derive three classes SQUARE, RECTANGLE, TRIANGE from class Shape and Calculate Area and | | | | | | | | |

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| Perimeter of each class separately and display the result. | |
| 8. Write a C++ Program to create two classes each class consists of two private variables, a integer and a float variable. Write member functions to get and display them. Write a FRIEND Function common to both classes, which takes the object of above two classes as arguments and the integer and float values of both objects separately and display the result. | |
| 9. Write a C++ Program using Function Overloading to read two Matrices of different Data Types such  as integers and floating point numbers. Find out the sum of the above two matrices separately and display the sum of these arrays individually. | |
| 10. Write a C++ Program to check whether the given string is a palindrome or not using Pointers | |
| 11. Write a C++ Program to create a File and to display the contents of that file with line numbers. | |
| 12. Write a C++ Program to merge two files into a single file. | |
| **Text Book(s)** | |
| 1 | Ashok N Kamthane, Object-Oriented Programming with Ansi And Turbo C++, Pearson Education,  2003 |
| 2 |  |
|  |  |
|  | |
| **Reference Books** | |
| 1 | E. Balagurusamy, Object-Oriented Programming with C++, TMH, 1998. |
| 2 | Maria Litvin & Gray Litvin, C++ for you, Vikas publication, 2002. |
| 3 | John R Hubbard, Programming with C, 2nd Edition, TMH publication, 2002. |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | M | M | M | M | M | M | L |
| **CO2** | S | S | S | S | S | S | S | M | M | M |
| **CO3** | S | S | S | S | S | S | S | M | M | M |
| **CO4** | S | S | S | S | S | S | S | M | M | S |
| **CO5** | S | S | S | S | S | S | S | M | M | S |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Internet Basics** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core Lab : 3** | **0** | | **0** | | **2** | **2** |
| **Pre-requisite** | | | Knowledge of WINDOWS Operating Systems | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. Introduce the fundamentals of Internet and the Web functions. 2. Impart knowledge and essential skills necessary to use the internet and its various components. 3. Find, evaluate, and use online information resources. 4. Use Google Apps for education effectively. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the fundamentals of Internet and the Web concepts | | | | | | | K2 | |
| 2 | Explain the usage of internet concepts and analyze its components. | | | | | | | K2 | |
| 3 | Identify and apply the online information resources | | | | | | | K3 | |
| 4 | Inspect and utilize the appropriate Google Apps for education effectively | | | | | | | K3,  K4 | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Programs** | | | | | **36 hours** | | | | |
| 1. Create an email account in Gmail. Using the account created compose a mail to invite other  college students for your college fest, enclose the invitation as attachment and send the mail to at least 50 recipients. Use CC and BCC options accordingly | | | | | | | | | |
| 2. Open your inbox in the Gmail account created, check the mail received from your peer from  other college inviting you for his college fest, and download the invitation. Reply to the mail with a thank you note for the invite and forward the mail to other friends. | | | | | | | | | |
| 3. Assume that you are studying in final year of your graduation and are eagerly looking for a job. Visit any job portal and upload your resume. | | | | | | | | | |
| 4. Create a meeting using Google calendar and share meeting id to the attendees. Transfer  the ownership to the Manager once the meeting id is generated. | | | | | | | | | |
| 5. Create a label and upload bulk contacts using import option in Google Contacts | | | | | | | | | |
| 6. Create your own Google classroom and invite all your friends through email id. Post study material in Google classroom using Google drive. Create a separate folder for every  subject and upload all unit wise E-Content Materials. | | | | | | | | | |
| 7. Create and share a folder in Google Drive using ‘share a link’ option and set the  permission to access that folder by your friends only. | | | | | | | | | |
| 8. Create one-page story in your mother tongue by using voice recognition facility of Google  Docs. | | | | | | | | | |
| 9. Create a registration form for your Department Seminar or Conference using Google  Forms. | | | | | | | | | |
| 10. Create a question paper with multiple choice types of questions for a subject of your  choice, using Google Forms. | | | | | | | | | |
| 11. Create a Google form with minimum 25 questions to conduct a quiz and generate a certificate after  submission. | | | | | | | | | |

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| 12. Create a meet using Google Calendar and record the meet using Google Meet. | |
| 13. Create a Google slides for a topic and share the same with your friends. | |
| 14. Create template for a seminar certificate using Google Slides. | |
| 15. Create a sheet to illustrate simple mathematical calculations using Google Sheets. | |
| 16. Create student’s internal mark statement and share the Google sheets via link. | |
| 17. Create different types of charts for a range in CIA mark statement using Google Sheets. | |
| 18. Create a mark statement in Google Sheets and download it as PDF, .xls and .csv files | |
| **Text Book(s)** | |
| 1 | Ian Lamont, Google Drive & Docs in 30 Minutes, 2nd Edition. |
| 2 |  |
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| **Reference Books** | |
| 1 | Sherry Kinkoph Gunter, My Google Apps, 2014. |
| 2 |  |
| 3 |  |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | |
| 1 | https:/[/www](http://www.youtube.com/watch?v=NzPNk44tdlQ).[youtube.com/watch?v=NzPNk44tdlQ](http://www.youtube.com/watch?v=NzPNk44tdlQ) |
| 2 | https:/[/www](http://www.youtube.com/watch?v=PKuBtQuFa-8).[youtube.com/watch?v=PKuBtQuFa-8](http://www.youtube.com/watch?v=PKuBtQuFa-8) |
| 4 | https:/[/www](http://www.youtube.com/watch?v=hGER1hP58ZE).[youtube.com/watch?v=hGER1hP58ZE](http://www.youtube.com/watch?v=hGER1hP58ZE) |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | M | S | S | S | S | M | M | S | L |
| **CO2** | S | M | S | S | S | S | S | S | S | M |
| **CO3** | S | S | S | S | S | S | S | S | S | S |
| **CO4** | S | S | S | S | S | S | S | S | S | S |

\*S-Strong; M-Medium; L-Low



Third Semester



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| **Course code** | |  | **Data Structures** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core: 4** | **6** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Basic understanding of Data storage, retrieval  and algorithms. | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To introduce the fundamental concept of data structures 2. To emphasize the importance of data structures in developing and implementing efficient algorithms. 3. Understand the need for Data Structures when building application 4. Ability to calculate and measure efficiency of code 5. Improve programming logic skills. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the basic concepts of data structures and algorithms | | | | | | | K1-K2 | |
| 2 | Construct and analyze of stack and queue operations with illustrations | | | | | | | K2-K4 | |
| 3 | Enhance the knowledge of Linked List and dynamic storage management. | | | | | | | K2-K3 | |
| 4 | Demonstrate the concept of trees and its applications | | | | | | | K2-K3 | |
| 5 | Design and implement various sorting and searching algorithms  for applications and understand the concept of file organizations | | | | | | | K1-K4 | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **INTRODUCTION** | | | **15 hours** | | | | |
| Introduction of Algorithms, Analysing Algorithms. Arrays: Sparse Matrices - Representation of Arrays. Stacks and Queues. Fundamentals - Evaluation of Expression Infix to Postfix Conversion -  Multiple Stacks and Queues | | | | | | | | | |
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| **Unit:2** | | **LINKED LIST** | | | **12 hours** | | | | |
| Linked List: Singly Linked List - Linked Stacks and Queues - Polynomial Addition- More on Linked Lists - Sparse Matrices - Doubly Linked List and Dynamic – Storage Management -  Garbage Collection and Compaction. | | | | | | | | | |
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| **Unit:3** | | **TREES** | | **15 hours** | | | | | |
| Basic Terminology - Binary Trees - Binary Tree Representations – Binary Trees-Traversal-More On Binary Trees – Threaded Binary Trees - Binary Tree. Representation of Trees - Counting  Binary Trees. Graphs: Terminology and Representations-Traversals, Connected Components and Spanning Trees, Shortest Paths and Transitive Closure | | | | | | | | | |
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| **Unit:4** | | **EXTERNAL SORTING** | | **15 hours** | | | | | |
| Storage Devices -Sorting with Disks: K-Way Merging – Sorting with Tapes Symbol Tables:  Static Tree Tables - Dynamic Tree Tables - Hash Tables: Hashing Functions - Overflow Handling. | | | | | | | | | |

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| **Unit:5** | | **INTERNAL SORTING** | **15 hours** |
| Insertion Sort - Quick Sort - 2 Way Merge Sort - Heap Sort – Shell Sort - Sorting on Several  Keys. Files: Files, Queries and Sequential organizations – Index Techniques -File Organizations. | | | |
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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Expert lectures, online seminars - webinars | | | |
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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | Ellis Horowitz, Sartaj Shani, Data Structures, Galgotia Publication. | | |
| 2 | Ellis Horowitz, Sartaj Shani, Sanguthevar Rajasekaran, Computer Algorithms, Galgotia  Publication. | | |
| 3 | S.Lovelyn Rose, R.Venkatesan, Data Structures, Wiley India Private Limited,2015, 1st Edition | | |
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| **Reference Books** | | | |
| 1 | Jean-Paul,Tremblay & Paul G.Sorenson , An Introduction to Data structures with Applications  Tata McGraw Hill Company 2008, 2ndEdition. | | |
| 2 | Samanta.D , Classic Data Structure Prentice Hall of India Pvt Ltd 2007, 9th Edition | | |
| 3 | Seymour Lipschutz, Data Structures McGraw Hill Publications, 2014, 1st Edition | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
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| Course Designed By: | | | |

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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | M | M | M | S | M | M | M |
| **CO2** | S | S | S | M | M | M | M | M | M | M |
| **CO3** | S | S | S | M | S | M | M | M | S | S |
| **CO4** | S | S | S | M | S | S | S | S | M | M |
| **CO5** | S | S | S | M | M | S | S | M | M | S |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Java Programming** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core: 5** | **6** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | The objective of the course is to train the students to acquire problem-solving skills through  object oriented programming | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To expose the students with the introduction to OOPs and advantages of object oriented programming. 2. The concepts of OOPs make it easy to represent real world entities. 3. The course introduces the concepts of converting the real time problems into objects and methods and their interaction with one another to attain a solution. 4. Simultaneously it provides the syntax of programming language Java for solving the real world problems. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | The competence and the development of small to medium sized application  programs that demonstrate professionally acceptable coding | | | | | | | K1-K2 | |
| 2 | Demonstrate the concept of object oriented programming through Java | | | | | | | K2-K4 | |
| 3 | Apply the concept of Inheritance, Modularity, Concurrency, Exceptions handling  and data persistence to develop java program | | | | | | | K3 | |
| 4 | Develop java programs for applets and graphics programming | | | | | | | K3 | |
| 5 | Understand the fundamental concepts of AWT controls, layouts and  events | | | | | | | K1-K2 | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **FUNDAMENTALS OF OBJECT-ORIENTED PROGRAMMING** | | | **15 hours** | | | | |
| Object-Oriented Paradigm – Basic Concepts of Object-Oriented Programming – Benefits of Object-Oriented Programming –Application of Object-Oriented Programming. Java Evolution: History – Features – How Java differs from C and C++ – Java and Internet – Java and www –Web Browsers. Overview of Java: simple Java program – Structure – Java Tokens – Statements – Java  Virtual Machine. | | | | | | | | | |
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| **Unit:2** | | **BRANCHING AND LOOPING** | | | **12 hours** | | | | |
| Constants, Variables, Data Types - Operators and Expressions – Decision Making and Branching:  if, if...else, nested if, switch, ? : Operator - Decision Making and Looping: while, do, for – Jumps in Loops - Labeled Loops – Classes, Objects and Methods. | | | | | | | | | |
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| **Unit:3** | | **ARRAYS AND INTERFACES** | | **15 hours** | | | | | |
| Arrays, Strings and Vectors – Interfaces: Multiple Inheritance – Packages: Putting Classes  together – Multithreaded Programming. | | | | | | | | | |
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| **Unit:4** | | **ERROR HANDLING** | | **15 hours** | | | | | |
| Managing Errors and Exceptions – Applet Programming – Graphics Programming. | | | | | | | | | |
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| **Unit:5** | | **MANAGING INPUT / OUTPUT FILES IN JAVA** | **15 hours** |
| Concepts of Streams- Stream Classes – Byte Stream classes – Character stream classes – Using  streams – I/O Classes – File Class – I/O exceptions – Creation of files – Reading / Writing characters, Byte-Handling Primitive data Types – Random Access Files. | | | |
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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Expert lectures, online seminars - webinars | | | |
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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | Programming with Java – A Primer - E. Balagurusamy, 5th Edition, TMH. | | |
| 2 | Herbert Schildt , Java: The Complete Reference, McGraw Hill Education, Oracle Press 10th  Edition, 2018 | | |
| 3 | Programming with Java – A Primer - E. Balagurusamy, 3rd Edition, TMH. | | |
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| **Reference Books** | | | |
| 1 | The Complete Reference Java 2 - Patrick Naughton & Hebert Schildt, 3rd Edition, TMH | | |
| 2 | Programming with Java – John R. Hubbard, 2nd Edition, TMH. | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
| 1 | [www.spoken-tutorial.org](http://www.spoken-tutorial.org/) | | |
| 2 | [www.nptel.ac.in](http://www.nptel.ac.in/) | | |
| 3 | https:/[/www.w3schools.in/java](http://www.w3schools.in/java-tutorial/)-[tutorial/](http://www.w3schools.in/java-tutorial/) | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | M | S | L | S | M | M | M |
| **CO2** | S | S | S | M | S | L | S | M | M | M |
| **CO3** | S | S | S | M | S | M | S | S | M | M |
| **CO4** | S | S | S | M | S | M | M | S | M | M |
| **CO5** | S | S | S | M | S | M | S | S | M | M |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Programming Lab – JAVA** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core Lab: 4** | **0** | | **0** | | **5** | **4** |
| **Pre-requisite** | | | Students should know about the OOPs concept  and basic knowledge in java theory. | **Syllabus**  **Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. The main objective of JAVA Programming Lab is to provide the students a strong foundation on programming concepts and its applications through hands-on training. 2. To practice the Basic concepts, Branching and Looping Statements and Strings in C programming 3. To implement and gain knowledge in Arrays, functions, Structures, Pointers and File   handling | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the basic concepts of Java Programming with emphasis on ethics and  principles of professional coding | | | | | | | **K1, K2** | |
| 2 | Demonstrate the creation of objects, classes and methods and the  concepts of constructor, methods overloading, Arrays, branching and looping | | | | | | | **K2** | |
| 3 | Create data files and Design a page using AWT controls and Mouse Events in Java  programming Implement the concepts of code reusability and debugging. | | | | | | | **K2, K3** | |
| 4 | Develop applications using Strings, Interfaces and Packages and applets | | | | | | | **K3** | |
| 5 | Construct Java programs using Multithreaded Programming and  Exception Handling | | | | | | | **K3** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Programs** | | | | | **36 hours** | | | | |
| 1. Write a Java Applications to extract a portion of a character string and print the extracted string. | | | | | | | | | |
| 2. Write a Java Program to implement the concept of multiple inheritance using Interfaces. | | | | | | | | | |
| 3. Write a Java Program to create an Exception called payout-of-bounds and throw the  exception. | | | | | | | | | |
| 4. Write a Java Program to implement the concept of multithreading with the use of any three  multiplication tables and assign three different priorities to them. | | | | | | | | | |
| 5. Write a Java Program to draw several shapes in the created windows. | | | | | | | | | |
| 6. Write a Java Program to create a frame with four text fields name, street, city and pin code with suitable tables. Also add a button called my details. When the button is clicked its  corresponding values are to be appeared in the text fields. | | | | | | | | | |
| 7. Write a Java Program to demonstrate the Multiple Selection List-box. | | | | | | | | | |
| 8. Write a Java Program to create a frame with three text fields for name, age and qualification  and a text field for multiple line for address | | | | | | | | | |
| 9. Write a Java Program to create Menu Bars and pull down menus. | | | | | | | | | |
| 10. Write a Java Program to create frames which respond to the mouse clicks. For each events  with mouse such as mouse up, mouse down, etc., the corresponding message to be displayed. | | | | | | | | | |
| 11. Write a Java Program to draw circle, square, ellipse and rectangle at the mouse click | | | | | | | | | |

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| positions. | | | |
| 12. Write a Java Program which open an existing file and append text to that file. | | | |
|  | | **Total Lecture hours** | **36 hours** |
| **Text Book(s)** | | | |
| 1 | Programming with Java – A Primer – E. Balagurusamy, 5th Edition, TMH. | | |
| 2 | Herbert Schildt , Java: The Complete Reference, McGraw Hill Education, Oracle Press 10th  Edition, 2018 | | |
| 3 | Programming with Java – A Primer – E. Balagurusamy, 3rd Edition, TMH. | | |
| **Reference Books** | | | |
| 1 | The Complete Reference Java 2 – Patrick Naughton & Hebert Schildt, 3rd Edition, TMH | | |
| 2 | Programming with Java – John R. Hubbard, 2nd Edition, TMH. | | |
| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
| 1 | https:/[/www.w3r](http://www.w3resource.com/java-exercises/)e[source.com/java-exercises/](http://www.w3resource.com/java-exercises/) | | |
| 2 | https:/[/www.ude](http://www.udemy.com/introduction-to-java-programming/)m[y.com/introduction-to-java-programming/](http://www.udemy.com/introduction-to-java-programming/) | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | L | S | S | S | M | M | L |
| **CO3** | S | S | S | L | S | M | S | M | M | L |
| **CO3** | S | S | S | M | S | M | S | M | M | L |
| **CO4** | S | S | S | M | S | M | S | S | M | S |
| CO5 | S | S | S | M | S | S | S | S | M | S |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **INTRODUCTION TO WEB DESIGN AND APPLICATIONS** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Skill based Subject : 1** | **5** | | **0** | | **0** | **3** |
| **Pre-requisite** | | | Basics of web pages, server and browser | **Syllabus**  **Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To enable the students to learn about web page design using HTML and other necessary components. 2. To learn in news groups, mailing lists, chat rooms and MUDs for having forum discussion on any topics, 3. To study the World Wide Web, Telnet and FTP. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the fundamentals of Electronic mail, web page installation and set up. | | | | | | | K2 | |
| 2 | Understand the basics of internet, internet congestion, culture and [WWW.](http://WWW/) | | | | | | | K2-K3 | |
| 3 | Understand the world wide web, searching in WWW, telnet and FTP. | | | | | | | K4 | |
| 4 | Knowledge on basics of HTML, HTML tags, tables, frames, CSS and next  generation HTML. | | | | | | | K3 | |
| 5 | Knowledge on news groups, mailing list, chat rooms and MUDs. | | | | | | | K1-K4 | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **FUNDAMENTALS OF ELECTRONIC MAIL** | | | **15 hours** | | | | |
| Introduction - Email: Advantages and Disadvantages - Userids, Passwords and Email addresses - Message Components – Message Composition - Mailer Features - E mail Inner Workings - Email Management - MIME Types. Browsing and Publishing: Introduction – Browser bare bones – Coast  – to – Coast surfing – Hyper Text Markup Languages – Web page installation – Web page set up – HTML formatting and hyper link creation | | | | | | | | | |
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| **Unit:2** | | **THE INTERNET** | | | **12 hours** | | | | |
| The internet: Introduction – internet defined – internet history – the way the internet works – internet congestion – Internet culture – Business culture and the internet – collaborative computing  and the internet. World Wide Web: introduction the web defined – web browser details – web writing styles – web presentation outline, design, and management – registering web pages. | | | | | | | | | |
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| **Unit:3** | | **SEARCHING THE WORLD WIDE WEB** | | **15 hours** | | | | | |
| Searching the world wide web: introduction – directories, search engines and metasearch engines  – search fundamentals – search strategies – how does a search engine works. Telnet and FTP: introduction – telnet and remote login – File transfer – Computer Viruses. | | | | | | | | | |
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| **Unit:4** | | **BASIC HTML** | | **15 hours** | | | | | |
| Basic HTML: introduction – semantic versus syntactic – based style types – headers and footers – lists – tables – debugging. Advanced HTML: introduction – frames – html forms – CGI scripts – dynamic documents – html tools – next generation html – cascading style sheets | | | | | | | | | |
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| **Unit:5** | | **NEWS GROUPS, MAILING LISTS, CHAT ROOMS AND MUDs** | **15 hours** |
| News groups, Mailing Lists, Chat rooms and MUDs: introduction – news groups and mailing lists history – mailing list fundamentals – newsgroups and mailing lists availability – chat-rooms – MUDs. Electronic Publishing: introduction – electronic publishing advantages and disadvantages  – copy right issues – project Gutenberg and on-line books – electronic journals , magazines and news papers – miscellaneous publishing issues. | | | |
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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | Raymond Greenlaw, Ellen Hepp, Fundamentals of the INTERNET and the World Wide Web,  Second Edition , Tata McGraw Hill, 2005 | | |
| 2 | Guy W. Lecky-Thompson, “Web Programming”, Cengage Learning, 2008. | | |
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| **Reference Books** | | | |
| 1 | Chris Bates, “Web Programming: Building Internet Applications”, Third Edition, Wiley India  Edition, 2007 | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | M | M | S | M | S | S | S | S | M |
| **CO2** | S | S | S | S | S | S | S | S | L | S |
| **CO3** | S | S | M | S | S | M | S | M | S | S |
| **CO4** | S | S | S | S | S | M | S | S | S | M |
| **CO5** | S | S | S | M | S | S | L | S | S | S |
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\*S-Strong; M-Medium; L-Low



Fourth Semester



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| **Course code** | |  | **System Software and Operating Systems** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core : 6** | **6** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Students Should have the basic knowledge in  computer. | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To understand the processing of programs on a computer system to design and implementation of language processor. 2. To enhance the ability of program generation through expansion and gain knowledge about Code optimization using software tools. 3. Students will gain knowledge of basic operating system concepts. 4. To have an in-depth understanding of process concepts, deadlock and memory management. 5. To provide an exposure to scheduling algorithms, devices and information management. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Know the program generation and program execution activities in detail | | | | | | | K1 | |
| 2 | Understand the concepts of Macro Expansions and Gain the knowledge of Editing  processes | | | | | | | K2-K3 | |
| 3 | Remember the basic concepts of operating system | | | | | | | K1 | |
| 4 | Understand the concepts like interrupts, deadlock , memory management and file  management | | | | | | | K2 | |
| 5 | Analyze the need for scheduling algorithms and implement different algorithms used for representation, scheduling, and allocation in DOS and UNIX operating  system. | | | | | | | K1-K4 | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **INTRODUCTION TO SYSTEM SOFTWARE** | | | **12 hours** | | | | |
| Introduction–System Software and machine architecture. Loader and Linkers: Basic Loader Functions - Machine dependent loader features –Machine independent loader features - Loader  design options | | | | | | | | | |
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| **Unit:2** | | **MACHINE AND COMPILER** | | | **15 hours** | | | | |
| Machine dependent compiler features - Intermediate form of the program - Machine dependent code optimization - Machine independent compiler features - Compiler design options - Division  into passes – Interpreters – p-code compilers - Compiler-compilers. | | | | | | | | | |
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| **Unit:3** | | **OPERATING SYSTEM** | | **15 hours** | | | | | |
| What is an Operating System? – Process Concepts: Definition of Process - Process States - Process States Transition – Interrupt Processing – Interrupt Classes - Storage Management: Real Storage: Real Storage Management Strategies – Contiguous versus Non-contiguous storage allocation – Single User Contiguous Storage allocation- Fixed partition multiprogramming –  Variable partition multiprogramming. | | | | | | | | | |
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| **Unit:4** | | **VIRTUAL STORAGE** | | **15 hours** | | | | | |
| Virtual Storage: Virtual Storage Management Strategies – Page Replacement Strategies – | | | | | | | | | |



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| Working Sets – Demand Paging – Page Size. Processor Management: Job and Processor  Scheduling: Preemptive Vs Non-preemptive scheduling – Priorities – Deadline scheduling. | | | |
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| **Unit:5** | | **DEVICE AND INFORMATION MANAGEMENT** | **15 hours** |
| Device and Information Management Disk Performance Optimization: Operation of moving head disk storage – Need for disk scheduling – Seek Optimization – File and Database Systems: File System – Functions – Organization – Allocating and freeing space – File descriptor – Access  control matrix. | | | |
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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Expert lectures, online seminars - webinars | | | |
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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | Leland L.Beck, System Software: An Introduction to Systems Programming, Pearson, Third Edition. | | |
| 2 | H.M. Deitel, Operating Systems, 2nd Edition, Perason, 2003. | | |
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| **Reference Books** | | | |
| 1 | Achy8ut S. Godbole, Operating Systems, TMH, 2002. | | |
| 2 | John J. Donovan, Systems Programming, TMH, 1991. | | |
| 3 | D.M. Dhamdhere, Systems Programming and Operating Systems, 2nd Revised Edition, TMH. | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | M | M | M | S | M | M | M | M | L |
| **CO2** | S | S | S | S | S | M | M | M | S | L |
| **CO3** | S | M | M | M | S | M | S | S | S | L |
| **CO4** | S | S | S | M | S | S | S | M | M | M |
| **CO5** | S | S | S | M | S | S | S | M | M | M |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Linux and Shell Programming** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core : 7** | **6** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Before starting the course students should have  the basic knowledge about operating system and C programming. | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. Linux is a multi-user and multi-tasking operating system and after learning the concepts of an operating system 2. Student will be able to write simple shell programming using Linux utilities, pipes and filters. 3. The file system, process management and memory management are discussed. 4. Various commands used by Linux shell is also discussed which makes the users to interact with each other. 5. Bourne shell programming is dealt in depth which can be used to develop applications. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Describe the architecture and features of Linux Operating System and distinguish it  from other Operating System. | | | | | | | K1 | |
| 2 | Develop Linux utilities to perform File processing, Directory handling, User  Management and display system configuration | | | | | | | K2-K3 | |
| 3 | Develop shell scripts using pipes, redirection, filters and Pipes | | | | | | | K2 | |
| 4 | Apply and change the ownership and file permissions using advance Unix  commands. | | | | | | | K3 | |
| 5 | Build Regular expression to perform pattern matching using utilities and  implement shell scripts for real time applications. | | | | | | | K3-K6 | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **INTRODUCTION** | | | **12 hours** | | | | |
| Introduction to LINUX Operating System: Introduction - The LINUX Operating System. | | | | | | | | | |
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| **Unit:2** | | **MANAGING FILES AND DIRECTORIES** | | | **15 hours** | | | | |
| Managing Files and Directories: Introduction – Directory Commands in LINUX – File Commands  in LINUX. | | | | | | | | | |
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| **Unit:3** | | **VI EDITOR** | | **15 hours** | | | | | |
| Creating files using the vi editor: Text editors – The vi editor. Managing Documents: Locating  files in LINUX – Standard files – Redirection – Filters – Pipes. | | | | | | | | | |
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| **Unit:4** | | **SECURING FILES** | | **15 hours** | | | | | |
| Securing files in LINUX: File access permissions – viewing File access permissions – Changing File access permissions. Automating Tasks using Shell Scripts: Introduction – Variables- Local  and Global Shell variables – Command Substitution. | | | | | | | | | |
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| **Unit:5** | | **CONDITIONAL EXECUTION IN SHELL SCRIPTS** | | **15 hours** | | | | | |

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| Using Conditional Execution in Shell Scripts: Conditional Execution – The case…esac Construct. Managing repetitive tasks using Shell Scripts: Using Iteration in Shell Scripts – The while construct – until construct – for construct – break and continue commands – Simple Programs  using Shell Scripts. | | | |
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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Expert lectures, online seminars - webinars | | | |
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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | Operating System LINUX, NIIT, PHI, 2006, Eastern Economy Edition. | | |
| 2 | N.B. Venkateswarlu , Introduction to Linux: Installation and Programming, BS Publications,  2008, 1st Edition | | |
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| **Reference Books** | | | |
| 1 | Richard Petersen, Linux: The Complete Reference, Sixth Edition, Tata McGraw-Hill Publishing  Company Limited, New Delhi, Edition 2008. | | |
| 2 |  | | |
| 3 |  | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
| 1 | <http://spoken-tutorial.org/> | | |
| 2 | https:/[/www.tutorialspoint.com/linu](http://www.tutorialspoint.com/linux/index.htm)x[/index.htm](http://www.tutorialspoint.com/linux/index.htm) | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | M | M | M | S | M | M | M | M | L |
| **CO2** | S | S | S | M | S | M | M | M | M | L |
| **CO3** | S | S | S | M | S | M | S | S | S | M |
| **CO4** | S | S | S | M | S | M | S | S | S | M |
| **CO5** | S | S | S | S | S | S | S | S | S | S |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Programming Lab –**  **LINUX and SHELL PROGRAMMING** | **L** | | **T** | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core Lab : 5** | **0** | | **0** | **6** | **4** |
| **Pre-requisite** | | | Students should have the prior basic knowledge  in operating system. | **Syllabus Version** | | | 2020-21  Onwards | |
| **Course Objectives:** | | | | | | | | |
| The main objectives of this course are to:   1. Describe the architecture and features of Linux Operating System 2. To create programs in the Linux environment using Linux utilities and commands. 3. Student is given an introduction of Linux shell commands and they will be able to write own shell scripts. 4. Shell programming is dealt in depth which can be used to develop applications. | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | |
| 1 | Develop Linux utilities to perform File processing, Directory handling and User  Management | | | | | | **K1, K2** | |
| 2 | Understand and develop shell scripts using pipes, redirection, filters, Pipes and  display system configuration | | | | | | **K2-K3** | |
| 3 | Develop simple shell scripts applicable to file access permission network  administration | | | | | | **K3** | |
| 4 | Apply and change the ownership and file permissions using advance Unix  commands. | | | | | | **K4-K5** | |
| 5 | Create shell scripts for real time applications. | | | | | | **K6** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | |
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| **Programs** | | | | | **36 hours** | | | |
| 1. Write a shell script to stimulate the file commands: rm, cp, cat, mv, cmp, wc, split, diff. | | | | | | | | |
| 1. Write a shell script to show the following system configuration :    1. currently logged user and his log name    2. current shell , home directory , Operating System type , current Path setting , current working directory    3. show currently logged number of users, show all available shells    4. show CPU information like processor type , speed    5. show memory information | | | | | | | | |
| 3. Write a Shell Script to implement the following: pipes, Redirection and tee commands. | | | | | | | | |
| 4. Write a shell script for displaying current date, user name, file listing and directories by  getting user choice. | | | | | | | | |
| 5. Write a shell script to implement the filter commands. | | | | | | | | |
| 6. Write a shell script to remove the files which has file size as zero bytes. | | | | | | | | |
| 7. Write a shell script to find the sum of the individual digits of a given number. | | | | | | | | |
| 8. Write a shell script to find the greatest among the given set of numbers using command line  arguments. | | | | | | | | |
| 9. Write a shell script for palindrome checking. | | | | | | | | |
| 10. Write a shell script to print the multiplication table of the given argument using for loop. | | | | | | | | |

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|  | | **Total Lecture hours** | **36 hours** |
| **Text Book(s)** | | | |
| 1 | Operating System LINUX, NIIT, PHI, 2006, Eastern Economy Edition. | | |
| 2 | N.B. Venkateswarlu , Introduction to Linux: Installation and Programming, BS Publications,  2008, 1st Edition | | |
| **Reference Books** | | | |
| 1 | Richard Petersen, Linux: The Complete Reference, Sixth Edition, Tata McGraw-Hill  Publishing Company Limited, New Delhi, Edition 2008. | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
| 1 | https:/[/www.w3r](http://www.w3resource.com/linux-exercises/)e[source.com/linux-exercises/](http://www.w3resource.com/linux-exercises/) | | |
| 2 | <http://spoken-tutorial.org/> | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | M | S | M | S | M | M | M |
| **CO3** | S | S | S | M | S | M | S | S | M | M |
| **CO3** | S | S | S | S | S | S | S | S | S | S |
| **CO4** | S | S | S | S | S | S | S | S | S | S |
| CO5 | S | S | S | S | S | S | S | S | S | S |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | | |  | **Lab – HTML, XML, JAVASCRIPT** | | **L** | | **T** | **P** | **C** |
| **Core/Elective/Supportive** | | | | **Skill Based Subject 2 (Lab) : 1** | | **0** | | **0** | **4** | **3** |
| **Pre-requisite** | | | | Students should have basic knowledge in  XML, XML and Java script | | **Syllabus**  **Version** | | | 2020-21  Onwards | |
| **Course Objectives:** | | | | | | | | | | |
| The main objectives of this course are to:   1. To enable the students to develop web pages using HTML, java script and other necessary components. 2. To study the XML, CSS and DTD to create XML based web applications. | | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | | |
| 1 | | Understand the basics of java script, HTML and XML, programming statements  and design web pages. | | | | | | | K2-K6 | |
| 2 | | Understand and apply the XML programming constructs, DTD and develop  applications. | | | | | | | K2-K6 | |
| 3 | | Understand the world wide web, searching in WWW, telnet and FTP. | | | | | | | K4 | |
| 4 | | Knowledge on basics of HTML, HTML tags, tables, frames, CSS and next  generation HTML. | | | | | | | K2-K6 | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | | |
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| **Programs** | | | | | | | **36 hours** | | | |
| 1. Design Simple Web Pages using standard HTML tags like, HEAD, TITLE, BODY. | | | | | | | | | | |
| 2. Design HTML web pages, which make use of INPUT, META, SCRIPT, FORM,  APPLET, BGSOUND, MAP | | | | | | | | | | |
| 3. Working with various attributes of standard HTML elements | | | | | | | | | | |
| 4. Using JavaScript's Window and document objects and their properties and various methods like alert(), eval(), Parselnt () etc. methods to give the dynamic functionality  to HTML web pages | | | | | | | | | | |
| 5. Writing JavaScript snippet which makes use of JavaScript's in-bulit as well as user  defined objects like navigator, Date Array, Event, Number etc. | | | | | | | | | | |
| 6. Write code which does the form validation in various INPUT elements like  TextFiled, Text Area, Password, Selection list etc. | | | | | | | | | | |
| 7. Writing XML web Documents which make use of XML Declaration, Element  Declaration, Attribute Declaration | | | | | | | | | | |
| 8. Usage of Internal DTD, External DTD, Entity Declaration. | | | | | | | | | | |
|  | | | **Total Lecture hours** | | **36 hours** | | | | | |
| **Text Book(s)** | | | | | | | | | | |
| 1 | Raymond Greenlaw, Ellen Hepp, Fundamentals of the INTERNET and the World Wide  Web, Second Edition , Tata McGraw Hill, 2005 | | | | | | | | | |
| **Reference Books** | | | | | | | | | | |
| 1 | Brett McLaughlin, Java and XML, 2nd edition, O’REILLY, 2006. | | | | | | | | | |
| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | | | | | | | | |

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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | S | S | M | S | M | M | M |
| **CO3** | S | S | M | S | S | M | S | S | M | M |
| **CO3** | S | M | S | M | S | M | S | S | M | M |
| **CO4** | S | S | M | M | S | S | M | M | M | M |
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\*S-Strong; M-Medium; L-Low



Fifth Semester



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| **Course code** | |  | **RDBMS & Oracle** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core : 8** | **6** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Basic knowledge about the data, table and  database in computers | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. The course describes the data, organizing the data in database, database administration. 2. To grasp the different issues involved in the design of a database system. 3. To study the physical and logical database designs and database modeling like relational, Hierarchical, network models, database security, integrity and normalization. 4. It also gives introduction to SQL language to retrieve the data from the database with suitable application development. 5. Provide strong foundation of database concepts and to introduce students to application development in DBMS. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the basic concepts of Relational Data Model, Entity-  Relationship Model and process of Normalization | | | | | | | **K1-K2** | |
| 2 | Understand and construct database using Structured Query Language  (SQL) in Oracle9i environment. | | | | | | | **K1-K3** | |
| 3 | Learn basics of PL/SQL and develop programs using Cursors,  Exceptions, Procedures and Functions. | | | | | | | **K1-K4** | |
| 4 | Understand and use built-in functions and enhance the knowledge of  handling multiple tables | | | | | | | **K1-K3** | |
| 5 | Attain a good practical skill of managing and retrieving of data using  Data Manipulation Language (DML) | | | | | | | **K2-K4** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **DATABASE CONCEPTS** | | | **15 hours** | | | | |
| Database Concepts: A Relational approach: Database – Relationships – DBMS – Relational Data Model – Integrity Rules – Theoretical Relational Languages. Database Design: Data Modeling and  Normalization: Data Modeling – Dependency – Database Design – Normal forms – Dependency Diagrams – De -normalization – Another Example of Normalization. | | | | | | | | | |
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| **Unit:2** | | **ORACLE9i** | | | **15 hours** | | | | |
| Oracle9*i*: Overview: Personal Databases – Client/Server Databases – Oracle9i an introduction – SQL \*Plus Environment – SQL – Logging into SQL \*Plus - SQL \*Plus Commands – Errors & Help – Alternate Text Editors - SQL \*Plus Worksheet - *i*SQL \*Plus. Oracle Tables: DDL: Naming Rules and conventions – Data Types – Constraints – Creating Oracle Table – Displaying Table Information – Altering an Existing Table – Dropping, Renaming, Truncating Table – Table Types  – Spooling – Error codes. | | | | | | | | | |
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| **Unit:3** | | **WORKING WITH TABLE** | | **15 hours** | | | | | |
| Working with Table: Data Management and Retrieval: DML – adding a new Row/Record –  Customized Prompts – Updating and Deleting an Existing Rows/Records – retrieving Data from Table – Arithmetic Operations – restricting Data with WHERE clause – Sorting – Revisiting | | | | | | | | | |



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| Substitution Variables – DEFINE command – CASE structure. Functions and Grouping: Built-in  functions –Grouping Data. Multiple Tables: Joins and Set operations: Join – Set operations. | | | |
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| **Unit:4** | | **PL/SQL** | **15 hours** |
| PL/SQL: A Programming Language: History – Fundamentals – Block Structure – Comments – Data Types – Other Data Types – Declaration – Assignment operation – Bind variables – Substitution Variables – Printing – Arithmetic Operators. Control Structures and Embedded SQL: Control Structures – Nested Blocks – SQ L in PL/SQL – Data Manipulation – Transaction Control statements. PL/SQL Cursors and Exceptions: Cursors – Implicit & Explicit Cursors and Attributes – Cursor FOR loops – SELECT…FOR UPDATE – WHERE CURRENT OF clause –  Cursor with Parameters – Cursor Variables – Exceptions – Types of Exceptions. | | | |
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| **Unit:5** | | **PL/SQL COMPOSITE DATA TYPES** | **12 hours** |
| PL/SQL Composite Data Types: Records – Tables – arrays. Named Blocks: Procedures –  Functions – Packages –Triggers –Data Dictionary Views. | | | |
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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Expert lectures, online seminars - webinars | | | |
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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | Database Systems using Oracle, Nilesh Shah, 2nd edition, PHI. | | |
| 2 | E-Book : Diana Lorentz, “Oracle® Database SQL Reference”, ORACLE, Dec, 2005. | | |
| 3 | E-Book : Bill Pribyl, Steven Feuerstein, “Oracle PL/SQL Programming”, O'Reilly Media, Inc.,  6th Edition, February 2014. | | |
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| **Reference Books** | | | |
| 1 | Database Management Systems, Majumdar & Bhattacharya, 2007, TMH. | | |
| 2 | Database Management Systems, Gerald V. Post, 3rd edition, TMH. | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
| 1 | <http://www.digimat.in/nptel/courses/video/106105175/L01.html> | | |
| 2 | https://[www.tutorialspoint.com/oracle\_sql/index.htm](http://www.tutorialspoint.com/oracle_sql/index.htm) | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | M | S | M | M | M | M | L |
| **CO2** | S | S | S | M | S | M | M | M | M | L |
| **CO3** | S | S | S | S | S | S | S | S | M | M |
| **CO4** | S | S | S | S | S | M | S | S | M | L |
| **CO5** | S | S | S | S | S | M | S | S | M | L |

\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Visual Basic** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core : 9** | **6** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Knowledge in programming language and oops  concept. | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. The main aim of the course is to cover visual basic programming skills required for modern software development. 2. To study the advantages of Controls available with visual basic. 3. To gain a basic understanding of database access and management using data controls. 4. To facilitate the learner to carry out project works using the tools available in VB and MS Access. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Demonstrate fundamental skills in utilizing the tools of a visual environment such  as command, menus and toolbars. | | | | | | | **K1** | |
| 2 | Implement SDI and MDI applications using forms, dialogs and other types of GUI  components. | | | | | | | **K2** | |
| 3 | Understand the connectivity between VB with MS-ACCESS database. | | | | | | | **K3** | |
| 4 | Implement the methods and techniques to develop projects. | | | | | | | **K4** | |
| 5 | Attain a good practical skill of managing ODBC and Data Access Objects | | | | | | | **K2-K4** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **INTRODUCTION TO VB** | | | **15 hours** | | | | |
| Getting Started with VB6, Programming Environment, working with Forms, Developing an  application, Variables, Data types and Modules, procedures and control structures, arrays. Working with Controls: Creating and using controls, working with control arrays. | | | | | | | | | |
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| **Unit:2** | | **MENUS IN VB** | | | **15 hours** | | | | |
| Menus, Mouse events and Dialog boxes: Mouse events, Dialog boxes, MDI and Flex grid: MDI,  Using the Flex grid control. | | | | | | | | | |
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| **Unit:3** | | **ODBC AND DATA ACCESS OBJECTS** | | **15 hours** | | | | | |
| ODBC and Data Access Objects: Data Access Options, ODBC, Remote data objects, ActiveX EXE and ActiveX DLL: Introduction, Creating an ActiveX EXE Component, Creating ActiveX  DLL Component. | | | | | | | | | |
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| **Unit:4** | | **OBJECT LINKING AND EMBEDDING** | | **15 hours** | | | | | |
| Object Linking and Embedding: OLE fundamentals, Using OLE Container Control, Using OLE Automation objects, OLE Drag and Drop, File and File System Control: File System Controls,  Accessing Files. | | | | | | | | | |
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| **Unit:5** | | **CONTROLS IN VB** | | **12 hours** | | | | | |
| Additional controls in VB: sstab control, setting properties at runtime, adding controls to tab, list  control, tabstrip control, MS Flexgrid control, Why ADO, Establishing a reference, Crystal and | | | | | | | | | |

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| Data reports. | | | |
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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Expert lectures, online seminars - webinars | | | |
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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | Visual Basic 6.0 Programming, Content Development Group, TMH, 8th reprint, 2007. **(Unit I**  **to Unit IV)** | | |
| 2 | Programming with Visual Basic 6.0, Mohammed Azam, Vikas Publishing House, Fourth  Reprint, 2006. **(Unit V)** | | |
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| **Reference Books** | | | |
| 1 | Gray Cornell (2003), ”Visual Basic 6 from ground up” TMH, New Delhi, 1st Edition, | | |
| 2 | Deitel and Deitel, T.R.Nieto (1998), “Visual Basic 6 - How to Program”, Pearson Education.  First Edition. | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | L | M | M | M | M | M | L |
| **CO2** | S | S | S | M | M | M | S | S | M | L |
| **CO3** | S | S | S | S | S | M | S | S | S | M |
| **CO4** | S | S | S | S | S | S | S | S | S | S |
| **CO5** | S | S | S | S | S | S | S | S | S | S |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Programming Lab – VB & Oracle** | **L** | | **T** | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core Lab : 6** | **0** | | **0** | **6** | **4** |
| **Pre-requisite** | | | Students should have the theoretical knowledge  in visual basic and oops concept. | **Syllabus Version** | | | 2020-21  Onwards | |
| **Course Objectives:** | | | | | | | | |
| The main objectives of this course are to:   1. To develop applications using Graphical User Interface tools. 2. To understand the design concepts. 3. To design and build database systems and demonstrate their competence. 4. To create requirement analysis and specification for software applications. | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | |
| 1 | Understand the concepts of Visual Basic. | | | | | | **K1** | |
| 2 | Learn the advantages of Controls in VB | | | | | | **K2** | |
| 3 | Design and develop the event- driven applications using Visual Basic framework. | | | | | | **K3** | |
| 4 | Apply the knowledge of database methods. | | | | | | **K4** | |
| 5 | Learn basics of PL/SQL and develop programs using Cursors, Exceptions,  Procedures and Functions | | | | | | **K6** | |
| **K1** – Remember; **K2** – Understand; **K3** – Apply; **K4** – Analyze; **K5** – Evaluate; **K6** – Create | | | | | | | | |
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| **Programs** | | | | | **36 hours** | | | |
| 1. Construction of an Arithmetic Calculator (Simple). | | | | | | | | |
| 1. Writing simple programs using loops and decision-making statements.    1. Generate Fibonacci series.    2. Find the sum of N numbers. | | | | | | | | |
| 3. Write a program to create a menu and MDI Forms. | | | | | | | | |
| 4. Write a program to display files in a directory using DriveListBox, DirListBox and FileListBox control and open, edit and save text file using Rich text box control. | | | | | | | | |
| 5. Write a program to illustrate Common Dialog Control and to open, edit and save text file. | | | | | | | | |
| 6. Write a program to implement animation using timers. | | | | | | | | |
| 1. Write a simple VB program to accept a number as input and convert it into   a. Binary b. Octal c. Hexa-decimal | | | | | | | | |
| 8. Create a table for Employee details with Employee Number as primary key and following fields:  Name, Designation, Gender, Age, Date of Joining and Salary. Insert at least ten rows and perform various queries using any one Comparison, Logical, Set, Sorting and Grouping operators. | | | | | | | | |
| 9. Write a PL/SQL to update the rate field by 20% more than the current rate in inventory table which has the following fields: Prono, ProName and Rate. After updating the table a  new field (Alter) called for Number of item and place for values for the new field without using PL/SQL block. | | | | | | | | |

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| 10. Write a PL/SQL program to implement the concept of Triggers | | | |  |
| 11. Write a PL/SQL program to implement the concept “Procedures”. | | | |
| 12. Write a VB program to manipulate the student mark list with oracle database connectivity  program. | | | |
|  | | **Total Lecture hours** | **36 hours** |
| **Text Book(s)** | | | |
| 1 | Visual Basic 6.0 Programming, Content Development Group, TMH, 8th reprint, 2007. **(Unit I**  **to Unit IV)** | | |
| 2 | Programming with Visual Basic 6.0, Mohammed Azam, Vikas Publishing House, Fourth  Reprint, 2006. **(Unit V)** | | |
| 3 | E-Book : Bill Pribyl, Steven Feuerstein, “Oracle PL/SQL Programming”, O’Reilly Media, Inc.,  6th Edition, February 2014. | | | |
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| **Reference Books** | | | |
| 1 | Gray Cornell (2003), ”Visual Basic 6 from ground up” TMH, New Delhi, 1st Edition, | | |
| 2 | Deitel and Deitel, T.R.Nieto (1998), “Visual Basic 6 – How to Program”, Pearson Education.  First Edition. | | |
| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **Cos** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | L | M | L | S | M | M | L |
| **CO3** | S | S | S | L | M | M | S | M | S | L |
| **CO3** | S | S | S | M | S | M | S | S | S | M |
| **CO4** | S | S | S | M | S | M | S | S | M | M |
| CO5 | S | S | S | S | S | S | S | S | S | M |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **SOFT COMPUTING** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Elective : I** | **6** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Basic knowledge in computing fundamentals | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To enable the students to learn soft computing techniques neural networks, fuzzy logics and genetic algorithms. 2. To learn about hybrid models by integrating neural networks, fuzzy logic and genetic algorithms. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the fundaments of neural networks, architecture, types of neural  networks and its applications. | | | | | | | **K2** | |
| 2 | Knowledge in associative memory and adaptive resonance theory. | | | | | | | **K2,K3** | |
| 3 | Understand the fuzzy set theory and fuzzy systems, and applications of fuzzy  systems. | | | | | | | **K3** | |
| 4 | Knowledge in genetic algorithms, genetic modeling, convergence of genetic  algorithms. | | | | | | | **K3** | |
| 5 | Knowledge in the integration of neural networks, fuzzy logic and genetic algorithms  to develop hybrid models. | | | | | | | **K4** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **FUNDAMENTALS OF NEURAL NETWORKS** | | | **10 hours** | | | | |
| Fundamentals of Neural Networks: Basic Concepts of Neural Networks, Human Brain, Model of an Artificial Neuron, Neural Network Architectures, Characteristics of Neural Networks, Learning Methods, Taxonomy of Neural Network Architectures, History of Neural Network Research, Early Neural Network Architectures, Some Application Domains. Back Propagation Networks: Architecture of a Back Propagation Network, Back Propagation Learning, Illustration,  Applications. | | | | | | | | | |
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| **Unit:2** | | **ASSOCIATIVE MEMORY** | | | **10 hours** | | | | |
| Associative Memory: Autocorrelators, Heterocorrelators, Exponential BAM, Associative Memory for Real-Coded Pattern Pairs, Applications, Recent Trends. Adaptive Resonance Theory:  Introduction, ART1, ART2, Applications, Sensitives of Ordering of Data. | | | | | | | | | |
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| **Unit:3** | | **FUZZY SET THEORY** | | **10 hours** | | | | | |
| Fuzzy Set Theory: Fuzzy Versus Crisp, Crisp Sets, Fuzzy Sets, Crisp Relations, Fuzzy Relations. Fuzzy Systems: Crisp Logic, Predicate Logic, Fuzzy Logic, Fuzzy Rule Based Systems,  Defuzzification Methods, and Applications. | | | | | | | | | |
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| **Unit:4** | | **FUNDAMENTALS OF GENETIC ALGORITHMS** | | **12 hours** | | | | | |
| Fundamentals of Genetic Algorithms: Genetic Algorithms: History, Basic Concepts, Creation of Offsprings, Working Principle, Encoding, Fitness Function, Reproduction. Genetic Modeling:  Inheritance Operators, Cross Over, Inversion, And Deletion, Mutation Operator, Bit-Wise Operators, Bit-Wise Operators used in GA, Generational Cycle, Convergence of Genetic | | | | | | | | | |

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| Algorithms. | | | |
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| **Unit:5** | | **INTEGRATION OF NEURAL NETWORKS, FUZZY**  **LOGIC AND GENETIC ALGORITHMS** | **12 hours** |
| Integration of Neural Networks, Fuzzy Logic and Genetic Algorithms: Hybrid Systems, Neural  Networks, Fuzzy Logic, and Genetic Algorithms Hybrids, Preview of Hybrid Systems. | | | |
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|  | | **Total Lecture hours** | **55 hours** |
| **Text Book(s)** | | | |
| 1 | S.Rajasekaran, G.A. Vijayalakshmi Pai, Neural Networks, Fuzzy Logic, and Genetic  Algorithms, PHI Learning, 2010. | | |
|  | | | |
| **Reference Books** | | | |
| 1 | Klir.G, Yuan B.B. Fuzzy Sets and Fuzzy Logic, Prentice Hall of India, 1997. | | |
| 2 | Laurance Fausett, Fundamentals of Neural Networks, Prentice Hall, 1992. | | |
| 3 | Gen, M. and R. Cheng, Genetic Algorithm and Engineering Design, John Wiley, 1997. | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | M | S | M | S | M | M | M |
| **CO2** | S | S | S | S | S | M | M | M | M | M |
| **CO3** | S | S | S | M | S | M | M | M | M | M |
| **CO4** | S | S | S | M | S | L | M | M | L | L |
| **CO5** | S | S | S | M | S | L | M | M | L | L |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **ANIMATION TECHNIQUES** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Elective : I** | **6** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | **Basic knowledge in 2D and 3D animations** | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To learn the animation and its uses, types and techniques of animation. 2. To enable the students to learn 3D animation in FLASH. 3. To understand the concept of motion in 3D animation 4. To make the student to create 3D animated movies. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the basics of animation, need of animations, types of animation,  techniques of animation and special effects. | | | | | | | **K2** | |
| 2 | Understand and apply animations in flash, working with time time-line and frame  based animations, tween-based animations and layers. | | | | | | | **K3** | |
| 3 | Knowledge on working with time-line, frame-based and tween-based animation. | | | | | | | **K3** | |
| 4 | Understanding the motion caption, software to capture the motion. | | | | | | | **K4** | |
| 5 | Apply the animation concepts and concept development to develop or create 3D  animated movies. | | | | | | | **K4-K6** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** – Create | | | | | | | | | |
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| **Unit:1** | | **BASICS** | | | **15 hours** | | | | |
| What is meant by Animation – Why we need Animation – History of Animation – Uses of Animation – Types of Animation – Principles of Animation – Some Techniques of Animation –  Animation on the WEB – 3D Animation – Special Effects - Creating Animation. | | | | | | | | | |
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| **Unit:2** | | **CREATING ANIMATION IN FLASH** | | | **15 hours** | | | | |
| Creating Animation in Flash: Introduction to Flash Animation – Introduction to Flash – Working with the Timeline and Frame-based Animation - Working with the Timeline and Tween-based  Animation – Understanding Layers - Actionscript. | | | | | | | | | |
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| **Unit:3** | | **3D ANIMATION & ITS CONCEPTS** | | **15 hours** | | | | | |
| 3D Animation & its Concepts – Types of 3D Animation – Skeleton & Kinetic 3D Animation – Texturing & Lighting of 3D Animation – 3D Camera Tracking – Applications & Software of 3D  Animation. | | | | | | | | | |
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| **Unit:4** | | **MOTION CAPTION** | | **15 hours** | | | | | |
| Motion Caption – Formats – Methods – Usages – Expression – Motion Capture Software‗s –  Script Animation Usage – Different Language of Script Animation Among the Software. | | | | | | | | | |
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| **Unit:5** | | **CONCEPT DEVELOPMENT** | | **12 hours** | | | | | |
| Concept Development –Story Developing –Audio & Video – Color Model – Device Independent  Color Model – Gamma and Gamma Correction - Production Budgets - 3D Animated Movies. | | | | | | | | | |

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|  | | **Total Lecture hours** | | **75 hours** |
| **Text Book(s)** | | | | |
| 1 | Principles of Multimedia, Ranjan Parekh, 2007, TMH. (Unit I, Unit V) | | | |
| 2 | Multimedia Technologies, Ashok Banerji, Ananda Mohan Ghosh, McGraw Hill Publication | | | |
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| **Reference Books** | | | | |
| 1 | Ze-Nian Li and Mark S.Drew, “Fundamentals of Multimedia”, First Edition, Pearson  Education, 2007 | | | |
| 2 | Prabhat K Andleigh, Kiran Thakrar, “Multimedia systems design”, First Edition, PHI, 2007 | | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | L | S | M | L | M | S | S |
| **CO2** | S | M | S | L | S | M | L | M | S | S |
| **CO3** | S | S | S | L | M | M | L | M | M | S |
| **CO4** | S | S | S | M | S | M | L | M | M | S |
| **CO5** | S | S | S | L | S | M | L | M | M | S |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **BUSINESS INTELLIGENCE** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Elective : I** | **6** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Basic knowledge in data, data base and  information | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To enable the students to learn business intelligence concepts, data warehouses, data mining techniques for CRM. 2. To learn about text mining and web mining and its applications. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the basics of business intelligence, business decisions, data warehouses  and its architecture, KDD process. | | | | | | | **K2** | |
| 2 | Understand the applications of data mining in business, data mining techniques for  CRM, text mining and web mining. | | | | | | | **K2,K3** | |
| 3 | Knowledge in business intelligence, application in various domains and best  practices. | | | | | | | **K3** | |
| 4 | Understand the knowledge management, its architecture, approaches and tools. | | | | | | | **K3** | |
| 5 | Knowledge in Web analytics and business intelligence, eCRM and case studies in  web analytics. | | | | | | | **K4** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **INTRODUCTION TO BUSINESS INTELLIGENCE** | | | **15 hours** | | | | |
| Introduction to business intelligence and business decisions – Data warehouses and its role in Business Intelligence – Creating a corporate data warehouse – Data Warehousing architecture –  OLAP vs. OLTP - ETL process – Tools for Data Warehousing – Data Mining – KDD Process | | | | | | | | | |
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| **Unit:2** | | **APPLICATIONS** | | | **15 hours** | | | | |
| Applications of Data Mining in Business – Data Mining Techniques for CRM – Text Mining in BI  - Web Mining – Mining e-commerce data – Enterprise Information Management - Executive Information Systems | | | | | | | | | |
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| **Unit:3** | | **BUSINESS INTELLIGENCE** | | **15 hours** | | | | | |
| Business Intelligence – Function, Process, Services & Tools - Application in different domains – Operational BI - Customizing BI – Managing BI projects vs. Traditional IS projects – Managing BI  projects – Best Practices in BI Strategy | | | | | | | | | |
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| **Unit:4** | | **KNOWLEDGE MANAGEMENT** | | **15 hours** | | | | | |
| Knowledge Management – Definition – Data Vs. Information Vs. Knowledge – The ten key principle of KM – Knowledge Management Architecture – Knowledge  Management Vs. Knowledge Processing – KM approaches – KM Tools – KM Infrastructure  – KM models - KM Strategies | | | | | | | | | |
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| **Unit:5** | | **ANALYTICS** | | **12 hours** | | | | | |
| Web Analytics and Business Intelligence – eCRM - Case Study: Web Trends – Boeing – EverBank | | | | | | | | | |

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| – China Eastern | | | |
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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Expert lectures, online seminars - webinars | | | |
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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | Business Intelligence in the Digital Economy - Opportunities, Limitations and Risks,  M.Raisinghani, Idea Group Publications, 2004 | | |
| 2 | Introduction to Data Mining and its Applications, Sumathy, Sivanandam, Springer Verlag, 2006 | | |
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| **Reference Books** | | | |
| 1 | Knowledge Management and Business Innovation, Yogesh Malhotra, Idea Group, 2001 | | |
|  | | | |
| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | L | M | M | S | L | S | S | S | M | M |
| **CO2** | M | L | L | M | M | M | S | S | S | S |
| **CO3** | L | M | S | L | S | S | L | M | M | M |
| **CO4** | M | S | M | M | M | S | M | M | M | M |
| **CO5** | S | M | S | S | S | S | M | M | S | S |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Dot Net Programming** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Skill based Subject : 3** | **6** | | **0** | | **0** | **3** |
| **Pre-requisite** | | | Basic knowledge in web programming and VB  programming | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To understand .NET framework to develop web centric applications. 2. To enable students to learn the basics of I/O and object oriented programming. 3. To familiar with VB.NET and ASP.NET IDE 4. To learn about the ASP.NET controls and ADO.NET. 5. To enable the students to learn how to build and deployment of web services. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the basics of .NET framework and the object oriented programming. | | | | | | | **K1** | |
| 2 | Understand the procedures, File I/O, Error handling and Message queues. | | | | | | | **K2** | |
| 3 | Understand and remember the components in VB.NET IDE, ADO.NET and also  the window forms. | | | | | | | **K2** | |
| 4 | Understand the HTML server controls, Web controls, Validation controls and  state management and tracing. | | | | | | | **K3** | |
| 5 | Knowledge on SOAP, building web services and deploying and publishing web  services, Finding and consuming web services. | | | | | | | **K2-K4** | |
| **K1** – Remember; **K2** – Understand; **K3** – Apply; **K4** – Analyze; **K5** – Evaluate; **K6** – Create | | | | | | | | | |
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| **Unit:1** | | **Introduction to .NET Framework** | | | **15 hours** | | | | |
| Introduction to .Net: .NET framework- difference between VB6 and VB .Net-Object-Oriented  programming and VB .Net-Data types-Variables-Operators-Arrays-Conditional logic. | | | | | | | | | |
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| **Unit:2** | | **File I/O, Object Oriented Concepts and Message Queues** | | | **15 hours** | | | | |
| Procedures- Dialog boxes- File IO and System objects- Error handling- Namespaces-Classes and  Objects- Multithreading-Message Queue- Programming MSMQ. | | | | | | | | | |
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| **Unit:3** | | **VB.NET IDE and Controls** | | **15 hours** | | | | | |
| VB.Net IDE-Compiling and Debugging-Customizing- Data access: ADO.Net- Visual studio .Net  and ADO .Net. Windows Forms: Controls-Specific controls- Irregular forms. | | | | | | | | | |
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| **Unit:4** | | **VB.NET & ASP.NET** | | **15 hours** | | | | | |
| VB.Net and web: Introduction to ASP .Net page framework- HTML server controls- Web controls-  Validation controls- Events-CSS- State management- Tracing- Security. | | | | | | | | | |
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| **Unit:5** | | **Web Services** | | **12 hours** | | | | | |
| UNIT V: Web Services: Introduction- Infrastructure- SOAP-Building web services- Deploying and  publishing web services- Finding and consuming web services | | | | | | | | | |
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| **Unit:6** | | **Contemporary Issues** | | **3 hours** | | | | | |
| Expert lectures, online seminars – webinars | | | | | | | | | |

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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | Bill Evjen, Jason Beres, et.al, Visual Basic .Net programming, Wiley Dreamtech India (p) Ltd. ISBN 81-265-0254-1. (Chapters: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 13, 14, 15, 16, 17, 18, 19, 21,  22, 25, 26, 27, 29, 31, 32, 33, 34, 35, 36, 38, 39, 40, 42, 43, 44, 45, 46, 47, 48, 49, 50). | | |
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| **Reference Books** | | | |
| 1 | Fergal Grimes, Microsoft .NET for programmers, Shroff Publishers & Distributors (P) Ltd. ISBN 81-7366-540-0. | | |
| 2 | Thuan Thai & Hoang Q.Lam, .NET Framework Essentials, Shroff Publishers & Distributors (P) Ltd. ISBN 81-7366-654-7 | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
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| Course Designed By: | | | |

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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **Cos** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | M | M | S | L | M | M | M | M | M | L |
| **CO2** | M | S | L | M | M | S | S | M | L | L |
| **CO3** | M | M | S | M | S | S | S | L | S | M |
| **CO4** | M | M | S | S | S | S | M | S | M | S |
| **CO5** | S | L | S | M | M | S | S | M | S | M |
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\*S-Strong; M-Medium; L-Low





Sixth Semester



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| **Course code** | |  | **Graphics & Multimedia** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core : 10** | **5** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Basic knowledge in 2D, 3D and multimedia file  formats | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. Design and apply two dimensional graphics and transformations. 2. Design and apply three dimensional graphics and transformations. 3. Apply Illumination, color models and clipping techniques to graphics. 4. Understood Different types of Multimedia File Format. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Explain applications, principles, commonly used and techniques of computer graphics and algorithms for Line-Drawing, Circle- Generating and Ellipse-  Generating. | | | | | | | **K2** | |
| 2 | Students will get the concepts of 2D and 3D, Viewing, Curves and surfaces, Hidden  Line/surface elimination techniques | | | | | | | **K3** | |
| 3 | Studies concepts of Multimedia Systems, Text, Audio and Video tools | | | | | | | **K3** | |
| 4 | Compressing audio and video using MPEG-1 and MPEG-2 | | | | | | | **K4** | |
| 5 | Creates Animation with special effects using algorithms | | | | | | | **K6** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **OUTPUT PRIMITIVES** | | | **15 hours** | | | | |
| Output Primitives: Points and Lines – Line-Drawing algorithms – Loading frame Buffer – Line function – Circle-Generating algorithms – Ellipse-generating algorithms. Attributes of Output Primitives: Line Attributes – Curve attributes – Color and Grayscale Levels – Area-fill attributes –  Character Attributes. | | | | | | | | | |
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| **Unit:2** | | **2D GEOMETRIC TRANSFORMATIONS** | | | **15 hours** | | | | |
| 2D Geometric Transformations: Basic Transformations – Matrix Representations – Composite Transformations – Other Transformations. 2D Viewing: The Viewing Pipeline – Viewing Co- ordinate Reference Frame – Window-to-Viewport Co-ordinate Transformation - 2D Viewing  Functions – Clipping Operations. | | | | | | | | | |
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| **Unit:3** | | **TEXT** | | **15 hours** | | | | | |
| Text: Types of Text – Unicode Standard – Font – Insertion of Text – Text compression – File formats. Image: Image Types – Seeing Color – Color Models – Basic Steps for Image Processing – Scanner – Digital Camera – Interface Standards – Specification of Digital Images – CMS – Device Independent Color Models – Image Processing software – File Formats – Image Output on  Monitor and Printer. | | | | | | | | | |
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| **Unit:4** | | **AUDIO** | | **15 hours** | | | | | |
| Audio: Introduction – Acoustics – Nature of Sound Waves – Fundamental Characteristics of Sound  – Microphone – Amplifier – Loudspeaker – Audio Mixer – Digital Audio – Synthesizers – MIDI – | | | | | | | | | |



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| Basics of Staff Notation – Sound Card – Audio Transmission – Audio File formats and CODECs – Audio Recording Systems – Audio and Multimedia – Voice Recognition and Response - Audio  Processing Software. | | | |
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| **Unit:5** | | **VIDEO AND ANIMATION** | **12 hours** |
| Video: Analog Video Camera – Transmission of Video Signals – Video Signal Formats – Television Broadcasting Standards – PC Video – Video File Formats and CODECs – Video Editing – Video Editing Software. Animation: Types of Animation – Computer Assisted Animation – Creating Movement – Principles of Animation – Some Techniques of Animation – Animation on the Web – Special Effects – Rendering Algorithms. Compression: MPEG-1 Audio –  MPEG-1 Video - MPEG-2Audio – MPEG-2 Video. | | | |
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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Expert lectures, online seminars - webinars | | | |
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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | Computer Graphics, Donald Hearn, M.Pauline Baker, 2nd edition, PHI. (UNIT-I: 3.1-3.6,4.1-  4.5 & UNIT-II: 5.1-5.4,6.1-6.5) | | |
| 2 | Principles of Multimedia, Ranjan Parekh, 2007, TMH. (UNIT III: 4.1-4.7,5.1-5.16 UNIT-IV:  7.1-7.3,7.8-7.14,7.18-7.20,7.22,7.24,7.26-28 UNIT-V: 9.5-9.10,9.13,9.15,10.10-10.13) | | |
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| **Reference Books** | | | |
| 1 | Computer Graphics, Amarendra N Sinha, Arun D Udai, TMH. | | |
| 2 | Multimedia: Making it Work, Tay Vaughan, 7th edition, TMH. | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
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| Course Designed By: | | | |

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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | M | S | M | S | S | S | M |
| **CO2** | S | S | S | M | S | M | M | M | S | M |
| **CO3** | S | M | M | M | S | M | M | M | S | M |
| **CO4** | S | S | S | M | S | M | M | M | S | M |
| **CO5** | S | S | S | M | S | M | S | S | S | M |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Project Work Lab** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core: 11** | **0** | | **0** | | **5** | **8** |
| **Pre-requisite** | | | Students should have the strong knowledge in any  one of the programming languages in this course. | **Syllabus**  **Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To understand and select the task based on their core skills. 2. To get the knowledge about analytical skill for solving the selected task. 3. To get confidence for implementing the task and solving the real time problems. 4. Express technical and behavioral ideas and thought in oral settings. 5. Prepare and conduct oral presentations | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Formulate a real world problem and develop its requirements develop a design  solution for a set of requirements. | | | | | | | **K3** | |
| 2 | Test and validate the conformance of the developed prototype against the original  requirements of the problem. | | | | | | | **K5** | |
| 3 | Work as a responsible member and possibly a leader of a team in developing  software solutions. | | | | | | | **K3** | |
| 4 | Express technical ideas, strategies and methodologies in written form. Self-learn new tools, algorithms and techniques that contribute to the software solution of  the project. | | | | | | | **K1-K4** | |
| 5 | Generate alternative solutions, compare them and select the optimum one. | | | | | | | **K6** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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|  | | **AIM OF THE PROJECT WORK** | | |  | | | | |
| 1. The aim of the project work is to acquire practical knowledge on the implementation of the programming concepts studied. 2. Each student should carry out individually one project work and it may be a work using the software packages that they have learned or the implementation of concepts from the papers studied or implementation of any innovative idea focusing on application oriented concepts. 3. The project work should be compulsorily done in the college only under the supervision of the department staff concerned.   **Viva Voce**   * 1. Viva-Voce will be conducted at the end of the year by both Internal (Respective Guides) and External Examiners, after duly verifying the **Annexure Report** available in the College, for a total of 150 marks at the last day of the practical session.   2. Out of 150 marks, 60 marks for CIA and 90 for CEE (60 evaluation of project report + 30   Viva Voce). | | | | | | | | | |



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| **Project Report Format** |
| **PROJECT WORK**  **TITLE OF THE DISSERTATION**  Bonafide Work Done by STUDENT NAME REG. NO.  Dissertation submitted in partial fulfillment of the requirements for the award of  <Name of the Degree>  of Bharathiar University, Coimbatore-46**.**  College Logo  Signature of the Guide Signature of the HOD  Submitted for the Viva-Voce Examination held on  Internal Examiner External Examiner  Month – Year |
| **CONTENTS**  **Acknowledgement Contents**  **Synopsis**   1. **Introduction**    1. Organization Profile    2. System Specification       1. Hardware Configuration       2. Software Specification 2. **System Study**    1. Existing System |

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| 2.1.1 Drawbacks   * 1. Proposed System      1. Features  1. **System Design and Development**    1. File Design    2. Input Design    3. Output Design    4. Database Design    5. System Development       1. Description of Modules (Detailed explanation about the project work) 2. **Testing and Implementation** 3. **Conclusion Bibliography Appendices** 4. Data Flow Diagram 5. Table Structure 6. Sample Coding 7. Sample Input 8. Sample Output |
| Course Designed By: |

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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** |  |  |  |  |  |  |  |  |  |  |
| **CO2** |  |  |  |  |  |  |  |  |  |  |
| **CO3** |  |  |  |  |  |  |  |  |  |  |
| **CO4** |  |  |  |  |  |  |  |  |  |  |
| **CO5** |  |  |  |  |  |  |  |  |  |  |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Programming Lab – Graphics & Multimedia** | | **L** | | **T** | **P** | **C** |
| **Core/Elective/Supportive** | | | **Core Lab : 7** | | **0** | | **0** | **6** | **4** |
| **Pre-requisite** | | | Students should have the basic knowledge on C and C++ to do computer graphics and  multimedia applications. | | **Syllabus Version** | | | 2020-21  Onwards | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To learn the basic principles of 2-dimensional computer graphics. 2. Provide an understanding of how to scan convert the basic geometrical primitives, how to transform the shapes to fit them as per the picture definition. 3. Provide an understanding of mapping from a world coordinates to device coordinates, clipping and projections. 4. To be able to discuss the application of computer graphics concepts in the development of computer games, information visualization and business applications. 5. To comprehend and analyse the fundamentals of animation, virtual reality, underlying   technologies, principles and applications. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the basic concepts of computer graphics. | | | | | | | **K1** | |
| 2 | Design scan conversion problems using C and C++ programming. | | | | | | | **K2** | |
| 3 | Apply clipping and filling techniques for modifying an object. | | | | | | | **K3** | |
| 4 | Understand the concepts of different type of geometric transformation of  objects in 2D. | | | | | | | **K4** | |
| 5 | Understand and develop the practical implementation of modeling, rendering,  viewing of objects in 2D | | | | | | | **K6** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Programs** | | | | | | **36 hours** | | | |
| **Graphics** | | | | | |  | | | |
| 1. Write a program to rotate an image. | | | | | | | | | |
| 2. Write a program to drop each word of a sentence one by one from the top. | | | | | | | | | |
| 3. Write a program to drop a line using DDA Algorithm. | | | | | | | | | |
| 4. Write a program to move a car with sound effect. | | | | | | | | | |
| 5. Write a program to bounce a ball and move it with sound effect. | | | | | | | | | |
| 6. Write a program to test whether a given pixel is inside or outside or on a polygon. | | | | | | | | | |
| **Multimedia** | | | | | | | | | |
| 7. Create Sun Flower using Photoshop. | | | | | | | | | |
| 8. Animate Plane flying in the Clouds using Photoshop. | | | | | | | | | |
| 9. Create Plastic Surgery for the Nose using Photoshop. | | | | | | | | | |
| 10. Create See-through text using Photoshop. | | | | | | | | | |
| 11. Create a Web Page using Photoshop. | | | | | | | | | |
| 12. Convert Black and White Photo to Color Photo using Photoshop. | | | | | | | | | |
|  | | **Total Lecture hours** | | **36 hours** | | | | | |
| **Text Book(s)** | | | | | | | | | |

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| **Reference Books** | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | M | M | M | S | M | L | L | M | L |
| **CO3** | S | S | S | M | M | M | M | M | M | L |
| **CO3** | S | S | S | M | S | M | M | M | M | L |
| **CO4** | S | S | S | S | S | M | M | M | M | M |
| CO5 | S | S | S | S | S | M | S | S | S | M |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **NETWORK SECURITY & ADMINISTRATION** | **L** | | **T** | **P** | **C** |
| **Core/Elective/Supportive** | | | **Elective : II** | **5** | | **0** | **0** | **4** |
| **Pre-requisite** | | | Basics of Computer networks | **Syllabus Version** | | | 2020-21  Onwards | |
| **Course Objectives:** | | | | | | | | |
| The main objectives of this course are to:   1. To enable the students to learn attacks on computers and how to handle the security issues. 2. To study about the digital certificate and public key infrastructure protocols. 3. To gain knowledge in firewalls in network securities. | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | |
| 1 | Understand the basics of attacks on computers and computer security and  cryptography encryption and decryption. | | | | | | **K2** | |
| 2 | Understand cryptography algorithm types and modes: asymmetric and symmetric ke  algorithms. | | | | | | **K2-K3** | |
| 3 | Understand the concept of digital certificate and public key infrastructure and  internet security protocols. | | | | | | **K3** | |
| 4 | Understand the user authentication and keberos, cryptography in java, .NET and  operating system. | | | | | | **K4** | |
| 5 | Knowledge in firewalls in network security, VPN and case studies in cryptography  and security. | | | | | | **K3-K4** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | |
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| **Unit:1** | | **ATTACKS ON COMPUTERS AND COMPUTER SECURITY** | | | **15 hours** | | | |
| Attacks on computers and computer security: Introduction –Need for security – Security approaches - principles of security –Types of attacks. Cryptography : Concepts and techniques - - introduction – plain text and cipher text –substitution techniques – transposition techniques – encryption and decryption – symmetric and asymmetric key cryptography – steganograpy – key range and key size –  possible types of attacks | | | | | | | | |
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| **Unit:2** | | **SYMMETRIC KEY ALGORITHMS AND AES** | | | **12 hours** | | | |
| Symmetric Key Algorithms and AES : Introduction - Algorithm Types and modes – An overview of symmetric key cryptography – Data encryption Standard (DES) – International Data Encryption Algorithm (IDEA) – RC4 – RC5 – Blowfish – Advanced Encryption Standard (AES) . Asymmetric Key Algorithms: Digital Signature and RSA:. Introduction – brief history of Asymmetric Key cryptography – An Overview of Asymmetric Cryptography - The RSA algorithm – Symmetric and  asymmetric cryptography together – digital signatures – Knapsack algorithm – Some other algorithms. | | | | | | | | |
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| **Unit:3** | | **DIGITAL CERTIFICATE AND PUBLIC KEY INFRASTRUCTURE (PKI)** | | **15 hours** | | | | |
| Digital certificate and Public Key Infrastructure (PKI): Introduction – digital certificates – private key  management- the PKIX model – Public key cryptography standards – XML, PKI and Security – Creating digital certificates using JAVA. Internet Security Protocols : Introduction – basic concepts – | | | | | | | | |



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| Secure Socket Layer – (SSL) – Transport Layer Security(TLS) – Secure Hyper Text Transfer Protocol (SHTTP) – Time Stamping Protocol (TSP) – Secure Electronic Transaction (SET) – SSL Versus SET  – 3-D secure Protocol –Electronic Money - - Email security – Wireless Application Protocol (WIP) Security - Security in GSM –Security in 3G. | | | | | | | | | | | | | | |
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| **Unit:4** | | | | **USER AUTHENTICATION AND KERBEROS** | | | | | | | | **15 hours** | | |
| User Authentication and Kerberos: Introduction – Authentication basics - Passwords – Authentication Tokens – Certificate based Authentication – biometric authentication – kerberos – Key distribution centre – Security handshake Pitfalls – Single sign on (SSO) Approaches. Cryptography in JAVA,  .NET, and Operating System: Introduction – Cryptographic Solution using JAVA – Cryptographic Solutions using Microsoft .NET Framework – Cryptographic Toolkits – Security and Operating Systems – Database Security. | | | | | | | | | | | | | | |
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| **Unit:5** | | | | **NETWORK SECURITY FIREWALLS AND VIRTUAL PRIVATE NETWORKS (VPN)** | | | | | | | | **15 hours** | | |
| Network Security Firewalls and Virtual Private Networks (VPN) : Introduction – Brief introduction to TCP/IP – Fire walls – IP security – Virtual Private networks (VPN) – Intrusion. Case Studies on Cryptography and Security : Introduction – Cryptographic Solutions a Case Study – SSO – Secure inter branch payment Transactions – DOS Attacks – IP Spoofing Attacks – Cross Site Scripting  Vulnerability (CSSV) – Contract signing – secret Splitting - virtual elections – secure multiparty calculations – creating a VPN – Cookies and Privacy. | | | | | | | | | | | | | | |
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| **Unit:6** | | | | **Contemporary Issues** | | | | | | | | **3 hours** | | |
| Expert lectures, online seminars – webinars | | | | | | | | | | | | | | |
|  | | | | **Total Lecture hours** | | | | | | | | **75 hours** | | |
| **Text Book(s)** | | | | | | | | | | | | | | |
| 1 | | Atul Kahate, Cryptograpy and Network Security, Second Edition, Tata McGraw-Hill  Publishing, 2003 | | | | | | | | | | | | |
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| **Reference Books** | | | | | | | | | | | | | | |
| 1 | | Computer Networks, Andrew S. Tanenbaum, 4th edition, PHI. | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | |
| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | | | | | | | | | | | | |
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|  | **Mapping with Programme Outcomes** | | | | | | | | | | | | |  |
|  | **Cos** | | **PO1** | | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
|  | **CO1** | | S | | S | S | M | S | M | M | M | S | S |
|  | **CO2** | | S | | M | S | M | S | L | S | M | M | M |
|  | **CO3** | | S | | S | S | M | S | M | M | M | S | M |
|  | **CO4** | | S | | M | S | M | S | M | M | L | S | S |
|  | **CO5** | | S | | S | S | M | S | S | S | S | S | M |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Mobile Computing** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Elective : II** | **5** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | **Basic knowledge on mobile technologies** | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To enable the students to study on the emerging technologies in mobile computing. 2. To learn the basics of mobile computing and IVR application 3. To make the students to learn about the architecture of mobile computing 4. To understand the mobile technologies GPRS,CDMA and 3G | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the history of mobile computing, applications, standards and mobile  computing architecture. | | | | | | | **K1-K2** | |
| 2 | Understand the mobile computing techniques related to telephone, access  procedures, IVR applications and Voice XML. | | | | | | | **K2** | |
| 3 | Understand and analyse the emerging technologies Bluetooth, RFID, WiMAX, etc.  also GSM. | | | | | | | **K1-K3** | |
| 4 | Knowledge on GPRS, GPRS network architecture, Data services, applications for  GPRS and limitations. | | | | | | | **K4** | |
| 5 | Knowledge on CDMA and 3G, CDMA Vs GSM, applications of 3G wireless LAN,  Architecture, Adhoc and sensor networks and security features. | | | | | | | **K1-K4** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **INTRODUCTION** | | | **10 hours** | | | | |
| Introduction: Mobility of Bits and Bytes –Wireless The Beginning – Mobile Computing – Dialogue Control – Networks – Middleware and Gateways – Application and services- Developing Mobile computer Applications – security in mobile computing – Standards \_ Why is it necessary – Standard bodies. MOBILE COMPUTTING ARCHITECTURE: History of computers and Internet  – Architecture for mobile computing – Three-tier architecture – Design considerations for mobile computing – Mobile computing through Internet – Making exiting applications mobile enabled | | | | | | | | | |
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| **Unit:2** | | **MOBILE COMPUTING THROUGH TELEPHONY** | | | **10 hours** | | | | |
| UNIT II: MOBILE COMPUTING THROUGH TELEPHONY: Evaluation of telephony – Multiple  access procedures – Mobile computing through telephone – IVR Application –Voice XML – TAPI | | | | | | | | | |
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| **Unit:3** | | **EMERGING TECHNOLOGIES** | | **10 hours** | | | | | |
| EMERGING TECHNOLOGIES: Blue Tooth – RFID – WiMAX – Mobile IP – IPv6 – Java Card. GSM : Global System for mobile communications – GSM Architecture – GSM Entities – Call routing in GSM – PLMN Interfaces – GSM Addresses and Identifiers – Network Aspects in GSM  – GSM Frequency allocations – Authentications and Security. SMS | | | | | | | | | |
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| **Unit:4** | | **GPRS** | | **12 hours** | | | | | |
| GPRS – GPRS and packet data network – GPRS network architecture – GPRS network operations | | | | | | | | | |

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| – Data services in GPRS – Application for GPRS- Limitations – Billing and Charging. WAP :  MMS – GPRS Applications | | | |
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| **Unit:5** | | **CDMA and 3G** | **12 hours** |
| CDMA and 3G: Spread spectrum technology – Is 95 – CDMA vs GSM – Wireless Data – Third generation networks – Applications on 3G WIRELESS LAN: Wireless LAN advantages – IEEE  802.11 standards – Architecture – Mobile in Wireless LAN – Deploying wireless LAN – Mobile adhoc networks and sensor networks – Wireless LAN Security – WiFi vs 3G. | | | |
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|  | | **Total Lecture hours** | **55 hours** |
| **Text Book(s)** | | | |
| 1 | MOBILE COMPUTING, Asoke K Talukder , Roopa R Yavagal, TMH, 2005 | | |
|  | | | |
| **Reference Books** | | | |
| 1 | Jochen H. Schller, “Mobile Communications”, Second Edition, Pearson Education, New Delhi,  2007. | | |
| 2 | Dharma Prakash Agarval, Qing and An Zeng, “Introduction to Wireless and Mobile systems”,  Thomson Asia Pvt Ltd, 2005. | | |
| 3 | Uwe Hansmann, Lothar Merk, Martin S. Nicklons and Thomas Stober, “Principles of Mobile  Computing”, Springer, 2003. | | |
|  | | | |
| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
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| Course Designed By: | | | |

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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | L | S | M | L | M | S | S |
| **CO2** | S | S | S | L | S | M | L | M | S | M |
| **CO3** | S | S | S | L | S | L | L | M | M | M |
| **CO4** | S | S | S | L | S | L | L | M | M | M |
| **CO5** | S | S | S | L | S | M | L | M | S | M |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **PYTHON Programming** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Elective : II** | **5** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Knowledge on logic of the programs and oops  concept. | **Syllabus**  **Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To introduce the fundamentals of Python Programming. 2. To teach about the concept of Functions in Python. 3. To impart the knowledge of Lists, Tuples, Files and Directories. 4. To learn about dictionaries in python. 5. To explores the object-oriented programming, Graphical programming aspects of python with help of built in modules.. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Remembering the concept of operators, data types, looping statements in Python  programming. | | | | | | | **K1** | |
| 2 | Understanding the concepts of Input / Output operations in file.. | | | | | | | **K2** | |
| 3 | Applying the concept of functions and exception handling | | | | | | | **K3** | |
| 4 | Analyzing the structures of list, tuples and maintaining dictionaries | | | | | | | **K4** | |
| 5 | Demonstrate significant experience with python program development environment | | | | | | | **K4-K6** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
|  | | | | | | | | | |
| **Unit:1** | | **BASICS OF PYTHON** | | | **10 hours** | | | | |
| BASICS : Python - Variables - Executing Python from the Command Line - Editing Python Files -  Python Reserved Words - Basic Syntax-Comments - Standard Data Types – Relational Operators - Logical Operators - Bit Wise Operators - Simple Input and Output. | | | | | | | | | |
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| **Unit:2** | | **CONTROL STATEMENTS** | | | **10 hours** | | | | |
| CONTROL STATEMENTS: Control Flow and Syntax - Indenting - if Statement - statements and expressions- string operations- Boolean Expressions -while Loop - break and continue - for Loop.  LISTS: List-list slices - list methods - list loop – mutability – aliasing - cloning lists - list parameters. TUPLES: Tuple assignment, tuple as return value -Sets – Dictionaries | | | | | | | | | |
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| **Unit:3** | | **FUNCTIONS** | | **10 hours** | | | | | |
| FUNCTIONS: Definition - Passing parameters to a Function - Built-in functions- Variable Number of Arguments - Scope – Type conversion-Type coercion-Passing Functions to a Function - Mapping Functions in a Dictionary – Lambda - Modules - Standard Modules – sys – math – time -  dir - help Function. | | | | | | | | | |
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| **Unit:4** | | **ERROR HANDLING** | | **12 hours** | | | | | |
| ERROR HANDLING: Run Time Errors - Exception Model - Exception Hierarchy - Handling Multiple Exceptions - Data Streams - Access Modes Writing - Data to a File Reading - Data From a File - Additional File Methods - Using Pipes as Data Streams - Handling IO Exceptions -  Working with Directories. | | | | | | | | | |
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| **Unit:5** | | **OBJECT ORIENTED FEATURES** | | **12 hours** | | | | | |



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| OBJECT ORIENTED FEATURES: Classes Principles of Object Orientation - Creating Classes - Instance Methods - File Organization - Special Methods - Class Variables – Inheritance – Polymorphism - Type Identification - Simple Character Matches - Special Characters - Character Classes – Quantifiers - Dot Character - Greedy Matches – Grouping - Matching at Beginning or  End - Match Objects – Substituting - Splitting a String - Compiling Regular Expressions. | | | |
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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Expert lectures, online seminars - webinars | | | |
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|  | | **Total Lecture hours** | **55 hours** |
| **Text Book(s)** | | | |
| 1 | Mark Summerfield, Programming in Python 3: A Complete introduction to the Python  Language, Addison-Wesley Professional, 2009. | | |
| 2 | Martin C. Brown, PYTHON: The Complete Reference, McGraw-Hill, 2001 | | |
| 3 | E. Balagurusamy (2017), “Problem Solving and Python Programming”, McGraw-Hill, First  Edition. | | |
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| **Reference Books** | | | |
| 1 | Allen B. Downey, “Think Python: How to Think Like a Computer Scientist”, 2nd edition,  Updated for Python 3, Shroff/O‘Reilly Publishers, 2016 | | |
| 2 | Guido van Rossum and Fred L. Drake Jr, An Introduction to Python – Revised and updated for  Python 3.2, Network Theory Ltd., 2011 | | |
| 3 | Wesley J Chun, Core Python Applications Programming‖, Prentice Hall, 2012. | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
| 1 |  | | |
| 2 |  | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | L | S | M | L | M | S | S |
| **CO2** | S | S | S | L | S | M | L | M | S | S |
| **CO3** | S | S | S | L | S | M | L | M | S | S |
| **CO4** | S | S | S | L | S | M | L | M | S | S |
| **CO5** | S | S | S | L | S | M | L | M | S | S |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Internet of Things (IoT)** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Elective : III** | **5** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Students should have the basic understanding of  logical circuits and hardware architecture. | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To learn the concepts of IoT and its protocols. 2. To learn how to analysis the data in IoT. 3. To develop IoT infrastructure for popular applications. 4. To report about the IoT privacy, security and vulnerabilities solution | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | To understand the fundamentals of Internet of Things. | | | | | | | **K1** | |
| 2 | To know the basics of communication protocols and the designing principles of  Web connectivity. | | | | | | | **K2** | |
| 3 | To gain the knowledge of Internet connectivity principles | | | | | | | **K2-K3** | |
| 4 | Designing and develop smart city in IoT | | | | | | | **K2-K3** | |
| 5 | Analyzing and evaluate the data received through sensors in IOT. | | | | | | | **K4-K5** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
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| **Unit:1** | | **INTRODUCTION** | | | **15 hours** | | | | |
| Introduction - Definition & characteristics of IoT - physical design of IoT - logical design of IoT - IoT enabling Technologies - IoT levels & Deployment templates. Domain specific Iots : Home Automation - cities - Environment - Energy - retail - logistics - Agriculture - Industry i Health and  life style. | | | | | | | | | |
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| **Unit:2** | | **IOT and M2M** | | | **12 hours** | | | | |
| IoT and M2M - Deference between Iot and M2M - SDN and NFV for lot - IoT systems  management - SNMP - YANG - NETOPEER | | | | | | | | | |
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| **Unit:3** | | **IOT SPECIFICATION** | | **15 hours** | | | | | |
| IoT platforms design Methodology - purpose and specification - process specification - Domain model specification - Information model specification - Service specification - IoT level specification - functional view specification - operational view specification - Device and  component Integrators - Application Development. | | | | | | | | | |
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| **Unit:4** | | **LOGICAL DESIGN USING PYTHON** | | **15 hours** | | | | | |
| Logical design using python - Installing python - type conversions - control flow - functions - modules - File handling - classes. IoT physical devices and End points, building blocks of IoT  device - Raspberry Pi - Linux on Raspberry Pi - Raspberry Pi interfaces. | | | | | | | | | |
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| **Unit:5** | | **IOT AND CLOUD COMPUTING** | | **15 hours** | | | | | |
| IoT physical servers & cloud computing - WAMP - Xively cloud for IoT - python Web application  frame work - Amazon web services for IoT. | | | | | | | | | |

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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Expert lectures, online seminars – webinars | | | |
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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | Internet of Things - A hands on Approach Authors: Arshdeep Bahga, Vijay Madisetti  Publisher: Universities press. | | |
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| **Reference Books** | | | |
| 1 | Internet of Things - Srinivasa K.G., Siddesh G.M. Hanumantha Raju R. Publisher: Cengage  Learning India pvt. Ltd (2018) | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **Cos** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | M | M | S | M | S | L | L | M | S | S |
| **CO2** | S | S | S | M | S | M | M | L | S | M |
| **CO3** | S | S | S | L | M | L | M | M | S | S |
| **CO4** | M | M | S | M | S | M | L | L | S | S |
| **CO5** | S | S | S | L | S | L | M | M | S | M |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **COMPONENT TECHNOLOGY** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Elective : III** | **5** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | Basics of information system and distributed  system | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To enable the students to learn the concepts of component technologies. 2. To learn the CORBA architecture and services, CCRBA and CORBA migration process. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the basics of information system, overview of CORBA. | | | | | | | **K2** | |
| 2 | Understand the language mapping, OLE integration, CCRBA services,  information, task, system management and infrastructure services. | | | | | | | **K3** | |
| 3 | Knowledge on facilities and domains, OMG process and relationship with other  technologies. | | | | | | | **K3** | |
| 4 | Understand the CORBA migration process, software architecture and application  design using software architect II. | | | | | | | **K4** | |
| 5 | Knowledge on problem and objective standard based profile, business objects and  process and interface migration. | | | | | | | **K6** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** – Create | | | | | | | | | |
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| **Unit:1** | | **Introduction** | | | **15 hours** | | | | |
| Information system - Analyzing the Scenario challenges - CORBA overview - Concepts - Overview of CORBA IDL - IDL Tutorial Conversion of 00 design to IDL - IDL Guidelines - Overview of CORBA and Standard Object model - Architecture - Clients & Object  Implementation interface and implementation. | | | | | | | | | |
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| **Unit:2** | | **Management Services** | | | **15 hours** | | | | |
| Language mapping - Portability and interoperability - OLE integration - CCRBA services - Information Management Services - Task Management- System Management - Infrastructure of  Services. | | | | | | | | | |
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| **Unit:3** | | **Facilities, Domains and Relationship with other**  **Technologies** | | **15 hours** | | | | | |
| Facilities and domains - horizontal - Vertical facilities - Leveraging the OMG Process -  Relationship with other technologies. | | | | | | | | | |
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| **Unit:4** | | **Software Architecture** | | **15 hours** | | | | | |
| The CORBA migration process - software Architecture - Applications Design using software  Architect ii | | | | | | | | | |
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| **Unit:5** | | **Migration Case Studies** | | **12 hours** | | | | | |

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| Migration case studies - Problem and Objective standard based Profile - Project context - Business  objects and Process - Interface migration. | | | |
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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Expert lectures, online seminars – webinars | | | |
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|  | | **Total Lecture hours** | **75 hours** |
| **Text Book(s)** | | | |
| 1 | Inside CORBA — Distributed Object Standards and Applications Thomas J. owtray, William  A. Roh. Addison Wesley 1999. | | |
| 2 |  | | |
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| **Reference Books** | | | |
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| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
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| Course Designed By: | | | |

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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **COs** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | M | S | M | S | S | S | M | M |
| **CO2** | S | S | S | M | M | M | S | M | S | S |
| **CO3** | S | S | S | M | M | M | M | M | S | S |
| **CO4** | S | S | S | M | M | M | M | M | S | S |
| **CO5** | S | S | S | M | M | M | M | M | S | S |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **E Commerce** | **L** | | **T** | | **P** | **C** |
| **Core/Elective/Supportive** | | | **Elective : III** | **5** | | **0** | | **0** | **4** |
| **Pre-requisite** | | | **Basic understanding in use of internet in commercial applications** | **Syllabus Version** | | | 2020-21  Onwards | | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To enable the students to learn and understand the E-Commerce strategies. 2. To understand the E-Market and EDI standards and implementations. 3. To study and understand the online payments in E-Commerce applications and other E-Commerce applications used in the internet. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understanding the basics of E-Commerce and its strategies. | | | | | | | **K1, K2** | |
| 2 | Knowledge in basics of business strategy, E-Commerce implementation, the credit  transaction trade cycle. | | | | | | | **K2** | |
| 3 | Understand the E-markets, EDI standards, communication and implementations. | | | | | | | **K3** | |
| 4 | Understand the internet, HTML, server side scripting and client side scripting  languages, online payments in E-Commerce applications. | | | | | | | **K4** | |
| 5 | Knowledge in the internet bookshops, electronic newspapers, virtual auctions  gambling on the Net and e-diversity. | | | | | | | **K4** | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
|  | | | | | | | | | |
| **Unit:1** | | **Introduction to E-Commerce** | | | **10 hours** | | | | |
| The Scope of E-Commerce – Definition-E-Commerce & the Trade Cycle – Electronic Market – Electronic Data Interchange – The Internet Commerce – The E-Commerce in Perspective. Business Strategy: The Value Chain – Supply Chains – Porter’s Value Chain Model – The Inter  Organizational Value Chain | | | | | | | | | |
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| **Unit:2** | | **The Introduction to Business Strategy** | | | **10 hours** | | | | |
| The Introduction to Business Strategy – Strategic Implications of IT – Technology – Business Environment – Business Capability – Existing Business Strategy – Strategy Formulation & Implementation Planning – e-Commerce Implementation -Commerce Evaluation. The Inter  Organizational Transactions – The Credit Transaction Trade Cycle. A Variety of Transactions – Pens & Things. | | | | | | | | | |
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| **Unit:3** | | **E-Markets** | | **10 hours** | | | | | |
| Markets – E-Markets-Usage of E-Markets-Advantages & Disadvantages of E-Markets. EDI: Introduction – Definition - Benefits of EDI – EDI Standards – EDI Communication EDI  Implementation – EDI Agreement – EDI Security | | | | | | | | | |
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| **Unit:4** | | **The Internet** | | **12 hours** | | | | | |
| The Internet – The Development of the Internet – TCP/IP – Internet Components – Uses of the  Internet – A Page on the Web: HTML Basics – Introduction to HTML – Further HTML – Client Side Scripting – Server Side Scripting – HTML Editors & Editing – The Elements of E-Commerce | | | | | | | | | |

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| : Elements – e-Visibility – The e-Shop – On line Payments - Delivering the Goods – Internet e-  Commerce Security . | | | |
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| **Unit:5** | | **E-Business: Introduction** | **12 hours** |
| - The Internet Bookshops – Grocery Supplies - Software Supplies and Support – Electronic Newspapers – The Internet Banking - The Virtual Auctions – Online Share Dealing – Gambling on  the Net – e-Diversity. | | | |
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| **Unit:6** | | **Contemporary Issues** | **3 hours** |
| Expert lectures, online seminars - webinars | | | |
|  | | | |
|  | | **Total Lecture hours** | **55 hours** |
| **Text Book(s)** | | | |
| 1 | David Whiteley, E-Commerce – Strategy, Technology & Applications, Tata McGrawHill. | | |
| 2 |  | | |
|  | | | |
| **Reference Book(s)** | | | |
| 1 | E-Commerce - An Indian Perspective, P.T.Joseph, S.J., Fourth Edition, PHI 2012. | | |
|  | | | |
| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | | | |
| 1 |  | | |
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| Course Designed By: | | | |

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| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **Cos** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | L | M | L | S | M | M | L |
| **CO3** | S | S | S | L | M | M | S | M | S | L |
| **CO3** | S | S | S | M | S | M | S | S | S | M |
| **CO4** | S | S | S | M | S | M | S | S | M | M |
| CO5 | S | M | M | M | M | S | S | S | S | M |
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\*S-Strong; M-Medium; L-Low



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| **Course code** | |  | **Lab – DOT NET LAB** | **L** | | | **T** | **P** | **C** |
| **Core/Elective/Supportive** | | | **Skill based Subject Lab : 4** | **0** | | | **0** | **4** | **3** |
| **Pre-requisite** | | | **Students should have strong knowledge in**  **Dot NET.** | **Syllabus**  **Version** | | | | 2020-21  Onwards | |
| **Course Objectives:** | | | | | | | | | |
| The main objectives of this course are to:   1. To understand .NET framework to develop web centric applications. 2. To enable students to learn the basics of I/O and object oriented programming. 3. To familiar with VB.NET and ASP.NET IDE 4. To learn about the ASP.NET controls and ADO.NET. 5. To enable the students to learn how to build and deployment of web services. | | | | | | | | | |
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| **Expected Course Outcomes:** | | | | | | | | | |
| On the successful completion of the course, student will be able to: | | | | | | | | | |
| 1 | Understand the basics of VB.NET and develop windows applications. | | | | **K2, K4, K6** | | | | |
| 2 | Understand the concept of tree view control and illustrate it the using  VB.NET. | | | | **K2, K4, K6** | | | | |
| 3 | Understand and apply exception handling in VB.NET. | | | | **K2, K4, K6** | | | | |
| 4 | Understand menu resource and create application using menus. | | | | **K2, K4, K6** | | | | |
| 5 | Develop database applications in VB.NET. | | | | **K2, K4, K6** | | | | |
| **K1** - Remember; **K2** - Understand; **K3** - Apply; **K4** - Analyze; **K5** - Evaluate; **K6** - Create | | | | | | | | | |
|  | | | | | | | | | |
| **Programs** | | | | | | **36 hours** | | | |
| 1. Create a VB .Net program to add a string to Combo box with value of Textbox when user  clicks button control. | | | | | | | | | |
| 2. Create a VB .Net program to display hierarchical representations of items with tree view  control using Runtime coding. | | | | | | | | | |
| 3. Create a VB .Net program to handle user defined Exceptions. | | | | | | | | | |
| 4. Create a VB .Net program for Employee details to read and display the data using  constructors and member functions. | | | | | | | | | |
| 1. Create an application in VB .Net to demonstrate the following events:    1. Click    2. Mouse Down    3. Key Down    4. Form Load | | | | | | | | | |
| 6. Create an application in VB .Net for File Menu with Menu items New, Open, Save, Print  and Exit & Edit Menu with Menu items Cut, Copy, Paste, Find and Undo. | | | | | | | | | |
| 1. Create an application in VB .Net for student information database and perform the following operations:    1. Addition    2. Deletion    3. Updation | | | | | | | | | |
| 8. Design a website using web form to show the current date and time when a user clicks the button. | | | | | | | | | |
|  | | **Total Lecture hours** | | **36 hours** | | | | | |

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| **Text Book(s)** | |
| 1 | Bill Evjen, Jason Beres, et.al, Visual Basic .Net programming, Wiley Dreamtech India (p)  Ltd. ISBN 81-265-0254-1. |
| **Reference Books** | |
| 1 |  |
| **Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]** | |
| 1 | Fergal Grimes, Microsoft .NET for programmers, Shroff Publishers & Distributors (P) Ltd.  ISBN 81-7366-540-0. |
| 2 | Thuan Thai & Hoang Q.Lam, .NET Framework Essentials, Shroff Publishers & Distributors  (P) Ltd. ISBN 81-7366-654-7 |
|  | |
| Course Designed By: | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Mapping with Programme Outcomes** | | | | | | | | | | |
| **Cos** | **PO1** | **PO2** | **PO3** | **PO4** | **PO5** | **PO6** | **PO7** | **PO8** | **PO9** | **PO10** |
| **CO1** | S | S | S | L | M | M | M | M | M | L |
| **CO2** | S | S | S | S | M | S | S | M | L | L |
| **CO3** | S | S | S | S | S | S | S | L | S | M |
| **CO4** | S | S | S | S | S | S | M | S | M | S |
| **CO5** | S | S | S | M | M | S | S | M | S | M |
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\*S-Strong; M-Medium; L-Low

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| **Course Code** |  | **Cyber Security** | **L** | **T** | **P** | **C** |
| **Core/elective/Supportive** | | **Naan Mudhalvan Skill based Course-I** | **2** | **0** | **0** | **2** |

Cyber Security course contents

1. **Course 1**: Information Security Fundamentals
2. **Course 2**: Cyber Security Introduction
3. **Course 3**: Technologies in Cybersecurity eco-system
4. **Course 4**: Core Threat Intelligence Engineering
5. **Course 5**: Core Vulnerability Management Engineering
6. **Course 6**: Core Penetration Management Techniques
7. **Course 7**: Core Cyber Exploitations
8. **Course 8**: Global Cyber Attack Trends
9. **Course 9**: Security Operations Management
10. **Course 10**: Incident Management
11. **Course 11**: Web and Mobile security Techniques
12. **Course 12**: Privacy and Online Rights
13. **Course 13**: Best Practices for keeping Systems and Data safe
14. **Course 14**: Cloud Security Engineering
15. **Course 15**: Industry Infosec Governance

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**Course 1 -** Information Security Fundamentals : Broad Overview of Information Security will cover the following topics:

* 1.1 Information Security, 1.2 Computer Security, 1.3 CIA Triad/Principles, 1.4 Non- repudiation, 1.5 Risk Management
* 1.6 Cryptography Basics, 1.7 Authentication, 1.8 Authorization, 1.9 Access Control, 1.10 Security Policies
* 1.11 Security Auditing, 1.12 Security Laws and Regulations, 1.13 Defense, 1.14 Security Monitoring, 1.15 ISO 27000 framework
* 1.16 Information Security use case demonstration as per industry verticals, 1.17 Policy, Process, Procedures, Standards, Guidelines, Baselines

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* Case structure – Objectives, Target audience, Executive summary, Background, Your evaluation, Proposed solution, Conclusion
* **Case Study #1:** List Foundations of HealthCare Industries
  + Patient medical records contain sensitive information that must be protected from unauthorized access.
* **Case Study #2:** List Strong Foundations of Fintech Industries
  + Financial institutions handle large amounts of sensitive financial data, such as account numbers and transaction history, which must be protected from cyber threats
* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 2 -** Cyber Security Introduction : Broad Overview of Cyber Security will cover the following topics:

* 2.1 Cybersecurity, 2.2 Cybers attacks, 2.3 Social Engineering, 2.4 Cybersecurity Defences (Firewall, AV, SIEM, Patch, Password etc), 2.5 Cloud security, 2.6 Endpoint security, 2.7 Mobile security, 2.8 Zero trust, 2.9 IOT, 2.10 Layers of cybersecurity, 2.11 Hacking, 2.12 Incident management, 2.13 Security operations

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* **Case Study #3: Define cyber security governance structure for CISO in bank**

# Case Study #4: Define cyber security structure for CISO in Auto manufacturing

* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 3 -** Technologies in Cybersecurity eco-system: Broad Overview of Technologies will cover the following topics:

* 3.1 Network security – Architecture and Standards, Wireless security, Network Vulnerabilities, Threats – Password cracking, Spoofing, Packet sniffing, Port scanning, Poisoning
* 3.2 System security - Asset classification, Asset accountability, Configuration management, Privilege access control, Virtualization security, System hardening, End-point security, System upgrades and patches, Backup and recovery, Systems Auditing, Threats – Denial of Service (DOS), DHCP spoofing, Dictionary attack, Email spoofing
* 3.3 Software security – Secure Design, Secure Coding, Static Security, Dynamic Security, Open source governance, Software composition analysis, Log and audit trail ,OWASP Top10 Threats

- SQL Injection, Cross Site Scripting (XSS), Cross Site Request Forgery (CSRF)

* 3.4 Cryptography Basics – Security by Obscurity, Cryptographic Keys, Asymmetric, Symmetric, Hashing, Public Key Infrastructure (PKI), Challenges in cryptography
* 3.5 Application of Cryptography – Virtual Private Network (VPN), Secure Socket Layer (SSL), Digital Signature
* 3.6 Cloud security – Identity and Access management (IAM), Key management, Governance, Risk and Compliance (GRC), Legal, Data sovereignty, Business continuity, Disaster recovery, Cloud security models
* 3.7 Block chain security, 3.8 Zero Trust, 3.9 XDR, 3.10 AI, 3.11 MUD, 3.12 Context aware

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* **Case Study #5:** What are the Fundamental Network protections used in Any Industry
  + Firewalls, IDS, IPS, VPN, Antivirus, SIEM
* **Case Study #6:** List methods to Secure Data in transit and Data at rest
  + Encryption, Hashing,
* **Case Study #7:** How many ways can you protect any user account in applications
  + 2FA, MFA, Password Management
* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 4 -** Core Threat Intelligence Engineering: Broad Overview of threat intelligence will cover the following topics:

* 4.1 Threat model, 4.2 Tactical, operations and strategic threat intelligence, 4.3 How to detect, respond and defeat threats, 4.4 Adversary data, 4.5 Reactive and proactive threat approach , 4.6 IOC, 4.7 Cyber kill chain,. 4.8 MITRE ATT@ACK

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* **Case Study #8: How many Levels of User expertise are involved to form an Threat Intel team**

# Case Study #9: What are the roles included in Threat Intelligence at Industry level

* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 5 -** Core Vulnerability Management Engineering: Broad Overview of Vulnerability management will cover the following topics:

* 5.1 what is vulnerability, Threats, Risks, Exploitation, 5.2 Computer ports / protocols, 5.3 Ethical hack, Recon, Enumeration, Port Scanning, 5.4 Tools, 5.5 Attack Toolset – Metasploit, Nessus, nmap, Burpsuite, 5.6 Basic defence measures - Antivirus, Intrusion Detection / Prevention systems

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* **Case Study #10: What are few examples of an Vulnerability as per Industry oriented applications**

# Case Study #11: Explain RACI Matrix in banking environment

* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 6 -** Core Penetration test techniques: Broad Overview of penetration test techniques will cover the following topics:

* 6.1 what is penetration testing, vulnerability, Threats, Risks, Exploitation, 6.2 Computer ports / protocols, 6.3 Port Scanning, 6.4 Tools, 6.5 Attack Toolset – Metasploit, Nessus, nmap, Burpsuite, 6.6 Basic defence measures - Antivirus, Intrusion Detection / Prevention systems,

6.7 Penetration test approach, tools, 6.8 Pen test reporting, 6.9 Pen test rules, 6.10 Gray box, White box, Black box , 6.11 Sniffing, 6.12 DOS, 6.12 Social engineering, 6.13 Session hijacking, SQL Injection

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* **Case Study #12: How to do network scanning in banking industry**

# Case Study #13: How to do social engineering (email phishing) in auto manufacturing

* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 7 -** Core Cyber Exploitations: Broad Overview of cyber exploitation will cover the following topics:

* 7.1 Exploitation, 7.2 Types of exploits, 7.3 Identify, Protect, Detect, Respond, Recover, 7.3 Honey pot, 7.4 Data collection, analytics 7.5 Proactive and reactive exploitation, 7.6 Red , blue team, and purple team, 7.7 Incident management, 7.8 Data breach, 7.9 Ransomware,

7.10 Zero day attack, 7.11 Man in the middle

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* **Case Study #14: Difference between Vulnerability and Exploitations. How to identify exploitation in banking industry**

# Case Study #15: What Network vectors are considered for exploitation. How to implement in healthcare

* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 8 –** Global attack trends: Broad Overview of cyber-attack trends will cover the following topics:

* 8.1 Past, present & future trends of cyber threat landscape (Worldwide)
* 8.2 Cybercrime landscape in Asia Pacific
* 8.3 Organizational processes, Security roles and responsibilities, Due care and Due diligence
* 8.4 Cybersecurity threats – Malware, Viruses and Worms, Trojan horses, Botnets, Zero-day exploits, Phishing, Spear phishing, Whaling, Social engineering, etc.
* 8.5 Risk management concepts, Personnel security policies, Information security training and awareness
* 8.6 Critical infrastructure protection, Privacy by design

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* **Case Study #16: Explain Ransomware behaviour and impact within the industries.**

# Case Study #17: What is a Malware and how to setup malware protection in hospital

* **Case Study #18: Will Linux and Mac have any Attacks and Malware. Consider ecommerce services**
* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 9 –** Security Operations Management : Broad Overview of SOC will cover the following topics:

* 9.1 SOC security operations centre concept, 9.2 Logging, Attack methodology and monitoring,

9.3 Incident detection and Reporting, 9.4 SIEM, 9.5 Threat intelligence feed , 9.6 24x7 monitoring

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* Case Study #19: **What is Security posture for any healthcare industry**

# Case Study #20: What is SOC in food chain industry

* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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: Broad Overview of incident management will cover the

**Course 10 –** Security Incident Management

following topics:

* 10.1 Incident handling and response, 10.2 Incident RACI, 10.3 Forensic package , critical incident package, 10.4 Malware incidents, 10.5 Email security and phishing incidents , 10.6 Threat reporting, 10.7 Third party incidents, 10.8 Feedback process, 10.9 TTX

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* **Case Study #21: What is Zero Day? Does it have any impact on any industry applications. Define process framework**

# Case Study #22: How are Incidents managed for HealthCare , FinTech, SCADA and Automotive industries

* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 11 –** Web and Mobile security Techniques: Broad Overview of web and mobile security techniques will cover the following topics:

* 11.1 Web environment setup for scan and tools, 11.2 Scan web application, 11.3 Exploit vulnerabilities, 11.4 Deep analysis, 11.5 Reporting
* 11.6 Mobile environment setup for scan and tools, 11.7 Scan mobile application, 11.8 Exploit vulnerabilities, 11.9 Deep analysis, 11.10 Reporting

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* Cyber breach case study (Equifax, Uber, Target, Stuxnet, SWIFT)

# Case Study #23: What’s the Top standard followed in Web Applications

* **Case Study #24: What the Top standard followed in Mobile Applications**

# Case Study #25: List secure frameworks used in Mobile App Development

* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 12 –** Privacy and online rights: Broad Overview of privacy techniques will cover the following topics:

* 12.1 Privacy concept, 12.2 Privacy regulations, 12.3 GDPR, 12.4 Online privacy challenges

12.5 Online marketing/ sales privacy challenges, 12.6 Privacy protection and penalties

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* Cyber breach case study (Equifax, Uber, Target, Stuxnet, SWIFT)

# Case Study #26: What data is considered as Privacy issue in online ecommerce

* **Case Study #27: Whats the impact if your company related data is available online?**
* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 13 –** Best Practices for keeping Systems and Data safe: Broad overview of Security best practices will cover the following topics:

* 13.1 Understand your data and risk, 13.2 Protect your systems, 13.3 Cyber Insurance, 13.4 AV, 13.5 Data leakage , 13.6 Security guidelines – NIST, ISO 27001, GDPR, 13.7 Risk Management Frameworks and Security Standards
* NIST SP800-30: Evaluating security risks
* ISO 27000 - Information Security Management Standards (ISMS)
* DO-178C - Software Considerations in Airborne Systems and Equipment Certification
* ISO/IEC 27034 – Application security guidelines
* SS 584 : Singapore Standard for Multi Tier Cloud Security

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* **Case Study #28: How can you assure your data is safe in Public network and corporate network**

# Case Study #29: List 3 simple methods to keep your system safe from malware

* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 14 –** Cloud security engineering: Broad Overview of cloud security will cover the following topics:

* 14.1 Cloud security fundamentals, 14.2 Cloud providers, 14.3 Tools for cloud security, 14.4 Cloud recovery, 14.5 Cloud Monitoring, 14.6 Cloud compliance, certification, audit and compliance, Pen test

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* **Case Study #30: How the Cloud services or applications can be targeted to hackers**

# Case Study #31: What are the Different methods to store data safe

* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz

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**Course 15 –** Industry Infosec Governance: Broad Overview of Industry security governance will cover the following topics:

* 15.1 Industry roles and student skill identification, 15.2 Industry training, certification, 15.3 Industry career path, 15.4 How to become industry cybersecurity expert, 15.5 Job application process, 15.6 Salary / perks, 15.7 Working in healthcare industry

# Case Study / Demo / Role Play / Discussion / Quiz will cover the following topics:

* Cyber breach case study (Equifax, Uber, Target, Stuxnet, SWIFT)

# Case Study #32: Abbreviated CIA and give one example for Healthcare industry

* **Case Study #33: Are Policies, procedures and standards important to protect CIA for an Industry**
* Demo
* Scenario based role play (Cybersecurity strategy development, Incident response plan)
* Group discussion
* Quiz



Annexure

# B. Sc. Information Technology

**Syllabus**

# (With effect from 2020 -2021)

**Program Code : 26J**



# DEPARTMENT OF INFORMATION TECHNOLOGY

**Bharathiar University**

**(A State University, Accredited with “A“ Grade by NAAC and 13th Rank among Indian Universities by MHRD-NIRF)**

# Coimbatore 641 046, INDIA

**BHARATHIAR UNIVERSITY : : COIMBATORE 641046**

# DEPARTMENT OF Information Technology

## MISSION

* To develop IT professionals with ethical and human values.
* To organize, connect, create and communicate mathematical ideas effectively, through industry 4.0.
* To provide a learning environment to enhance innovations, problem solving abilities, leadership potentials, team-spirit and moral tasks.
* To nurture the research values in the developing areas of Computer Science and interdisciplinary fields.
* Promote inter-disciplinary research among the faculty and the students to create state of art research facilities.
* To promote quality and ethics among the students.
* Motivate the students to acquire entrepreneurial skills to become global leaders.